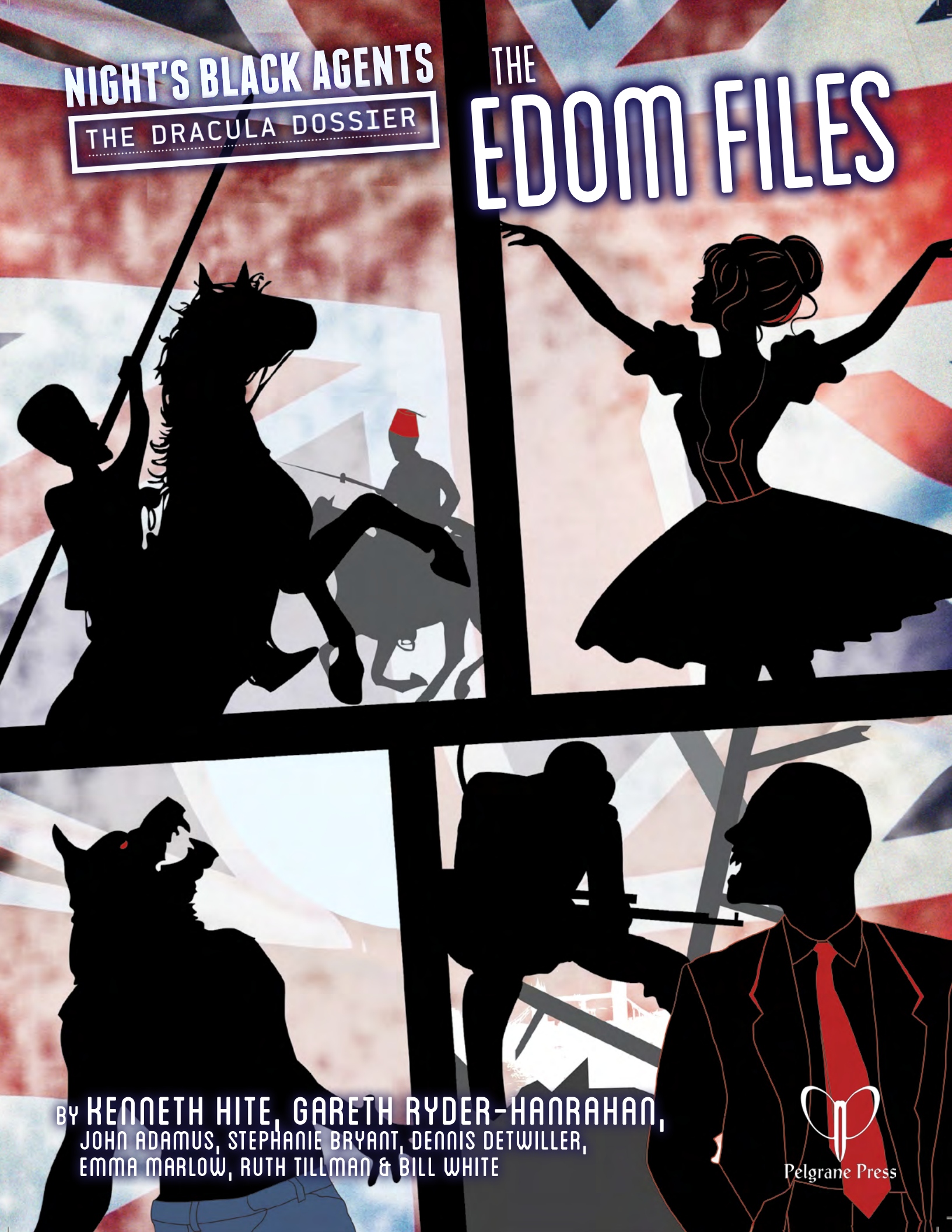


NIGHT'S BLACK AGENTS

THE DRACULA DOSSIER

THE EDOM FILES



BY KENNETH HITE, GARETH RYDER-HARRAHAN,
JOHN ADAMUS, STEPHANIE BRYANT, DENNIS DETWILLER,
EMMA MARLOW, RUTH TILLMAN & BILL WHITE



Pelgrane Press

NIGHT'S BLACK AGENTS - THE EDMO FILES

EIGHT DESPERATE MISSIONS AGAINST THE UN-DEAD!

FROM THE MOUNTAINS OF BULGARIA TO THE STREETS OF BERLIN
FROM THE RUSSO-TURKISH WAR TO THE WAR ON TERROR
FROM 1877 TO THE PRESENT DAY

FOR THE DEAD TRAVEL FAST

Operation Edom is the top-secret section of MI6 dedicated to thwarting and, ultimately, controlling the Un-Dead. Open the Edom archives and read the sealed files to learn the true shape of the 20th century.

- **Stoker: First Blood (1877):** In this prequel to *Dracula*, British adventurers exploring the Balkans thwart a vampiric horror.
- **The Carmilla Sanction (1948):** As the Soviets seal off Vienna, an Edom hit team hunt the notorious vampire Carmilla – but can they find her among all the decoys she's created?
- **Blood Coda (1971):** A Romanian ballet company defects to the West, but there's a vampire hidden among the dancers. Hunt her down before the curtain rises.
- **Day of the Wehrwolf (1981):** A prisoner exchange for a captured Edom officer leads the Agents into a race against time to stop the bombing of Radio Free Europe.
- **The Slayer Elite (1980):** A mysterious employer hires a team of elite mercenaries to carry out an operation in England. Their target: Edom.
- **Four Days of the Bat (1989):** Edom investigates an attack on one of their hidden stations, while outside the Berlin Wall falls and the Soviet Union collapses.
- **The Moldavian Candidate (2005):** A long-cold Edom case file is the key to thwarting a Conspiracy plan to assassinate the American vice president and escalate the war on terror.
- **The Harker Intrusion (201-):** An entry vector to the main *Dracula Dossier* campaign, giving one way for a team of Agents to acquire the stolen Dossier.

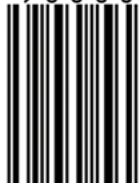
The *Edom Files* is part of the *Dracula Dossier* series. It stands alone as a compendium of one-shot adventures, but combine it with the *Director's Handbook* to flash back into Edom's history, or play through it all as a century-spanning epic!

PELGN09

ISBN 978-1-908983-26-8



9 00000>



9 781908 983268

GUMSHOE



NIGHT'S BLACK AGENTS

**THE
EDOM
FILES**

BY KENNETH HITE
GARETH RYDER-HANRAHAN
JOHN ADAMUS
STEPHANIE BRYANT
DENNIS DETWILLER
EMMA MARLOW
RUTH TILLMAN
BILL WHITE

NIGHT'S BLACK AGENTS – THE EDMO FILES

PUBLISHER: CATHRIONA TOBIN

AUTHORS: JOHN ADAMUS (THE SLAYER ELITE), STEPHANIE BRYANT (DAY OF THE WEHRWOLF), DENNIS DETWILLER (FOUR DAYS OF THE BAT), KENNETH HITE (THE CARMILLA SANCTION), EMMA MARLOW (THE MOLDAVIAN CANDIDATE), GARETH RYDER-HARRAHAN (THE HARKER INTRUSION), RUTH TILLMAN (BLOOD CODA), BILL WHITE (STOKER: FIRST BLOOD).

CARTOGRAPHY: CHRIS HUTH, WILL JOBST, GILL PEARCE, SIMON ROGERS, RALF SCHEMMANN.
OVERLAND AND AREA MAP DATA ORIGINATED IN MAPBOX.

ART DIRECTION: GARETH RYDER-HARRAHAN, CATHRIONA TOBIN

COVER ART: MARY LILLIS

INTERIOR ART: JESÚS BLONES, LUIGI CASTELLANI, RAINA KUPTZ, AMANDA MAKEPEACE, OLIVIA ONGAI, MARGARET ORGAN-HEAN, MIGUEL SANTOS, ALICIA VOGEL.

COVER DESIGN: CHRIS HUTH

LAYOUT: CHRIS HUTH

EDITING AND
DEVELOPMENT: KENNETH HITE, GARETH RYDER-HARRAHAN

COPYEDITING: CHRISTOPHER SMITH ADAIR

SECURITY CONSULTANT: SIDNEY BISHOPSGATE

PLAYTESTERS: PETER MEDRANO, ANGIE MEDRANO, JENNIE MEDRANO, MIKE UHLIR, CHRIS RIVAS, BORUS GALKIN, MICHAEL BIRT, DARA MCMAHON, ALEX "KB" ALTMAN, BOOMER, EDEL RYDER-HARRAHAN, NEIL KELLY, CHRIS CROFTS, CHRISTINE MANSELL, MARK MCCANN, ALEXIS "GESTOR G-2" DÍAZ-PÉREZ, FABIO "PSIKOLOHO PAM-PÚM Y LISTO" CARBALLO, JUSTO "ÓPTU DECRAINZ" SOLER, MATHEW "¿POR KE NO YEGÁTE?" AFRE

ACKNOWLEDGEMENTS
HELPER AGENTS (DAY OF THE WEHRWOLF):
TOBIAS STRAUSS, STEVEN WARZEHA, JOHN BRYANT

ARCHITECTURAL ADVICE (THE HARKER INTRUSION):
PAUL TUCKER

This is a work of fiction. Names, characters, businesses, places, events and incidents are either the products of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.

Copyright 2016 Pelgrane Press Ltd. Dracula Dossier and Operation Edom are trademarks of Pelgrane Press Ltd. Pelgrane Press is co-owned by Simon Rogers and Cathriona Tobin.

CONTENTS

OUR SECRET HISTORY	7	The Stalagmite Cavern	19	"Mother"	43
USING THE MISSIONS	7	The Ascending Passage	19	Pale Man in Black	43
One-Shot	7	The Flowstone Chamber	19	Matska	43
Overture	8	The Sinkhole	19	The Servants	44
Flashback	8	The 6m Drop	19	Horses	44
Unto the Fourth Generation	8	The Descending Passage	18	THE MOP-UP	44
Backstory	8	Attack of the Damned	19	VIENNA	45
Stripped for Parts	8	Iblis Akbar	20	Scene-Setting in Vienna	45
MISSION STRUCTURE	11	Escape	20	Heat in Vienna	45
AN EDMO PRIMER	11	The Cavalry Arrives!	21	CUTTING IN	46
STOKER: FIRST BLOOD	11	THERE'S A WAR ON	21	Into Soviet Austria	46
EYES ONLY BRIEFING	11	Cossacks	21	Into Allied Vienna	46
The Spine	11	THE MOUNTAIN VILLAGE OF ARBANASI	22	In Vienna	46
Entry Vectors	12	THE VILLA	22	KOMMANDATURA	46
The Agents	12	The Household	21	The American Zone	47
Rules Adjustments	12	Chief Eunuch	23	Martin Herz	47
New Ability: Culture (Interpersonal)	13	Eunuchs	23	The British Zone	47
Vampire Builds	13	Midwife	23	The French Zone	47
THE ROAD TO THE DEVIL	13	The Villa	21	The Soviet Zone	48
The Sublime Porte	13	The Widow (Telluric Lamia)	21	HÔTEL VORDENBURG	49
The Road	14	Bringing Everything Together	21	Franz Herbert	49
Demir Kozen Akinji and His Men	14	LOCATION: THE DEVIL'S CAVE	25	DEMIMONDE	50
Demir Kozen Akinji	15	HANDOUT #1: MAP OF THE BALKANS	27	Popescu	50
Turkish Soldiers or Bashi-Bazouks	15	Maj. George Stoker, MD	28	The Nazi Underground	50
Over the Mountains	15	Mr. Ármin Vámbéry	21	Black Market	50
Cross-Country Travel	15	Col. Frederick Burnaby	21	Kit-Kat Club	50
From Hermanli to Jeni-Zagra	15	Mr. Archibald Forbes	21	TWELVE LITTLE INGÉNUES	51
The Shipka Pass Road	15	Mr. Andrew F. Crosse	21	The Girls	51
The Hainkoi Pass Road	16	Miss Annie Smith Peck	21	Alma Cril	52
THE TOWN OF TIRNOVA	17	Kerem Amanoglu	21	Carmalli di Pietra	52
Bulgarian Townsfolk	17	THE CARMILLA SANCTION	35	Carmilla Leibfels	52
What the Bulgarians Think of Ekim Dal	17	EYES ONLY BRIEFING	35	Clar-Mila Vilsen	52
What the Bulgarians Know About Dyavolskoto	17	The Spine	36	Lara Clim	53
Muslim Townsfolk	17	Entry Vectors	38	Llacrima Rocarne	53
What the Circassians Say About Ekim Dal	18	BRIEFING	39	Marcilla Fleischbrock	53
What the Circassians Say About Iblis Magara	18	SCHLOSS HARNSTEIN	40	Maricall Metzenstein	53
THE DEVIL'S CAVE	18	The Climb	40	Millarca Karneberg	53
The Cave	18	Group Tests	40	Mira and Irma Call	53
The Bowl-Shaped Area	19	Individual Tests	40	Mircalla Kernstier	54
		THE NEST	42	Solving the Mystery	54
		The Inhabitants	43	Carmilla Karnstein	54
				ESCAPE	55
				Westbahnhof	55
				Munich Express	56
				PERSON: CALLIMAR	57

NIGHT'S BLACK AGENTS - THE EDM FILES

BLOOD CODA	58
EYES ONLY BRIEFING	58
Dracula and Art	58
Playbill	58
Ileana Dragoi (the Bride)	58
The Principals	59
The Doctor	60
The Corps	60
Company Lodgings	60
The Setting: the Royal Opera	
House in Covent Garden	60
Arrival	60
The Spine	61
Entry Vectors	61
LAND OF EDM	61
THE STUDENT SPY	62
THE WAREHOUSE	62
HALLS OF POWER	63
THE RECEPTION	64
Pas de Preview	64
Guests of Honor	64
BEHIND THE SCENES	65
The Door Manager	65
Backstage	65
The Brasov Sanctum	66
PROCUREMENT	66
Holding Pen	66
Breaking the Supply Chain	67
Pursuing Watson	67
THE INSIDE MAN	67
Spilling the Beans	67
And the Blood	68
RATS IN A TRAP	69
QUEEN OF THE FLIES	69
TURNABOUT IS FAIR PLAY	70
HER LAST CURTAIN CALL	71
Neutralizing Watson	71
AFTERMATH	72
Ileana	72
Watson	72
The Ballet Brasov	72
PERSON: DR. OLGA LUPAN	73
THE SLAYER ELITE	74
EYES ONLY BRIEFING	74
The Spine	75
Entry Vectors	75
Horning In	75

Looking Back	75
The Dracula Dossier	75
Other Vectors	76
GATHERING THE TEAM	76
The Ruthven Emissary, Polidori	76
Giving Details on Ruthven	76
The Team Itself	76
OPERATION IANTHE	77
The IANTHE Briefing	77
The Information	77
The Instructions	78
Whitby	78
Hanging Around	78
British Army MP	78
Guard Dog	78
First Impressions	78
Firefight	80
Abbey Security Forces	80
Reaching the Objectives	80
The Holding Tank	80
The Nursery	80
Escape and Evasion	80
Rendezvous With Polidori	81
OPERATION MALVINA	81
The MALVINA Briefing	82
The Information	81
Concorde to Athens	81
Athens, Greece	82
Meeting "Percy"	82
Hotel Grande Bretagne	82
Room Service	82
Edom Lamplighters	83
Local Talent	83
Traffic Jam	84
Meet the Russians	84
Security	85
Inside the Villa Beaufort	85
The Russians	85
OPERATION AUBREY	86
The AUBREY Briefing	86
Information About the Circus	87
Planning and Preparation	87
The Diversion	88
Muddying the Messenger	88
Adventures in Baby-Sitting	88
What's That Sound?	88
The Siege	88
Circus Baby-Sitters	89
Circus Intelligence Officers	89
The Infiltration	90
Daytime	90
Nighttime	91
Delivering Ruthven's Package	92
EXIT VECTORS	93
Meanwhile, in the Next Century	93

MONSTER: LORD RUTHVEN	94
THE SLAYER ELITE: PREGENERATED CHARACTERS	95
Smiley	96
The Swede	97
Red	98
Feather	99
Horse	100
Vrach	101
DAY OF THE WEHRWOLF	102
EYES ONLY BRIEFING	102
Carlos, "al-Deeb"	102
Carlos' Pack	103
The Ortenau Pack	103
Carlos & Mala	104
Running the Operation	104
Welcome to the Underworld	105
The Spine	106
Entry Vectors	106
Scalp-Hunting	107
Raul Tomás Rodriquez	107
Change of Plans	107
ZURICH, SWITZERLAND	108
Trade-Off	108
The Hostage	108
Debriefing	108
MacDougal's Story	109
Medical Treatment	109
Moving On	110
Bibliothek Vordenburg	110
Word From Edom	110
Boucherie Zalita	110
Observing the Boucherie	110
Breaking In	110
Questioning the Butchers	110
CHD Zermatt	111
Edom Meddles	111
David Petrie	112
Find the Traitor	112
Interrogating Kolinsky	112
Eis Disco	112
A Meet With Mala	113
Encountering Mala	113
Silbertal Lodge	113
Guard Dogs	116
Evening Attire Appropriate	116
Blood and Snow	117
Alleyway Brawl	117
La Belle Dame	117
The Curse	117
Dogs Chasing Cars	117
Cross Country Run	117
Surround and Kill	117
The Smoking Gun	118

Baba Windeck	118	ASSOCIATED PRESS	136	DETECTIVE INSPECTOR CROSS	151
Windeck's House	118	On the Doorstep	136	BELLE MAGIE SPA	151
The Ritual	118	NIGHT OF THE INCUBUS	137	Background Research	152
Rabid Dog	119	Seducing Iger	137	Asking About Delapole	152
Munich	119	Targeting an Agent	137	Asking About the Countess	152
Hunting the Wolves	119	Interruptions	137	Attending a Meditation Session	152
Hunting Team October	119	TARGETS OF THE VAMPIRE	138	The Locked Room	153
Stopping the Bombing	120	The Blood Anchor	138	Hacking In	154
Radio Free Europe	120	The Manifestation	138	APPROACHING THE COUNTESS	154
Plan A — Wolves in the Halls	121	The Attack	138	Background Research	154
Plan B — the Bombing	121	THE CALL & THE ANSWER	138	Countess Marie Piatra-Stanca	156
Exit Vectors	121	Enemy Action	138	Bella, the Double	156
PERSON: LEON ORTENAU	122	The Call	139	Johan	156
FOUR DAYS OF THE BAT	124	The Answer	139	The Staff	156
EYES ONLY BRIEFING	124	Aftermath	139	Following the Countess	156
The Quarry	126	RUHWALD PARK	139	Questions About Delapole	156
The Opposition	126	Plans	139	THE COUNTESS RESPONDS	157
The Spine	128	Complications	140	Hunted Like Wolves	157
Day Zero	128	The Pickup	140	Stage 1: The Tail	157
Day One	128	QUESTIONING GRANT	140	Stage 2: The Ski-run	157
Day Two	128	THE PRISONER	141	Stage 3: The Pursuers Pursued	157
Day Three	128	THE OLD WOMAN	141	Powering Up or Down	157
Day Four	128	Right on Time	141	Friends in High Places	157
Entry Vectors	128	Too Early	141	Eliminating the Eliminators	157
Edom	128	PENSION MINTPLATZ	142	Option One	157
Unto the Fourth Generation	128	Sneaking In	142	Option Two	157
Flashback	129	Storming In	142	The Delapole Trap	157
ARRIVAL IN BERLIN	129	BERNAUER STRASSE	142	ELIMINATE SUSPECTS	158
Listening Station ED13	129	THE MUNICH CONNECTION	143	Ruling Out Suspects	158
Chain Deep	129	A PARADE OF COFFINS	144	Adam Trathan, UK Politician	158
Landing	129	Race to Tempelhof	144	Eve Lynford, Film Star	158
THE LISTENING STATION	130	Hunter & Prey	144	Charley Tanes, CEO, Steel Defense	159
Heat in Berlin	130	OBJECT: THE DRACULA DEED	144	Lady Georgina Hindmarsh,	
The Bodies	130	THE MOLDAVIAN CANDIDATE	145	UK Minor Royal	159
The Building	130	EYES ONLY BRIEFING	145	Dr Shahid Hanif, WHO Doctor	159
Records	131	Customization	145	Philippa Wark, Hedge Fund Manager	159
Eyewitnesses	132	The Candidate	145	Roger Lusby, Charity Worker	159
The Basement	132	The Target	146	Aileen Bridwell, Banker	159
LISTENING TO THE DEAD	132	The Countess	146	CARNE VALE	160
INVESTIGATING SALA	133	The Spine	146	Party Timetable	160
FINDING GRANT	134	Entry Vectors	146	Public Areas	160
Starting Points	134	LORD DELAPOLE	147	Early Set (9 p.m.–12 a.m.)	160
From the Cellar Door	134	FOLLOWING DELAPOLE	149	Late Set (12 a.m.–6 a.m.)	162
The Student Bar	134	CODICIL	149	THE DEEP NEST	163
Thimmel	135	Establishing Shot	149	Breaking In Before the Party	163
The Church	135	The Delapole Incident	150	Navigating	163
A TRAIL OF BLOOD	135	The Edom File	150	The Ants' Nest	163
Potential Raises By Serban	136			The Coffin	163
On Foot (Either Destination)	136			The Hunt	163
By (Stolen) Car (Pension Mintplatz)	136			GET INTO DAVOS	164
On the U-Bahn (East Berlin)	136			Security	164
				How Do the Agents Get In?	164
				Options for Getting Into Davos	164

NIGHT'S BLACK AGENTS - THE EDOM FILES

Come With Someone	
Who Is Invited	164
Academic Researcher	164
Forging Tickets	164
Translator	164

THE ACTIVATION 165

Straight-Up Murder	165
Bomb	165
Chest Full of Bugs	165
High-Pressure Blood Spray	166
Exit Vectors	166

NODE: BELLE MAGIE RESORTS 167

THE HARKER INTRUSION 168

EYES ONLY BRIEFING 168

The Spine	168
Entry Vectors	168

THE MARRAKESH EXTRACTION 169

What's Going On?	169
------------------	-----

Finding Olivia Liu	170
Getting Into the Hotel	171
Hotel Room Fight	171
Searching the Room	171
The Chase	171
Ending the Chase	171
The Special Operatives	172
Debriefing Liu	172

THE GIBRALTAR TRIANGULATION 173

No Escape	173
-----------	-----

THE ROMANIA EXHUMATION 173

Groundwork	173
The Excavation	174
The Blood Is the Life	174
The Newly Woken Vampire	174

THE LONDON CONNECTION 175

Making Contact	175
It Is the Man Himself	175
The Kill Team	176
Kill Team	176

THE DRACULA DOSSIER 176

THE ZALOZHNIY CROSSOVER 177

THE CONSPIRACY 177

EDOM 178

ENTRY VECTORS 178

The Zalozhnyi Sanction	178
Out of the House of Ashes	178
The Boxmen	179
Treason in the Blood	179

THE EDOM FILES: PREGENERATED CHARACTERS 180

Quentin	181
Muller	182
Varoutte	183
Henley	184
Parton	185
Silivasi	186

OUR SECRET HISTORY

None of us said a word of the other operations, and none of us ever shall.

— John Seward

INSTITUTIONS ARE AS IMMORTAL — AND AS inhuman — as any vampire. For more than a hundred years, Operation Edom worked in secret to thwart supernatural dangers and glean an understanding of the true nature of the monsters it fought. The operation's case files are the secret history of the 20th century, telling of a Europe gone strange and vampire haunted. The Cold War was colder than the grave.

This book contains eight adventures based on *The Dracula Dossier* campaign. In chronological order, they run:

- *Stoker: First Blood* (1877): In this prequel to *Dracula*, British adventurers exploring the Balkans thwart a vampiric horror.
- *The Carmilla Sanction* (1948): As the Soviets seal off Vienna, an Edom hit team hunts the notorious vampire Carmilla — but can it find her among all the decoys she's created?

- *Blood Coda* (1971): A Romanian ballet company defects to the West, but there's a vampire hidden among the dancers.
- *The Slayer Elite* (1980): A mysterious employer hires a team of elite mercenaries to carry out an operation in England. Its target: Edom.
- *Day of the Wehrwolf* (1981): A prisoner exchange for a captured Edom officer leads the Agents into a race against time to stop the bombing of Radio Free Europe.
- *Four Days of the Bat* (1989): Edom investigates an attack on one of its hidden stations even as the Berlin Wall falls and the Soviet Union collapses.
- *The Moldavian Candidate* (2005): A long-cold Edom case file is the key to thwarting a Conspiracy plan to assassinate the American vice president and escalate the War on Terror.
- *The Harker Intrusion* (201—): An entry vector to the main *Dracula Dossier* campaign, giving one way for a team of Agents to acquire the stolen Dossier.

PREGENERATED CHARACTERS —

This book contains three sets of pregenerated characters. *Stoker: First Blood* and *The Slayer Elite* each have their own custom set, tailored to the unique needs of those missions. The third set is a generic group of Edom officers that can be used with any of the other historical missions (*The Carmilla Sanction*, *Blood Coda*, *Day of the Wehrwolf*, *The Moldavian Candidate*). You've got permission to photocopy or print these character sheets for your own use; there are more pregenerated characters for download at www.pelgranepress.com

It also includes *The Zalozhnyi Crossover*, a guide to running *The Dracula Dossier* alongside or right after a *Zalozhnyi Quartet* campaign, and to interleaving their fictional worlds.

If you're not using *The Dracula Dossier* campaign, see *An Edom Primer* on page 10.

USING THE MISSIONS

Putting *The Harker Intrusion* aside, there are many different ways to use these historical adventures in your *Night's Black Agents* campaign. Pick the approach that fits your style best.

ONE-SHOT —

The simplest approach is to treat these missions as stand-alone one-shots. Give the players pregenerated Agents, and dive straight in. We've designed these

missions to be playable in one to three regular sessions. Use them as a taster to whet appetites for a longer *Night's Black Agents* run or as a break from your regular campaign, or run one at a game convention.

Pregenerated player characters for *Stoker: First Blood* can be found on pages 28–34, pregens for *The Slayer Elite* on pages 95–101. A team of generic Edmo officers are on pages 180–186; you'll find more pregenerated characters for download on the Pelgrane Press website at www.pelgranepress.com

OVERTURE

Use these adventures to mark act breaks in your *Dracula Dossier* to give you a chance to catch your breath and consider what to do next, and give the players a definite sense of completion, drawing a line under their previous exploits and signaling that things are going to get weirder and tougher from now on. You can even use *The Edmo Files* missions to set up themes and foreshadowing for the next arc of the campaign — running *Blood Coda* puts the players in a conspiratorial, clue-gathering mindset suitable for the more restrained London sequences of the early campaign; running *Day of the Wehrwolf* makes them think of being behind enemy lines, and of exploiting fault lines and divisions in the Conspiracy, which is perfect for a mid-campaign expedition into Romania.

Here's one possible schema:

STOKER: FIRST BLOOD

Level 1 — Initial investigations; the Agents get the Dossier, learn about the existence of Edmo and vampires, poke at a few scabs.

BLOOD CODA

Level 2 — Pursued by the authorities, the Agents probe the connections between Edmo and the Conspiracy. Has Edmo's deal with the devil really made the world safer?

THE MOLDAVIAN CANDIDATE

Level 3 — Uncovering the darker details of Edmo's history and evidence that the organization has been infiltrated by Dracula pushes the Agents into open war with both Edmo and the Conspiracy.

FOUR DAYS OF THE BAT

Level 4 — Traveling to Romania, the Agents search for Dracula's Castle, and get enmeshed in the intrigues and dangers of a collapsing Conspiracy as rival agencies try to take down the Count.

DAY OF THE WEHRWOLF

Level 5 — Flipping an old Legacy in the ruins of Dracula's Castle, the Agents learn the location of Edmo's most secret headquarters.

THE SLAYER ELITE

Level 6 — Taking down "D" gives the Agents the information they need to finally hunt down and destroy Dracula himself.

FLASHBACK

You can integrate these missions directly into a *Dracula Dossier* campaign as flashbacks. The Agents track down someone who knows about some old Edmo scandal. A few glasses of scotch and/or a few Interpersonal spends later, and the witness is ready to tell the real story. Cue flashback, hand out pregenerated characters, and have the players actually play through the historical events instead of having the witness recount them.

Two things to keep in mind with flashbacks:

- **Keep outcomes uncertain until you've played through them.** Be vague — talk about "that operation in Vienna" as opposed to "that time Edmo killed Carmilla." Players are unpredictable; maybe they'll kill Carmilla in the flashback, maybe they'll let her get away; maybe they'll come up with some elaborate catch-and-release plan to turn her against Dracula. Keep things as loose as possible before the flashback canonizes what really happened.
- **Keep the witness clear of events.** While it's tempting to have some old NPC talk about what he did back in the war, you run the risk of setting up contradictions if the person framing the flashback was directly involved in the events. As an obvious example: you have, say,

the Retired MI6 Asset Runner frame the flashback for *Blood Coda*, only for the Asset Runner to get eaten by vampires in play. If he's dead, how can he be telling the story? Yes, you can get away with "Mwhaha, the Master raised me from the dead — this is a trap!" once or twice, or paper plot holes over with vampiric hypnosis, but it's best not to make a habit of it.

Instead of living witnesses, diaries, stolen case files, recordings, and other documents also offer windows into the past.

UNTO THE FOURTH GENERATION

If you're running a century-spanning campaign, then you can run these adventures as part of your historical epic. If the player characters are closely associated with or even part of Edmo, then dropping them into the missions is easy. However, if the Agents aren't working with Edmo, you'll need to do a little extra work to sneak them in at the start.

BACKSTORY

Of course, you don't have to play through these adventures at all. They're historical events, after all — just make them part of the backstory of your campaign. When the players break into that bountiful archive at Exeter, or interrogate the poor Retired KGB Agent about Edmo's past activities, you can entertain them with cryptic references to the Wehrwolf monitoring station or the opera incident.

STRIPPED FOR PARTS

Another option is to take elements out of these historical adventures and pull them into the present day. The action of *Four Days of the Bat*, for example, is explicitly tied to the fall of the Berlin Wall, but you could grab the concepts of a disused Edmo listening post, or a Conspiracy defector, or all the weirdness involving Nenorocit and transplant them into present-day Romania or Munich.

MISSION STRUCTURE

6

All the missions follow the same structure:

Eyes Only Briefing: A summary of the mission and backstory for the Director's use.

The Spine: How the mission is likely to play out.

Entry Vectors: Ways to get the player characters involved, including suggestions for using the mission as a Flashback.

Scene-By-Scene Breakdown: The meat of the mission. Each scene lists the scenes that lead in and out of it, giving a clear road map for the Director from initial hook to bloody denouement.

Encounter: Finally, each mission includes an Encounter — a monster, NPC, location, object, or node — formatted in the same way as the ones in the *Director's Handbook*. Drop these into your *Dracula Dossier* campaign after you've played through the mission, or have them trigger the Flashback that ties the mission into the overall campaign.

MISSION	LOCATION	DATE	PREGENERATED CHARACTERS	FLASHBACKS	ENCOUNTER
<i>Stoker: First Blood</i>	Bulgaria	1877	pp. 28–34	The Hungarian (DH, p. 94), any Edom archive, George Stoker's diaries from Ireland (DH, p. 235)	LOCATION: The Devil's Cave
<i>The Carmilla Sanction</i>	Vienna	1948	Generics, pp. 180–186	Former Gehlen Org (DH, p. 82), "Van Sloan" (DH, p. 87), NATO Liaison (DH, p. 125)	PERSON: Callimar
<i>Blood Coda</i>	London	1971	Generics, pp. 180–186	"Cushing," (DH, p. 92), MI5 Deputy (DH, p. 95), Retired MI6 Asset Handler (DH, p. 98), Balkans Specialist (DH, p. 91), the government records at the Norman Shaw Buildings (DH, p. 193)	PERSON: Dr. Olga Lupan
<i>The Slayer Elite</i>	Whitby Greece London	1980	pp. 95–101	Any MI6 NPC, Any Duke of Edom, Retired KGB Agent (DH, p. 97)	MONSTER: Lord Ruthven
<i>Day of the Wehrwolf</i>	Barcelona Switzerland Munich	1981	Generics, pp. 180–186	Defector (DH, p. 93), SRI or Securitate files (DH, p. 156)	PERSON: Leon Ortenau
<i>Four Days of the Bat</i>	Berlin	1989	Generics, pp. 180–186	Former Gehlen Org (DH, p. 82), Retired KGB Agent (DH, p. 97), any middle-aged Conspiracy goon	OBJECT: The Dracula Deed
<i>The Moldavian Candidate</i>	France Zurich Davos	2005+	Generics, pp. 180–186	Tabloid Journalist (DH, p. 134, Icelandic Diplomat (DH, p. 119), MI5 Deputy (DH, p. 95), Lord Godalming (DH, p. 43).	NODE: Belle Magie Resorts
<i>The Harker Intrusion</i>	Morocco London Romania	Now	Generics, pp. 180–186	None	The Dracula Dossier

The Edom Files is part of *The Dracula Dossier* campaign, along with (deep breath) *Dracula Unredacted*, *Director's Handbook*, *The Hawkins Papers*, and *Edom Field Manual*. If you're using this book on its own, without reference to the other supplements, you'll need to know a few key concepts.

Dracula — the novel by Bram Stoker — isn't a novel. It's the heavily edited after-action report of an attempt to recruit a vampire as a spy. The British learned of the existence of vampires during the Russo-Turkish War (as described in the opening scenario in this book, *Stoker: First Blood*), and tried to lure Dracula to England in 1894. It all went horribly wrong, it got covered up, and they released an edited version of Stoker's report as disinformation.

Those involved in the attempt to recruit Dracula became the founders of Operation Edom, a century-long secret operation within MI6. Edom's purpose changed over the course of the 20th century. At times, it focused on understanding vampires, especially their strange connection to earthquakes and "telluric energy currents," and their inhuman biology (which Edom weaponized as the "Seward Serum," an injectable drug that gives its users enhanced speed and strength). In other periods, Edom was an undercover vampire-hunting unit, thwarting Dracula's plans across the world. In 1940, Edom attempted to reawaken Dracula in order to use him as a weapon against the Nazi invasion of Romania; in 1977, Edom discovered a mole within MI6 who was in league with Dracula. And in the present day, Edom's working with Dracula again, using him as a weapon in the War on Terror (or is he using them?)

Edom's mysterious director is known only as "D." His key subordinates are the Dukes of Edom, known by biblical code names.

EDOM GLOSSARY

1894 OPERATION: The original attempt to recruit Count Dracula as an asset. A heavily edited and bowdlerized account of the operation was released as Bram Stoker's famous novel; Edom retained the original case notes.

1940 OPERATION: In 1940, Edom parachuted a commando team into Romania, with orders to locate Dracula and use him as a weapon against the advancing Third Reich. By installing Dracula as dictator, Edom hoped to deny the Nazis control of the Romanian oil fields. That operation went terribly wrong, and only a few members of the Edom team survived.

CHAIN HOME DEEP: Edom's network of early-warning listening posts, set up to detect earthquakes and shifts in the telluric currents that might be signs of vampiric activity.

CUP-AND-DROP BLAZE: Edom's logo, depicting a droplet of blood inside a chalice.

D: The mysterious director of Operation Edom.

DR. DRAVES: Edom's chief researcher and vampire expert.

DUKES OF EDM: Edom's field operatives. There are eleven dukedoms; when a duke dies or retires, a replacement takes over the title and portfolio. The dukes and their responsibilities are:

- Alvah (Eastern Europe operations)
- Elah (Research and Archives)
- Iram (Transport and logistics)
- Jetheth (Security and terminations)
- Kenaz (Western Europe operations)
- Magdiel (SIGINT and ELINT)
- Mibzar (Explosives and demolitions)
- Oholibamah (Internal operations)
- Pinon (Artefact recovery)
- Teman (Anti-vampire countermeasures R&D)
- Timnah (Political liaison)

HMS PROSERPINE: Edom's top-security military base and holding facility, located on a disused oil-rig off the coast of Scotland.

JACK: A user of the Seward Serum; usually used to refer to Edom special forces

LEGACY: A descendant of one of the members of the original 1894 crew.

MOLE HUNT: A reference to an incident in 1977/78 when Edom was tasked with finding a highly-placed mole in British intelligence. The investigation proved that Dracula still had a network of mind-controlled minions in the United Kingdom. Edom eventually ferreted out the mole, but sustained serious damage to its spy networks in Romania. Some believe that Edom never caught the real mole, and that Dracula still has agents within Operation Edom itself.

RING: Formerly the county house of the Godalmings; now possibly Edom's headquarters

RIVAL VAMPIRE PROGRAMS: Other groups attempting to recruit vampires as agents, or to create supernatural weapons from vampire blood. Edom suspects several nations of hosting their own vampire programs, including Germany, Russia, China, Turkey, the United States, and the Vatican.

SEWARD SERUM: A drug made from extremely dilute vampire blood that gives its users enhanced speed and strength (like a Renfield). The effects of Seward Serum end when the user is exposed to sunlight.

TELLURIC VAMPIRE: The theory that vampires are somehow connected to the Earth's geomagnetic field. In Stoker's original novel, Dracula's castle is destroyed by an earthquake when Dracula is stabbed; there were historical earthquakes in 1894, 1940 and 1977, corresponding to periods of significant vampire activity.

STOKER:

FIRST BLOOD

IN THIS SCENARIO, THE AGENTS GET THROWN INTO THE GREAT POWER POLITICS OF THE LATE 19TH century, with vampires added into the mix. This is the “secret origin” scenario for Operation Edom, offering not just historical insights into the Great Game of espionage in the East, but an opportunity to discover the scientific underpinnings of vampirism. As a one-shot adventure, it is intended to evoke the slightly campy Gothic melodrama of a Hammer Horror period piece.

EYES ONLY BRIEFING

In this adventure, a group of late-19th-century Europeans finds itself caught up in the middle of a Balkan war as the long-simmering tension between the Ottoman Empire and the Russian Empire breaks out into open warfare. The overt casus belli has to do with the cruel and malicious treatment of Bulgarian Christians at the hands of their Turkish overlords, the tsar having taken it upon himself to stand as protector of Christianity in the Balkans. As Europeans in Constantinople, the PCs have been asked by agents of the sultan to document and recover potential evidence of a massacre by Christians against Muslim citizens in the Ottoman province of Bulgaria, hidden in a cave near the small town of Tirnova (Tarnovo). It is hoped that this will provide political cover for the British government by influencing English public opinion, thereby enabling a credible threat of military intervention on Turkey's behalf to prevent Russia from capturing the city of Constantinople, and so acquiring a Mediterranean port from which it could threaten British imperial interests. In short: the stakes are high!

THE SPINE

The mission begins with **The Road to the Devil** (p. 13). Starting in Constantinople, where the Agents are briefed by Osman Hamdi Bey, their path brings them northwest from the city to an Ottoman-controlled area in the Balkans just south of the Danube river crossings where the Russians are preparing their invasion with the help of their Roumanian allies.

They leave the train from Constantinople at a small whistle-stop village and continue their journey mounted, heading into the Balkan Mountains that lie between them and their destination. They face a choice as they travel: take a slightly easier but longer route through the relatively wide Shipka Pass, or take the steeper and more difficult but shorter Hainkoi Pass. Time is of the essence, but trying for this shortcut may produce its own delays.

The choice of route shapes the likely order of events. Going by the longer Shipka Pass allows the characters to talk to the inhabitants of **The Town of Tirnova** (p. 17) before arriving at

The Devil's Cave (p. 18), possibly gaining useful background information. In the cave, they are attacked by ghoulish creatures led by a diabolical dervish calling himself Iblis Akbar. This is Ekim Dal, who was killed in this cave a year ago by Bulgarian rebels associated with an ancient but nearly defunct quasi-vampiric secret society called the Bratstvoto na Drakona (the Brotherhood of the Dragon). This encounter is probably complicated by the arrival of Russian Cossack scouts under the command of a dashing cavalry general, who may attempt to capture or detain the characters (**There's a War On**).

No doubt fleeing the Russians or in their clutches, the characters arrive at **The Villa** (p. 22) that was once Ekim Dal's home (and the site of a ruined fortress that once belonged to the Brotherhood). His widow, Arzu Dal, is now a lamia, having died during childbirth and been resurrected during an earthquake in 1875. She had been exposed to the telluric infection during her confinement due to a quack nostrum proffered by a Romany midwife (and in fact it was she who passed

the contagion on to her husband). The widow pines for her lost love, Ekim Dal, who must rest by day in the cave where he died. Meanwhile, she sleeps in the family cemetery, near a meandering brook that lies between the two places and which neither can cross. Her eunuch-minions collect child-slaves from the local area as *devshirme* ("blood tax"); their blood is drained to fill the widow's bath and feed her two-year-old dhampir son.

Conversely, should the party go by the Hainkoi Pass, stragglers may be harried en route by the remnants of the bloodily suppressed Brotherhood, whose power was largely broken during the massacres following the uprising last year. The PCs may venture into the widow's **Villa** (p. 22) first, despite the superstitious-seeming protests of their guides, since it lies along the Hainkoi road. They meet the widow, who probably attempts to seduce one of their unsuspecting number in order to turn him into a servitor and minion. This seduction attempt is often the climax of the adventure, leading to a set-piece fight against the widow and her minions when the would-be lover is rescued or comes to his senses. If it succeeds, however, the widow attempts to manipulate her new lover and his friends into either (a) uniting her with her husband or (b) helping her flee to Constantinople with enough excavated earth from her Bulgarian grave to sustain her for a long while.

At some point, things probably get too hot for the characters, and they wind up heading for the relative safety of Constantinople, pursued variously by the Russians, the Brotherhood, the widow, Iblis Akbar, or some combination. However, they should carry the important intelligence that vampires exist, and have a long history in the Balkans.

ENTRY VECTORS

This adventure is set before either *Dracula* or the establishment of Operation Edom, so it doesn't fit into a *Fields of Edom* or *Unto the Fourth Generation* campaign frame (although, thinking about it, you could run this adventure, then segue into the 1894 events with older versions of the pregenerated characters, you madly ambitious fool, you). It works great as a one-shot teaser for a longer campaign.

As a Flashback, George Stoker's report might be found in any Edom archive like Exeter, Seward's Asylum, or Ring; he might also have left copies at a location in Ireland. The Hungarian (*DH*, p. 94) has access to his grandfather's documents; Turkish intelligence (and possibly the Red Horses; *DH*, p. 76) likewise have a copy of any report given to Osman Hamdi Bey. Modern-day Agents might be interrogating a vampire (or reading her interrogation reports at the "Black Light" site; *DH*, p. 204) and learn the true origin of Edom.

THE AGENTS

There are seven pregenerated player characters provided for this adventure, but four to six PCs is probably about the right size for a play group. The Director should be prepared as needed to introduce any characters *not* selected as NPCs to serve as resources, rivals, and foils.

- **George Stoker, M.D.** (British physician): Stoker has volunteered as a physician for the Red Crescent, and has agreed to accompany the group as physician before proceeding to the front to assist with medical operations there. (*Drive: Compassion*)
- **Arminius Vámbéry** (Hungarian linguist): Vámbéry is a friend and confidant of the Turkish official dispatching the English on this mission, and is thus the sultan's trusted agent in this regard. (*Drive: Fame and Fortune*)
- **Frederick Burnaby** (British soldier-adventurer): Burnaby represents the British Crown on this mission; he also has contacts in the nascent British intelligence community. (*Drive: Adventure*)
- **Archibald Forbes** (British war correspondent). Forbes is a representative of the British press, who will hopefully spread the version of the truth that will sufficiently ameliorate British public opinion so that Her Majesty's Government may intervene if necessary to prevent Russia from gaining unfettered access to the Mediterranean. (*Drive: Truth*)
- **Andrew F. Crosse** (British geologist): Crosse hopes to extend what is recorded about the geology of Bulgaria, which is very little. He has been invited on the theory that

a geologist will be able to make an authoritative examination of the cave where the massacre is alleged to have taken place. (*Drive: Knowledge*)

- **Annie Smith Peck** (American classicist): Annie has convinced Vámbéry of her intellectual bona fides, or forced him to concede them, and is accompanying the group to broaden her experience as a student of the classics at the University of Michigan. Her assignment from the school may include an in-depth interview with Vámbéry. (*Drive: Curiosity*)
- **Kerem Amanoglu** (Ottoman soldier): Amanoglu is the sole survivor of his squadron of bashi bazouks irregular cavalymen; the rest were killed in the Bulgarian uprising of 1876 and its sequel. He has been to the Cave of Iblis in Tirnova, and has agreed to lead the others to it. If Kerem is not a player character, he shows up as an NPC on page 14. (*Drive: Vindication*)

RULES ADJUSTMENTS

In addition to the rules changes for Victorian-era characters and adventures (*DH*, p. 325), certain other changes recommend themselves for this adventure.

The core rules (*NBA*, p. 18) refer to **a certain Interpersonal ability** using a barnyard epithet. This sort of vulgarity is abhorrent to Victorian sensibilities, and so the ability in question is identified as **Insight** in this adventure.

Additionally, **Traffic Analysis** as a Technical ability seems to be more than a little anachronistic both as a phrase and in terms of what it represents; in this adventure, it is subsumed under a skill called **Computation** that is similarly useful for sifting through large amounts of data, particularly in aid of cryptographic efforts, but which presumes that a great deal of calculation by hand is involved.

In a similar vein, **Human Terrain** as an Academic ability is more properly called **Philology** in the 19th century — though it covers nearly exactly the same ground.

Furthermore, **Network** to mean one's associates and acquaintances is a very late-20th-century term; better in this 19th-century context is **Contacts**.

By the same token, the **Shrink** ability should be referred to as **Alienist**.

Finally, the Social Class ability for servants in the Ottoman Empire is renamed **Seraglio** rather than **Below Stairs**.

NEW ABILITY: CULTURE (INTERPERSONAL)

More importantly, because most PCs will be foreign to the setting, this adventure introduces a Culture ability, to reflect the difficulties of cross-cultural interaction emerging from factors aside from language. It is an Interpersonal ability and reflects knowledge of a particular culture. Thus, characters begin with 1 point in their native culture (in this case, broadly construed as “Western [European],” “Slavic,” or “[Middle] Eastern”); points in other cultures reflect extensive study of or travel in foreign regions.

As with Social Class abilities, a character attempting to interact across cultural boundaries using Insight, Flattery, Flirting, Negotiation, or Reassurance must spend 1 point from his or her Culture pool or from his or her Languages pool, assuming a common language. This spend reflects a stranger’s ability to gain the sympathetic attention of someone from another culture by identifying common ground or trading upon the reputation of their own culture.

An inability or unwillingness to make this spend may or may not produce

successful results, but complications will definitely ensue; such complications include possible:

- **hostility**, perhaps manifesting in acts of violence (–3 Health damage) or threats, overt or covert (2-point Stability test)
- **theft, pilferage, or robbery** (1d3 Preparedness loss, or the expenditure of a Social Class pool point)
- **loss of face or social standing** (a 1-point loss from an Interpersonal ability)

Furthermore, the Director may justifiably demand a greater spend, or a spend from a specific Culture pool, if an NPC is particularly xenophobic, suspicious, or hostile to strangers. Note that this works in tandem with Social Class, so that an Investigator attempting to garner information from an NPC who is both from a different social class and a different culture has to pay out of two pools.

None of this is necessary for interactions between player characters, of course, regardless of their culture of origin.

VAMPIRE BUILDS

This adventure presumes that you’ll be using some form of the “telluric vampire”

build discussed in *The Dracula Dossier*. If not, you can just use the standard damned or supernatural versions of the monsters described here. However, the quasi-scientific logic underpinning some scenario information must be modified, replaced, or ignored when you run the game relying on the presumption of supernatural or damned vampires. Have the various villagers emphasize Dal’s crimes, his cruelty, and his renunciation of God; play up the darkness and the connection of the cave to the underworld — descending into the Devil’s Cave means descending into Hell. An Interpersonal spend might prompt one of the villagers to give a PC a crucifix or some other holy symbol; throw in some unholy weirdness (stones crawling like insects, voices speaking from deep underground, wild ghost stories about the villa) to firmly position vampires in the realm of the supernatural.

Keep the earthquakes even if you’re going for supernatural vampires: they herald the approach of infernal powers, not of mephitic stresses. If you haven’t decided which interpretation of vampires to use, drop hints for both and let the truth fall out in play. Given that many groups will be playing simply to enjoy staking some vamps, this should work out fine.

SCENE TYPE: Introduction/Action

LEAD-OUTS: The Town of Tirnova, The Devil’s Cave, The Villa, The Mountain Village of Arbanasi

The adventure begins in Constantinople, where the characters’ travels have brought them for one reason or another. By way of exposition, choose the most suitable PCs (Vámbéry, Burnaby, and Forbes in particular, and the other Europeans to a lesser extent; Amanoglu should remain offstage at this point) to interact with a Turkish bureaucrat named Osman Hamdi Bey regarding the assistance he hopes they can render him. If Ármin Vámbéry is not a PC, this is a good time to introduce him, as a polyglot and resourceful traveler whose experience and skills will enhance

the mission. Allow the PCs to contribute points from **Contacts** (i.e., Network) to augment his utility.

THE SUBLIME PORTE

The PCs are greeted by Osman Hamdi Bey in his small office, having passed through the Sublime Porte, a gateway leading to the cluster of buildings in the shadow of the sultan’s palace that houses the ministerial offices of the Ottoman government. His office is cluttered with rather good paintings in the Impressionist style and archaeological souvenirs from Palestine. He smokes foul-smelling Turkish cigarettes and strokes his bearded chin thoughtfully when listening to others speak.

Hamdi Bey serves them strong bitter coffee and reviews the geopolitical situation. The following points are salient: (1) Russians are mobilizing in Romania for an attack on the Ottoman Empire that amounts to a modern-day Crusade, and (2) Turkey’s need for British support in the case of war is very high, given Turkey’s inadequate war preparations. However, (3) the climate of British public opinion is currently very much against the Ottoman Empire, given reports of atrocities committed by Turkish soldiers in suppressing a Bulgarian insurrection last year. **Military Science** confirms that Britain’s Mediterranean and other Eastern interests would be quite significantly threatened if Russia were to gain control of the Ottoman capital of Constantinople,

THE ROAD TO THE DEVIL



permitting a Russian Black Sea fleet to sail through the Dardanelles and into the Aegean Sea, from which it could threaten Egypt and even Gibraltar.

Osman Hamdi Bey then explains what he wants from the PCs. He has heard reports of a massacre of Turkish civilians in Bulgaria, the evidence of which is preserved in a cave near the town of Tirnova. There is a prisoner who knows where the cave is and can lead the characters there (core clue); Hamdi Bey has arranged for the prisoner to be brought to a convenient place along the route to await them. He wants the PCs, as disinterested observers, to examine the evidence themselves and bring back their sworn testimony and whatever other evidence they can obtain about violence against Muslims in the area.

History suggests that credible proof of atrocities by Christians in Bulgaria against Muslims probably won't be enough to stop the war, but it will certainly enable the British government to believably suggest to the Russians that sustained aggression against certain key Ottoman possessions will provoke a wider war in a way that the tsar almost certainly does not want. **Osman Hamdi Bey** (French-speaking Ottoman artist, archaeologist, and bureaucrat, age 34): Osman Hamdi is a thoughtful and scientifically minded individual. He has connections with the reform-minded group known as the "Young Turks" and is thus under a cloud with the new administration, Sultan Abdul Hamid II having come to power last year with the expressly conservative agenda of stifling

reforms promulgated by progressive elements and championed by his deposed brother Murad V. Osman Hamdi hopes by obtaining the PCs' testimony to demonstrate his value to the powers-that-be of the Ottoman Empire and thus retain his position in the Protocol Office. Because of Hamdi Bey's cosmopolitan background, those with Western cultural backgrounds need not spend to interact with him (see the rules adjustments about Culture, above). **Insight** suggests that he possesses a strong admiration for the culture and scientific achievements of the West as well as a scholarly and artistic bent. **Bureaucracy** allows a character to assess Hamdi's status to be that of a mid-level functionary seeking to curry favor with higher-ups. **Art History** and **Archaeology** can be used to gain Hamdi Bey's respect, win his favorable opinion, and if spent augment a character's Preparedness pool, reflecting gifts bestowed by the Ottoman official.

Once the PCs at the meeting have agreed to take on this mission, as quickly as possible account for the presence of other PCs on the journey, either in an official or unofficial capacity. Gloss over any travel preparations that are required, explaining that you will rely on the use of Preparedness tests and Investigative ability spends to determine what equipment and weapons are on hand at any given time. Some players will want to make sure that a specific item is available prior to departure; as Director, you may permit this at your discretion, requiring a spend of some kind or not as you think appropriate.

THE ROAD

It is 160 kilometers from Constantinople (or Istanbul) to Adrianople (Edirne) just south of the Balkan Mountains, the last major terminal before the end of the line at Philippopolis. Lay out Handout #1 and establish that the PCs are debarking at a little village called Hermanli, 65 kilometers past Adrianople. Hermanli lies at the foot of a steep, winding road leading over the Balkan Mountains to the town of Tirnova, their destination. The time is about midday. The party of Europeans is met by a rough-looking and gruff-talking bashi-bazouk leader named Demir Kozen Akinji, who urges them to make ready to travel. Akinji and his men have a prisoner; this is Kerem Amanoglu, the man that Osman Hamdi Bey sent them to find.

(core) **Interrogation:** He relates his account of what he saw in the cave near Tirnova (if Amanoglu is an NPC, allow PCs to spend points from **Contacts** to establish his utility after they get the information from Amanoglu's background).

DEMIR KOZEN AKINJI AND HIS MEN

Kozen Akinji is the fiercely scowling leader of a bashi-bazouk troop that has been detailed to accompany the PCs to Tirnova, and he is as cagey and as larcenous a cutthroat as ever roamed these hills.

Military Science allows a character to recognize that Kozen Akinji and his men are little better than bandits, irregular troops with the sort of discipline that will shatter when exposed to determined opposition. **Insight** permits a character to identify deep-rooted avarice as Kozen Akinji's primary motivation, but that he also hates and fears the Bulgarian natives of this region (Of course, both of these realizations depend upon the appropriate **Social Class** and **Culture** spends).

Any appropriate Interpersonal ability: Demir Kozen Akinji and his men participated in the suppression of the rebellion last year, and killed many people, but they were righteous in doing so because those they slew, down to the youngest child and even the babes in arms, were all *ejderha kardesligi* (ej DER ha kar DESH lee), that is, dragon brothers, and so cursed in the eyes of God. When stabbed in the heart their flesh burns from their bones; this is how they are known for what they are.

- 1-point spend: A character who spends a point of an Interpersonal ability, having paid very close attention to the stories of the bashi-bazouks, gains a dedicated pool point of Vampirology.

Some PCs may be discomfited by the coarse simplicity and alien manners of their traveling companions; anyone without Eastern Culture and Working Class must test Stability at Difficulty 4 for lacking one and Difficulty 5 for lacking both to avoid a 2-point loss when and if they make camp or are otherwise forced to spend time in close proximity to the bashi-bazouks.

Turkish Male Names: Ahmet, Ali, Berat, Hasan, Huseyin, Ibrahim, Ismail, Mehmet, Mustafa, Osman, Suleiman, Yusuf

Turkish Female Names: Ayse, Azra, Belinay, Ela, Elif, Emine, Fatma, Hatice, Meryem, Yagmur, Zehra, Zeynep

DEMIR KOZEN AKINJI

GENERAL ABILITIES:

Athletics 6, Health 8, Riding 6, Shooting 8, Weapons 6

HIT THRESHOLD: 4

ALERTNESS MODIFIER: -1

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +1 (rifle-mounted spike bayonet), +1 (M1874 Peabody-Martini single-shot breech-loading rifle; requires a round to reload unless he spends a point of Shooting)

TURKISH SOLDIERS OR BASHI-BAZOUKS

GENERAL ABILITIES:

Athletics 3, Health 4, Riding 3, Shooting 4, Weapons 3

HIT THRESHOLD: 3

ALERTNESS MODIFIER: -1

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +1 (rifle-mounted spike bayonet), +1 (M1874 Peabody-Martini single-shot breech-loading rifle; requires a round to reload unless the rifleman spends a point of Shooting)

OVER THE MOUNTAINS —

From Hermanli the road snakes upward through the hills, growing steeper as it approaches the mountains. It is 51

kilometers to Jeni-Zagra, where the road forks. The straighter but more difficult Hainkoi Pass road goes nearly straight up for 40 kilometers and then descends by stages for another 40 kilometers to the rolling hill country around Tirnova. The longer but easier road heads west for 32 kilometers to Eski-Zagra before turning north and rising slowly along the flanks of the mountain into the wide Shipka Pass for a distance of about 19 kilometers; the road then winds down through the hills toward Tirnova across a distance of about 51 kilometers.

Languages (Greek) or Philology:

In Greek, the Balkan Mountains are known as the Haemus, which some authorities say derives from the word *haema*, or blood.

CROSS-COUNTRY TRAVEL

The Difficulty of cross-country travel, whether on foot or on horseback, is equal to the traveler's chosen average rate of speed in kilometers per hour, -1 Difficulty for particularly flat, open, or well-paved routes and +1 Difficulty for particularly rough, broken, or hilly country. Increase the Difficulty further if the traveler is particularly heavily laden (+1) or if the traveler has not rested within the past 12 hours (+1 per missed rest period). Add additional modifiers as appropriate. Test **Riding** if on horseback, or **Athletics** if walking. On a success, the traveler moves at the desired rate of speed for up to 8 hours, and then must make another test if further travel is required. On a failure, the traveler (or the horse) must either (a) take 1 point of damage to Health per point by which the test was missed, but keep up the desired speed, or (b) slow to a rate of speed in kilometers per hour equal to the test's die roll minus 1, potentially falling behind companions on the road (unless they adjust their speed). Give each horse 4 points of Health before it comes up lame; require a **Preparedness** test at Difficulty 5 or a **High Society** spend to have a new horse be available.

FROM HERMANLI TO JENI-ZAGRA

Demir Kozen Akinji sets a grueling pace along the road from Hermanli to Jeni-Zagra, which he hopes to make by nightfall, traveling at a steady canter the whole way (Difficulty 5 **Riding** test). This lets the group reach Jeni-Zagra in just over

six hours of travel. If anyone begins to fall behind, however, he slows the speed of the escort to match, though he complains with fierce gesticulations and expressive scowls, and makes camp by the side of the road if necessary.

Should the PCs find themselves camping out of doors overnight, do two things: (1) have wolves howl in the night, requiring those with **Outdoor Survival** to test Stability at Difficulty 4 and those without to test at Difficulty 5 to avoid a 2-point loss from the atavistic fear and sleepless anxiety those howls produce, and (2) permit a character with **Outdoor Survival**, should he or she be on watch during the night, to detect a stealthy figure spying on the group in the dark before attempting to slip away unnoticed.

At Jeni-Zagra, the group must make a decision. Demir Kozen Akinji recommends the easier route via the Shipka Pass, arguing that it will allow them to cross the distance with greater speed. **Insight** suggests that he is withholding information. The truth can be bribed out of him (**Negotiation**), but he is immune to threats: he has heard rumors that ejderha kardesligi have been seen along the Hainkoi Pass. Another NPC with the party, if any, plumps for the Hainkoi Pass route, on the grounds of urgency, and the PCs have to put in their oar. The NPC whose opinion is rejected feels slighted and may take advantage of whatever opportunity for petty revenge presents itself.

THE SHIPKA PASS ROAD

At Difficulty 3 (an average speed of 5 kmph), it takes a full day of traveling to reach the village of Shipka at the mouth of the pass, and then another day's travel at the same speed but +1 Difficulty to get through the pass and then descend to Tirnova. They probably wind up camping out overnight. Along the Shipka Pass road, they meet Turkish refugees headed south, and a force of about 5,000 Turkish soldiers detailed to guard the pass. The refugees can report that the Russians have been shelling the Danube river fortresses for several days, and it's suspected that they'll cross somewhere along the river very soon.

Languages (Turkish): Many of the Turks living north of the mountains have left for safe havens in Istanbul and Rumelia (i.e., on the southern side of

THE BROTHERHOOD OF THE DRAGON

This once-widespread Bulgarian clan is now a shadow of its former glory. It had historical roots in Balkan Mountain copper mining, and the ancestors of the Brethren had lived with the telluric miasma below the surface of the earth for so many generations that they became commensal hosts for the virus, essentially symbiotes. Currently, they know they were once elite warriors of a Bulgarian Empire, but they have lost or forgotten the secrets of their ancestors. Their mythology links them to the serpent who was cast out of the Garden of Eden, but who retained knowledge of eternal life. Because their numbers have indeed been drastically reduced by Ottoman efforts to suppress them, they despise the Turks. By the same token, despite the tsar's claim to be protector of Bulgaria, they do not trust the Russians, and have put their faith in a Prince of Dragons who lives somewhere in the north. They seek revenge against the bashi-bazouks who slaughtered their people, but may be persuaded to negotiate with the English. They know

about the monster in the cave — which they had considered to be sacred to them — but do not understand it. In any event, they remain unwilling to face its power. If they learn about the widow, they definitely attack to destroy her; they may attack the villa anyway, if they suspect it is undefended or under-defended, with the aim of looting it.

BRETHREN OF THE DRAGON

GENERAL ABILITIES:

Aberance 8, Hand-to-Hand 8,
Health 12, Weapons 8

HIT THRESHOLD: 5

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DAMAGE MODIFIER: +1 (sword),
+0 (bite; extended canines)ARMOR: -2 to all physical attacks
and impacts; immune to toxinsFREE POWERS: Regeneration
(telluric power)OTHER POWERS: Boneless Flexibility,
Electrical Senses (telluric power),
Summoning (telluric power)

BANES: beheading, fire, metal blade
or stake through the heart

REQUIREMENTS: drink blood
(as Addictive Disorder)

BULGARIAN MALE NAMES: Bogdan,
Borislav, Dragomir, Grozdan,
Krasimir, Lyuben, Momchil, Nedelcho,
Radomir, Stefan, Valko, Zlatko

BULGARIAN FEMALE NAMES:
Aneliya, Bilyana, Darina, Desislava,
Gergana, Kalina, Mila, Nadeja,
Ognyana, Rayna, Svetlana, Zora

BULGARIAN PATRONYMS:
Bulgarians have a patronymic based
on their father's name. Choose
another male name, and add the
suffix -ov/ev (for men) or -ova/
eva (for women) to the name.

BULGARIAN SURNAMES: Blagunov(a),
Draganev(a), Ganin(a), Georgiev(a),
Ivanov(a), Nikolov(a), Petrov(a),
Petrinsk(i/a), Radin(a), Stambolov(a),
Tsetsanov(a), Zelenogorsk(i/a). Male
surnames usually end in -ov, -ev,
-in, or -ski; female surnames usually
end in -ova, -eva, -ina, or -ska.

the Balkan Mountains), while others have sought refuge in the fortresses of the Quadrilateral, to the east. A few have gone to the *timar* (small fief) that was once the home of Ekim Dal, may God grant him blessings in heaven! His widow has opened her doors to those in need, in the hills a few miles south of town, but the villa of Ekim Dal is no strong fortress.

THE HAINKOI PASS ROAD

The way via Hainkoi Pass is shorter by about 24 kilometers than the Shipka Pass road, but much rougher: the whole 80-kilometer route is at +1 Difficulty, and once past Hainkoi (16 kilometers uphill from Jeni-Zagra), there are no villages or other places to stay the night until within 16 kilometers of Tirnova, and that place — the villa (p. 22) of the widow of Ekim Dal — has seen much tragedy.

Along the Hainkoi Pass, stragglers are attacked by Dragon Brethren, who stealthily approach and prey upon the hindmost, fleeing once the alert is raised. If no PCs straggle behind, an NPCTurkish soldier does, and vanishes seemingly into thin air (though allow **Notice** and **Outdoor Survival** spends to pick up the trail, which leads northeast, toward a once-prosperous village called Arbanasi (p. 22), about 16 kilometers west of Tirnova through rough country).

THE TOWN OF TIRNOVA

SCENE TYPE: Pipe

LEAD-IN: The Road to the Devil

LEAD-OUT: The Devil's Cave,
The Villa, There's a War On

The timing of the PCs' arrival matters. A scouting force of Russian cavalry arrives in Tirnova by about noon of the fourth day after the PCs set out from Constantinople. Under the most typical circumstances, this means that the PCs arrive in Tirnova (by the end of the third day out), spend the night in the town, and then make their way to the cave just before the Russians get to Tirnova. If, however, they have traveled too slowly, they find themselves having to evade or deceive the Russians in order to reach their objective, and they probably find themselves harried by Cossacks once they emerge from the cave. See *There's a War On* (p. 21) for details on the Russian foe.

Tirnova is an important regional center in this part of Bulgaria. It is set along the banks of a small river and surrounded by rocky wooded hills and cliffs; the ruins of a fortified wall run along a ridgeline looking over a bend in the river at the edge of town. A small detachment of Muslim soldiers occupies a run-down old fortress on a nearby hilltop, but it is little more than a local militia (*NBA*, p. 69); **Military Science** declares them to be almost wholly unready for combat. The road through town leads north to the Danube town of Sistova, about 64 kilometers away, and the countryside to the north flattens out to become rolling hills, fields, and farmland. Tirnova itself is occupied mainly by ethnically Bulgarian Christians, though there are a few Muslims, Circassian exiles forced out of the Russian Caucasus by the tsar nearly 15 years earlier.

Geology: The hills surrounding the town appear to comprise a combination of black shale and sandy limestone. The former is a sedimentary rock made up of clay minerals mixed with quartz and calcite particles; the latter is almost entirely composed of calcite mixed with sand and other minerals. The work of Mr. Darwin, following Mr. Lyell, suggests that the calcite originates in the shells of ancient sea organisms, which then forms

mineral structures subject to the action of plutonic forces.

History: This town was the capital of the Second Bulgarian Kingdom, also known as the Bulgarian-Wallachian Empire, which existed between the end of the 12th and the beginning of the 15th century before being conquered by the Ottomans.

Military Science: The sounds of cannon fire in the distance sound like the preparatory bombardment that would precede a general assault, probably against the river fortresses.

Philology: The population of the town is divided along religious and ethnic lines, with an Orthodox population of ethnic Bulgars outnumbering a Muslim population of ethnic Circassians, many of whom are leaving the town in anticipation of a Russian attack. There seem to be very few men of military age among the Christian occupants of the town.

BULGARIAN TOWNSFOLK —

The Bulgars of the town (**Culture (Slavic)**) hope for a Russian victory, and travelers in company with Turkish soldiers find them fearful and reticent to speak. Nonetheless, the PCs may interact with the local innkeeper, shopkeepers, and other small tradesmen in the town (**Middle Class**) as well as servants and laborers (**Lower Class**). Many had friends and family members who were killed by Turkish troops during the suppression of last year's insurrection, and some have fled from villages burned by them. They really hate the Turks; the name Ekim Dal is in particular despised among them.

Languages (Bulgarian): When the Russians come, they will drive out the rest of these villainous Turks! They're all devil worshippers like that monster Ekim Dal. I hope their bodies all get thrown into the deepest pit of Devil's Cave [Dyavolskoto].

WHAT THE BULGARIANS THINK OF EKIM DAL

Interpersonal abilities reveal a little more about Ekim Dal. He was the tyrannous landlord of a small manorial holding just

outside the town who was held by many to be responsible for the disappearance of a number of girls and young women from outlying villages over the years. He was killed by patriotic Bulgarian heroes during the April 1876 uprising; the earth shook on the night he died, and everyone knows that happens when the Devil comes to claim an evil man's soul and bear it away to Hell.

A great deal of trust or sufficiently convincing persuasion (i.e., a spend of **Reassurance** or **Culture**) is required for the full truth to be revealed. When the insurrection came, members of the local revolutionary committee waylaid Ekim Dal and some of his men on the road to Tirnova from his home. They slew several and captured the rest, whom they brought to the Dyavolskoto, or Devil's Cave, a few miles outside of town. After a pro forma trial, they executed Dal and his six men and left them to rot on the floor of the cave. Only one or two of the Bulgarian men with direct knowledge of those events are still in town; many fled when the Turkish army arrived to put down the rebellion.

WHAT THE BULGARIANS KNOW ABOUT DYAVOLSKOTO

Devil's Cave has a bad reputation because of the sulfurous odors emanating from its depths. It is also said to have been used as the headquarters of a notorious band of brigands responsible for repeatedly pillaging the hitherto prosperous village of Arbanasi, in the hills east of Tirnova, in the late 18th and early 19th century.

MUSLIM TOWNSFOLK —

Muslims who live in Tirnova have settled here after being deported from the Caucasus by the order of the tsar.

Circassian Male Names: Alko, Bagh, Chawis, Dat, Foqua, Guaza, Hebale, Jatawe, Kitsu, Lostan, Mamsir, Nasch
Circassian Female Names: Abaku, Babine, Dadusha, Gulaz, Hetsatsa, Pizhine, Qandisha, Quamay, Sasa, Tewzhan, Wila, Zhan

WHAT THE CIRCASSIANS SAY ABOUT EKIM DAL

The story of Ekim Dal is a sad one. Before he was killed last year, he had many troubles. His wife was a great beauty from a noble family in Istanbul, who sorrowed because she could bear no children, and so feared he would put her aside, and there was much turmoil in the household as the two bickered. Eventually, she did almost bear him a son, but he was sickly and died during birth. The wife stayed in seclusion for nearly a year; it took the earthquake of

1875 to bring her forth. For his part, it is said that Ekim Dal, until then a pious man, had renounced God once his son died. But God is not mocked! During the uprising of 1876, only last year, Ekim left his villa with a small troop to join the defense of Tirnova, but they never arrived. The bodies of some of his men were later found near the road that runs between Tirnova and Arbanasi. Dal and six of his comrades were never found. It's said that his widow has gone mad and mourns near the graves of her stillborn children.

WHAT THE CIRCASSIANS SAY ABOUT IBLIS MAGARA

The Devil's Cave is known as little more than rumor to the Circassians; supposedly it lies in the hills between Tirnova and the mountain village of Arbanasi. The Bulgarian hills are riddled with caves, and many were used as hiding places by bandits and rebels against the sultan's authority. Iblis Magara is supposed to be cursed.

THE DEVIL'S CAVE

SCENE TYPE: Core

LEAD-INS: The Road to the Devil,

The Town of Tirnova, the Villa

LEAD-OUTS: There's a War On, The Villa

With a guide of any sort, the PCs reach the cave without any great difficulty, though the cave mouth is located off the beaten track high up on the flanks of a hillside overlooking the road between Tirnova and Arbanasi. Allow the party to begin to explore the cave. They will probably begin with the bowl-shaped area and

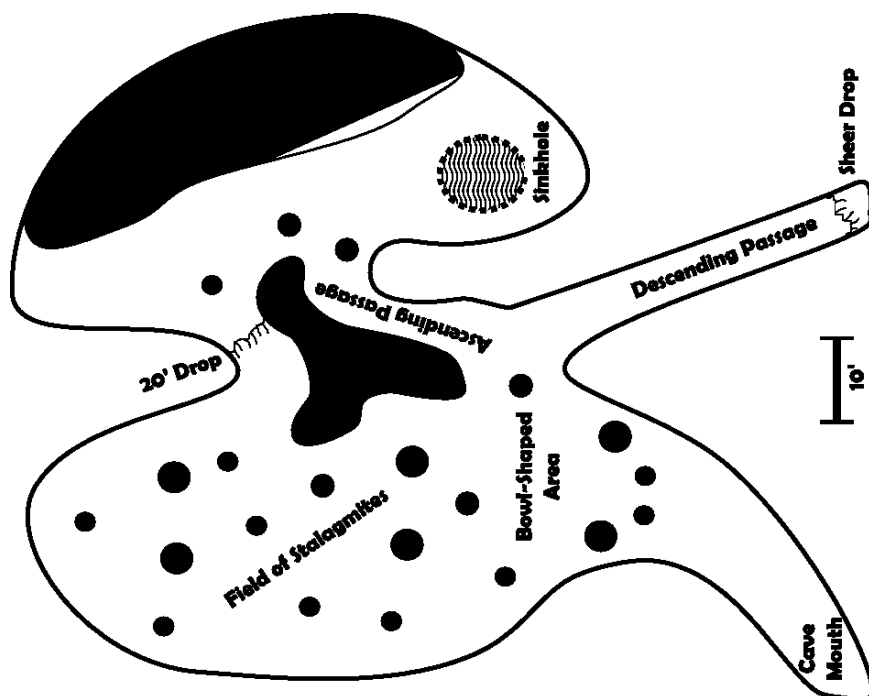
then probe more deeply, but any Turkish soldiers (including the bashi-bazouks of Demir Kozen Akinji) are highly unwilling to go there. It takes some sort of spend to persuade them otherwise; a 1-point spend gets two to agree while a 2-point spend motivates a full half-dozen. Demir Kozen Akinji always comes with them.

THE CAVE

There do not seem to be any bodies near the cave mouth, but the passage goes deeper, curving slightly as it does, so that

it is difficult to see how far back the cave actually goes. The floor of the cave is rocky and irregular but affords relatively secure footing in most places. About eight meters inside the cave the passage begins to widen. A row of upward-projecting stalagmites and downward-hanging stalactites (that to the more imaginative queerly resemble fangs in an open mouth; test Stability at Difficulty 3 to avoid a 2-point loss) mark the true entrance into the cave.

Geology: This is a limestone cave, formed as a result of acidic groundwater



IN MEDIAS RES

If you intend to run the adventure in a single four-hour session (as, for instance, a convention game), there is a strong case to be made for beginning the adventure as the characters enter Devil's Cave. If the fight with Iblis Akbar and the ghouls is sufficiently interesting, the players will remain engaged despite the lack of in-play context, and the PCs will gain some information during it. Additional information emerges as the players deal with the aftermath of their fight or flight, and you can point them toward the widow and see what develops. Flashbacks can be used to justify spends that retroactively establish facts on the ground, and you can "travel by map" before opening the scene if you like.



seepage dissolving the calcium carbonate matrix of the stone. Rust staining along the walls indicates high iron content. There are signs of tectonic activity fairly recently — unweathered cracks in the walls and floors signal some kind of ground shifting or a mild earthquake no more than five years ago.

THE BOWL-SHAPED AREA —

Beyond this is a bowl-shaped area, relatively free of obstructions, where the bodies were originally placed; it is currently empty. Two passages branch off at oblique angles at the right of the bowl-shaped area. One passage slopes gently upward as it moves forward; the other curves back sharply and begins to descend.

Archaeology: Traces of sporadic or at best periodic human settlement over at least the past 1,000 years is quite evident, but no one seems to be living here now.

Notice or Archaeology: You uncover what appear to be oblong wooden beads among the crevices in the bowl-shaped area.

Culture (Eastern) or Philology: The beads are *misbaha*, or prayer beads, mainly used by Sufis (that is, dervishes) to recite the *tasbih* (short prayer) of Fatimah, and to symbolize the 99 names of God.

Geology: There is a vein or thin dike of blood-red marble (the metamorphic form of limestone) in the center of the bowl-shaped area; its color can probably be attributed to a high iron content in the area. The effect is similar to the reddish variety of Ruscita marble found in Wallachia. However, the patterning

of the stone is curiously turbulent or chaotic, quite unlike the smooth laminate layering of most marble, and the resulting substance is strangely friable.

This marble tube is the product of the vampire Iblis Akbar's tunneling ability (see below), which involves the manipulation of telluric forces. The molecules of the limestone are pushed aside and then recrystallize in transmuted form as soft, porous stone in the vampire's wake.

THE STALAGMITE CAVERN —

Beyond the bowl-shaped area, a high-roofed cavern is crowded with stalactites and stalagmites.

Notice: A battered copy of the Koran, stained with blood and damaged by water, lies amid the field of stalagmites, as if flung violently away.

Outdoor Survival: Bat guano has accumulated in the cavern, but none of it is fresh; the bats seem to have abandoned this cave for some reason.

THE ASCENDING PASSAGE —

This gently sloping passage leads upward from the bowl-shaped area to the flowstone chamber.

THE FLOWSTONE CHAMBER —

The ascending passage leads to another cavern where the far wall and much of the floor are covered with a rusty-orange mineral formation comprising bulbous-looking crystals that resembles nothing so much as a petrified fungus garden.

Archaeology: This area may have been the site of human habitation at some point in the past; there are clearly the remains of a fire pit in the center of this area.

Geology: The mineral formation is called flowstone, and is composed of calcite deposits left behind by water flowing through an underground area.

Outdoor Survival: There had to have been somewhere for the smoke to go — some sort of chimney in the roof of the cave — or else any inhabitants would have been literally smoked out of their home

THE SINKHOLE

A sinkhole in the lower end of the flowstone chamber drops sharply into the depths, to a total of perhaps 25 to 30 meters; there is liquid at the bottom of the hole.

THE 6M DROP

An opening in the flowstone chamber overlooks the stalactite cavern, although the two are separated by a drop of about six meters.

THE DESCENDING PASSAGE —

This passage descends in increments until it reaches a sheer drop of some 18 meters or more. At first glance, it looks to be a dead end, but **Notice** or **Outdoor Survival** or **Geology** (core clue) spots a passage leading into the darkness that grows narrower and narrower. Only someone supremely confident or sufficiently desperate (3-point Stability test) is willing to struggle past the narrowest part to where the passage widens slightly, eventually leading to an egress near *The Villa* (p. 22) of Ekim Dal.

ATTACK OF THE DAMNED —

Sketch out a map of the cave as the PCs explore it, making sure to have a sense of each PC's specific location within the cave. As the PCs are gathering information, intimate wrongness via **Sense Trouble** tests that allow a PC to hear stealthy footsteps skittering closer and closer somewhere in the darkness, to smell a charnel reek of blood wafting upon them, or to see a grim, angry-seeming face watching them from the shadows amid the stalactites before vanishing. Have the ghouls attack piecemeal from the shadows and then retreat, using their speed, their stealth,

and their Spider Climb ability to cut off the party's retreat from the cave and herd them deeper within. Make sure to convince the players that the ghouls are a serious threat by picking off any bashi-bazouks who have been brought along as guards.

The stats for a feral vampire (*NBA*, p. 150) are used as the basis for Iblis Akbar, formerly Ekim Dal, who rose again as a vampire, having been infected with the telluric bacterium by his wife after her vampiric quickening two years ago. Risen from the dead, as he thinks by the hand of Satan, he has taken up a new twisted sort of piety and now wishes to spread the worship of Iblis, but he has yet to leave the cave because of the intolerability of telluric discontinuities. Frankly, it is possible that he has been driven mad by the memory of his wife's bloody perversions.

If slain, Ekim Dal's destruction causes a small earthquake (possibly large enough to cause a cave-in).

IBLIS AKBAR

GENERAL ABILITIES: Aberrance 9,

Hand-to-Hand 9, Health 9

HIT THRESHOLD: 5

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DAMAGE MODIFIER: +1 (axe),
+0 (bite), -1 (fist, kick)

ARMOR: -1 (tough skin), firearms and projectiles do only half damage after armor

FREE POWERS: Drain (to Health cap of 18), Regeneration (telluric power)

OTHER POWERS: Extra Attack (see *NBA*, p. 74; first extra attack is free, further attacks in a round cost 2 Aberrance or Hand-to-Hand points each), Infection (telluric power), Necromancy (telluric power), Spider Climb (telluric power), Strength (telluric power), Tunneling (to enter/exit telluric grave via magnetic earth-shifting, leaving behind marble "wake"), Vampiric Speed (telluric power)

BANES: destructive electrical resonance, lunar rocks, meteoric iron, metallic stake to the heart, sunlight

BLOCKS: discontinuities, garlic, strong EM fields, ultraviolet light

COMPULSIONS: obey dame

DREADS: garlic, mirrors, symbols of previous identity

REQUIREMENTS: drink blood, sleep on native soil

Note that, as suggested in the *Director's Handbook* for telluric vampires, Iblis Akbar doesn't become totally helpless during daylight hours; instead, his Regeneration ability is reduced to 2 Health per hour and he pays double Aberrance to activate his abilities.

When the PCs are well and truly discomfited, he comes boiling forth from the ground in the center of the bowl-shaped area, shrieking, "Iblis Akbar!" (i.e., "Satan is great!"). **Notice** may permit a PC to realize that he avoids the sinkhole and the flowstone surface. (They are discontinuities that disturb the telluric bacteria.) He attacks violently, but his assault may perhaps be at least temporarily checked by confronting him with his old identity of Ekim Dal (require a **Languages** spend in Turkish as well as 1 other point of an Interpersonal ability, appropriately described or played out). The Koran or the prayer beads can be usefully incorporated into this action, for though Iblis Akbar recoils at the sight of them, the PCs are able to see the pain and fear in his eyes. He retreats if necessary by tunnelling, leaving a vein of marble behind.

ESCAPE

Should the forces of Iblis Akbar prove too overwhelming, the PCs' efforts may bend towards escape. A number of possibilities exist. The PCs may attempt to climb down the sheer drop (test **Athletics** at Difficulty 5 to avoid a slip or fall that does +1 damage) and follow passages leading to an exit; to represent this quickly, require an **Outdoor Survival** or a **Geology** spend to find their way through the cave system without injury (-2 Health damage) or discomfiture (2-point Stability test).

Similarly, someone may climb down or jump into the sinkhole, which ends in a pool that drains into an underground stream. A strong swimmer may be able to follow the current to a place where the stream emerges, but require a 2-point **Outdoor Survival** or **Geology** spend to make the passage without succumbing to fear and claustrophobia (4-point Stability test) as well as injury (-2 Health damage). Player characters may deduce from the presence of a fire pit the existence of a chimney leading upward from the flowstone cavern to the surface. Require a Difficulty 8 **Athletics** test to be able to reach the ceiling of the cave, but allow retries and help from other PCs via **Preparedness** tests to possess helpful equipment that grants a +2 bonus to the roll or an Investigative ability spend

GHOULS

Iblis Akbar created these revenants from the bodies of his men. They appear as gaunt and emaciated feral humans, are possessed of a cunning but bestial sentience, and do not remember their former lives.

GENERAL ABILITIES: Aberrance 9,

Hand-to-Hand 9, Health 9

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2
(enhanced smell)

STEALTH MODIFIER: +1

DAMAGE MODIFIER: +1 (talons),
+0 (bite; extended canines; plus worrying; double damage on second consecutive bite hit on same target (*NBA*, p. 150))

ARMOR: -1 (tough skin); firearms and projectiles do only half damage after armor

FREE POWERS: Unfeeling

OTHER POWERS: Extra Attacks (see *NBA*, p. 74; first extra attack is free, further attacks in a round cost 2 Aberrance or Hand-to-Hand points each), Spider Climb (telluric power), Vampiric Speed (telluric power)

BANES: fire, sunlight.

COMPULSIONS: obey sire (these ghouls hide in the cave among the stalactites, and do not go far from their sire but hunt small game such as rats and bats that can be found within the cave)

as if using the Tag-Team Tactical Benefit (TTTB) rule. Once in the chimney, a Difficulty 4 **Athletics** test allows passage to the surface; failure means that someone gets stuck, and eventually the ghouls come for the unfortunate victim.

THE CAVALRY ARRIVES! —

If all else fails, the PCs can be saved by the arrival of a troop of Cossacks on a long-range scouting mission led by General Skobeloff, the dashing young Russian cavalry commander, and accompanied by an American foreign correspondent named Januarius McGahan. McGahan hates the Turks with a passion and regards them as a low and degenerate race. He urges Skobeloff to exact vengeance for the slaughter of Bulgarian innocents.

SHIRMISH RULES

If the Cossacks storm into the cave while a fight is still going on between the PCs on one side and Iblis Akbar and the ghouls on the other, you may wish to abstract the portion of the fight that does not involve player characters. Assume there are three Cossacks per ghoul and roll one die per NPC Cossack or ghoul; you may wish to differentiate the dice by color. On a 6, a Cossack die does a hit to one ghoul; it takes two hits to take down a ghoul. On a 4, 5, or 6, a ghoul die kills a Cossack, since Cossacks can only take one hit. You may also use this rule to abstract any combat between bashi-bazouks and

the ghouls. Give Demir Kozen Akinji two hits and let him hit on a 5 or 6; give Iblis Akbar three hits, and let him hit like a ghoul.

End the scene when all the PCs have either (1) been captured, killed, or driven off by Iblis Akbar and the ghouls, (2) escaped from the cave, or (3) been taken captive or detained by General Skobeloff and his soldiers.

The Russians want to bring the PCs back to Bucharest for Grand Duke Nicholas to make a decision. During the trip north, a fog rises, offering a chance to take action to escape.

THERE'S A WAR ON

SCENE TYPE: Chase

LEAD-INS: The Devil's Cave,

The Town of Tirnova

LEAD-OUT: The Mountain

Village of Arbanasi

At some point, probably after the PCs emerge from the cave, they find the war is proceeding in earnest. Tirnova may be occupied by Russian troops, and the PCs have some information worth relaying back to the Foreign Office as well as reporting to Osman Hamdi Bey. It may be necessary to chase the PCs somewhere, such as Arbanasi, using Cossacks on horseback or Dragon Brethren on foot. The Cossacks are mounted on hardy Don horses with broad chests, clean lines, and well-muscled legs. Because of the hilly and wooded nature of the countryside, even PCs on foot might be able to evade mounted pursuit by cutting overland. This variation of *NBA*'s chase rules provides some tension:

- Allow PCs to spend Investigative or use General abilities to get a head start of 1–3 spaces on the Thriller Chase Track. Set the length of the Chase Track at 7–12 spaces or so.
- Have the pursuers automatically move 1 or 2 spaces on the track each turn without fail.
- Allow PCs to flee one space by rolling 4+ with a relevant ability or two spaces by rolling 7+ with that ability. Failure indicates that the PC stays in place.

Virtually all paths and roads in the region end up at Arbanasi sooner or later. Unless the Agents specifically avoid inhabited regions on their way to the Villa, they'll pass through The Mountain Village of Arbanasi.

Some PCs may be captured by the Russians. If the PCs are unable to come up with a reasonable plan, use Iblis Akbar or the Dragon Brethren to create a disruption or distraction that lets them steal some

horses and escape. These include heavy fogs or storms (via telluric weather control) or attacks by wolves or bears (via telluric summoning).

COSSACKS

GENERAL ABILITIES:

Athletics 4, Health 4, Riding 6, Shooting 4, Weapons 3

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +1 (sabers), +1 (muzzle-loading flintlock rifles)

The Russian commander is General Skobeloff; he claims to have little time for wild tales of the supernatural, but attempts to bring back anything unusual or potentially useful to St. Petersburg.

THE MOUNTAIN VILLAGE OF ARBANASI

SCENE TYPE: Alternate

LEAD-IN: There's a War On,

The Road to the Devil

LEAD-OUT: The Villa

If the party is separated, some PCs may wind up in the village of Arbanasi. This once prosperous village is now a shadow of its former self. **Architecture** (also **Art History**) allows a visitor to recognize that many of its churches date back to the 17th and 18th centuries, and are exemplars of the Bulgarian National Revival style

— a movement inspired by pride in Bulgarian history and national heritage. It is part of the demesne of Ekim Dal, and the population is a mix of Greek and Bulgarian villagers. They aid those who can convincingly demonstrate their anti-Ottoman bona fides; others they capture and seek to turn over to the Russians. They can elaborate on the crimes of Ekim Dal, naming specific young women over the course of the past three years whom he has caused to disappear.

(alternate core) **Reassurance** or **Theology:** A Greek Orthodox priest points out that another girl disappeared only a few days ago, and that Ekim Dal is supposed to be dead! The crowd mutters and frowns at this. Canny travelers may be able to muster an angry pitchfork- and torch-wielding mob to march to the villa of Ekim Dal with the appropriate **Negotiation** or **Military Science** spend.

THE VILLA

SCENE TYPE: Action

LEAD-INS: The Devil's Cave, The Road to the Devil, The Mountain Village of Arbanasi, The Town of Tirnova

This building rises from a hillside overlooking the Tirnova-Hainkoi road; above it is the barest ruin, a heap of crumbling stones that may once have been an old fortress. The hillside is covered with a well-tended peach orchard, and a low round hilltop below the house is the site of the family cemetery, which offers a vantage on a meandering brook that winds around the foot of the hill. The house itself appears to be typical late 19th-century Ottoman construction, imposingly tall and angular in design. It is made of grey stone with a slate roof and pierced with many tall windows along its front and sides; each is rectangular with an arched-head jamb. The rear of the villa is distinguished by a mosque-like dome; however, a piece of the dome's roof appears to have collapsed, and there are cracks in some of the walls.

Visitors of reputable mien are made welcome. Some families from Tirnova are staying here, Turkish merchants returning to Constantinople. They are anxious about the upcoming war, and flee in a panic at the first sign of Russian activity. It is entirely possible that the villa is abandoned by everyone except the widow and her



servants and child-slaves, and that it will become a headquarters for Russian troops planning to push south into the Balkans.

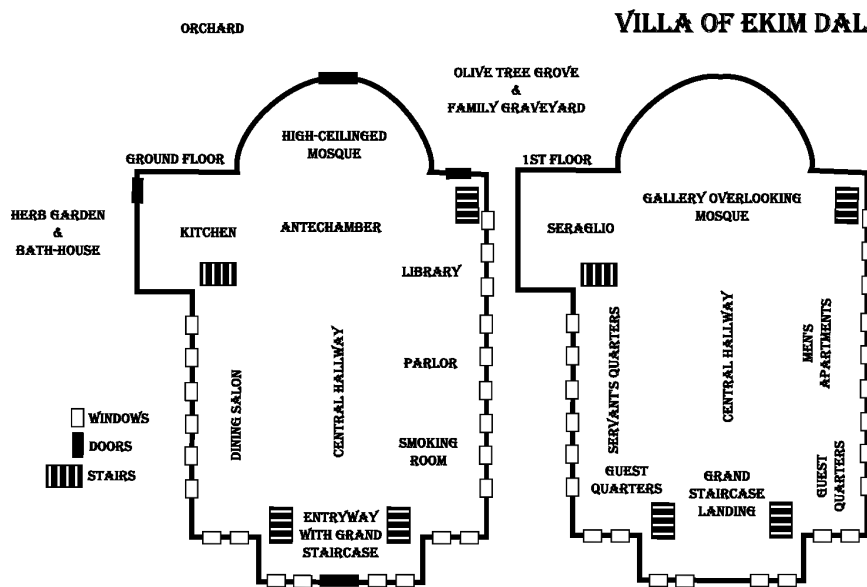
THE HOUSEHOLD

The servants (**Seraglio**, **Culture (Eastern)**) are hard-pressed but loyal to their mistress, Arzu Dal, wife of the missing and presumed dead Ekim Dal. **Insight** reveals that they are in fact deathly afraid of her, particularly the slave-children who are watched carefully at all

times by eunuch servitors as they carry out their tasks.

Important servants include:

- The chief eunuch whom she entrusts with the responsibility of slaughtering and draining the blood of the child-slaves she uses for her baths; he also brings blood in bottles to the Romany dry nurse who cares for the widow's dhampir child. He buries their bodies in the peach orchard, and keeps a memento of each one in his bed



chamber; there are dozens of little caps, kerchiefs, veils, locks of hair tied with ribbon, and other gewgaws of childish frippery in an ornate wooden box under his bed. **Intimidation** breaks him if he thinks his men and his mistress have abandoned him, and **Flattery** tricks him at least briefly. He is quick to resort to revelatory violence — i.e., a fight that shows us what he cares about. He carries the key to the bathhouse, which is locked during the day. Inside, **Forensic Pathology** allows traces of blood to be definitively identified; **Notice** merely allows unpleasant stains to be observed.

- The Romany midwife and dry nurse who possesses dark secrets. She nurses the widow's two-year-old child on blood in a private chamber in the seraglio, and gives strangers malicious looks when she chances on them. She knows the truth: that the mistress died in childbirth after a terrible pregnancy that the midwife had tried to alleviate with a poultice of herbs taken from a wild patch near the ruins of the old fortress. But the baby was born blue like death and choked on milk but thrived on blood. The master went mad and forswore God after his wife went into the ground, and would not see his child. When the earthquake woke the mistress from her deathly sleep, the master swore to praise Satan, and personally led his men out to collect children for the blood tax. Then one day he never came back, and the mistress mourns in her loneliness.

- The young cook, a slave-girl from Istanbul, who is deathly afraid of the chief eunuch and thinks he means her harm. **Flattery** makes her weep and reveals that she's hiding something. **Reassurance** gives her the courage to share her bizarre knowledge. She imagines that she has heard a baby wailing somewhere in the house, and she knows that there is a dark secret about the bathhouse, where no one ever goes.
- The Circassian gardener and groom who knows where the widow sleeps by day in the dirt of the cemetery, and where she roams across the grounds by night. A practical man, **Negotiation** affords him the stake he needs to start over, and he leaves as soon as practicable thereafter.
- The imam whom she has drained of vitality so that a 30-year-old man seems to be nearly three times that age. He is nearly mad, and the widow Arzu Dal has forbade him from speaking words of the Koran. **Reassurance** calms him down enough to tell the story of the witch's foul but irresistible kisses.

CHIEF EUNUCH

GENERAL ABILITIES:

Athletics 6, Health 12, Weapons 8

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +1

(in the orchard)

DAMAGE MODIFIER: +1 (scimitar or shovel), -1 (blood-draining needles)

EUNUCHS

GENERAL ABILITIES:

Athletics 3, Health 6, Weapons 4

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +1 (scimitar or shovel), -1 (blood-draining needles)

MIDWIFE

GENERAL ABILITIES:

Athletics 4, Health 8, Weapons 12

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DAMAGE MODIFIER: -2 (knitting needles), +0 (caustic vials)

THE VILLA

The seraglio is of course off limits; it is here that young Akram Dal (the widow's son, really not much more than a superannuated infant) is cared for. In the library, studious PCs find maps of the local area that identify this site as an important fortress for the Brotherhood of the Dragon. Other reports in Bulgarian talk of the "miasma of the deep" and the "blood curse" emerging from underground; the mountain of which Devil's Cave is a part comes in for scrutiny as a possible source.

THE WIDOW

(TELLURIC LAMIA)

Her name is Arzu Dal, but her servants refer to her only as "the mistress" or "the widow." By day she is nowhere to be found (she sleeps in a hidden grave in the family cemetery, but by night she is sad and lovely, a widow in her early 30s mourning her lost husband in a ruined graveyard outside her home. She wears a veil for mourning, but her dark eyes and what can be seen of her pale skin are alluring to any red-blooded mortal potentially susceptible to such charms. She bathes in blood to soften and soothe her scaly skin.

If destroyed, the widow's death causes a small earth tremor.



STONE PLAGUE CARRIER: The target of her embrace must make a Difficulty 4 Health test or contract a severe case of Stone Plague disease. The victim loses 2 Athletics pool points and takes -2 Health damage per day until death or cure, as skin and internal organs harden into stone-like consistency. Otherwise, the victim contracts a minor case, losing 1d6-2 Athletics pool points due to stiffness and skin plaques until treated via a Diagnosis spend.

GENERAL ABILITIES: Aberrance 16, Hand-to-Hand 4, Health 10

HIT THRESHOLD: 5

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2

DAMAGE MODIFIER: +0 (bite; fangs), +0 (crushing embrace)

ARMOR: Stony (immune to weapons doing less than +1 damage; heavier weapons do -2 damage; any attack may make pieces of stony skin spall or chip off; immune to normal fire and electricity; vulnerable to acid and chemical-based attacks; has -5 armor against extremely heavy blows, as from a fall or a direct hit with a cannon ball)

FREE POWERS: Addictive Bite (test Stability versus Difficulty equal to accumulated bite damage or victim

becomes addicted to bite, per Addictive Disorder; **NBA**, p. 84), Anaesthetic Bite (victim remembers pleasurable sexual encounter, Difficulty 6 Stability or helping PC's Alienist test to pierce hazy memory), Drain (bite ages victim, 1 year per point of Health damage, -1 maximum Health rating per each 5 years of superannuation).

OTHER POWERS: Cause Sleep (per Mental Attack rules; **NBA**, pp. 131-132; not if self or target insulated), Clairvoyance (costs 1 Aberrance to see through victim's eyes; not if insulated), Control Earthquakes (telluric power; costs 1 Aberrance for minor, 2 for moderate, 4 for strong, 8 for major earthquake), Control Weather (telluric power; costs 1 Aberrance for fog, mist, or rain w/thunder and lightning; 2 for a big storm or blizzard), Enter Dreams, Infection (telluric power), Necromancy (telluric power; can create ghouls from recently dead), Regeneration (telluric power; to full Health in half an hour if on native soil, double time for each lesser step of connection), Spider Climb (telluric power), Stone Plague (see text), Strength (spend for feats of strength), Tunneling (to enter/exit telluric grave via magnetic earth-shifting)

BANES: destructive electrical resonance, lunar rocks, meteoric iron, metallic stake to the heart, sunlight

BLOCKS: discontinuities, garlic, strong EM fields, ultraviolet light

COMPULSIONS: bathe in blood

DREADS: garlic, mirrors, symbols of previous identity

REQUIREMENTS: drink blood, sleep on native soil

■ **Chemistry:** Having analyzed the sample we recovered during the fight, we conclude that the stony material that forms her skin is mainly calcium carbonate — the same compound that's found in oysters and egg shells.

■ **Geology:** The material of her skin has the hardness of marble, which is a metamorphic form of dolomite or limestone. However, the process that creates marble requires enormous heat and pressure, so how does a woman grow a marble shell?

BRINGING EVERYTHING TOGETHER —

At this point, you have a lot of elements in play: Iblis Akbar, the widow, the Russians, maybe the townsfolk of one town or another seeking to rescue a young child given up to the mistress. In the villa, the widow toys with the PCs, seeking to seduce and drain one of the male PCs while assigning the chief eunuch to tap a female PC's blood or subdue the other PCs. Your job now is to ramp up the pressure and see what shakes loose.

If your players have a vampire corpse to examine, allow each point of **Diagnosis** spent to reveal a power (free or telluric), as well as a bane or requirement, as time permits. Armed with this knowledge, the PCs may be able to devise some means whereby they can counter the very real strengths of the vampires.

Alternately, realizing they are overmatched, they may be forced to flee over the mountains.

The adventure ends when they've made it back to Constantinople and reported back to Osman Hamdi Bey.

LOCATION: THE DEVIL'S CAVE

There's a much better known Devil's Cave, or Devil's Throat, in southern Bulgaria, close to the Greek border. According to myth, it's the place where Orpheus descended into the underworld to rescue his love Eurydice from the clutches of Hades. The Devil's Cave explored by the British expedition during the Russo-Turkish War, though, is much closer to the Romanian side of the country.

Tirnova has become Veliko Tarnovo, "Great Tarnovo," in recognition of its long history. With a population of around 90,000, it's one of the largest and most important cities in the region, and has a growing economy. The old town's been swallowed up by industrial districts and suburbs. The village of Arbanasi, by contrast, has changed little since the 1870s. It survives on tourism.

The villa, if the Agents check it out, was destroyed in 1952 by Bulgarian government forces. **Research** digs up a reference to it being used as a shelter by "enemies of the people." (Throw in a reference to a "VH" if you want to hint that Van Helsing was working with the Russians after he vanished.) **Archaeology** amid the ruins might discover some clue pointing at the Russian vampire program (*DH*, p. 76), like a rune-engraved anti-vampire bullet or the broken remains of a stolen Earthquake Device (*DH*, p. 266).

Finding the Devil's Cave in the mountains requires an **Outdoor Survival** spend (or **Data Recovery**, to spot it from satellite photos).

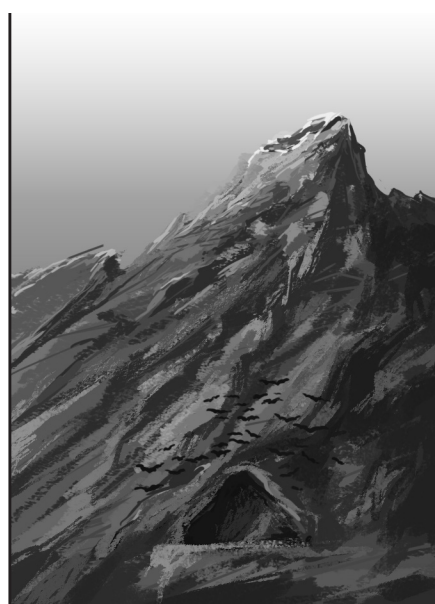
COOL: The cave mouth was buried in a landslide in 1977, and the rubble is thickly overgrown. Clearing it takes several days work with earth-moving equipment, or **Explosive Devices** in a hurry. The cave hasn't been entered in decades. The one element of interest is the pool of stagnant water in the sinkhole; **Chemistry** confirms that it has leached some unusual properties from the surrounding stones, and now works like telluric holy water (*NBA*, p. 140). The water loses its effectiveness against telluric vampires over time, so the Agents must return here regularly to stock up.

Optionally, there's an ancient and withered ghoul or two here — little more than dry bones and crumbling papery skin, but still, horribly, alive ...

WARM: The Warm interpretation for the Devil's Cave depends on the outcome of your play-through of *Stoker: First Blood*. Who knows about the cave?

■ **The Conspiracy:** The mountain is now owned by a mining company, Dal Minerals; possibly with ties to Leutner Fabrichen (*DH*, p. 146), a Conspiracy version of the Petroleum Executive (*DH*, p. 127), or owned by a Dracula-connected bank like Klopstock & Billreuth (*DH*, p. 145). They've excavated the original cave site. The mining facility is guarded by Dragon Brethren, and if Ekim or Arzu Dal are still active, then they're here too. Inside, servants of the Count labor to dig deep into the earth. It is the entrance to a vast and hitherto unsuspected network of caverns beneath the mountains. This might be an entrance to the vaults of Zalmoxis (*The King Under the Mountain*, *DH*, p. 293) or maybe there's an army of cerneati (*DH*, p. 66), entombed for unknown centuries.

■ **Operation Edom:** Edom has a spy or two in Veliko Tarnova, and has the cave under observation. Any vampires here have long since been removed (they're either in chains on HMS *Proserpine* (*DH*, p. 169) or on slides at Seward's Asylum (*DH*, p. 195)). Edom conducted geological experiments here in the 1930s; in 1941, when the RAF bombed the Bulgarian capital of Sofia, it arranged for a bomber to target the mountainside and bury the cave entrance, leaving only the secret entrance near the villa. The cave went undiscovered until recently, when Edom reopened it as an off-the-books black site. Elvis (*DH*, p. 50) or an Edom-aligned Black Site Interrogator



(*DH*, p. 104) might be encountered here; so might Edom's vampire.

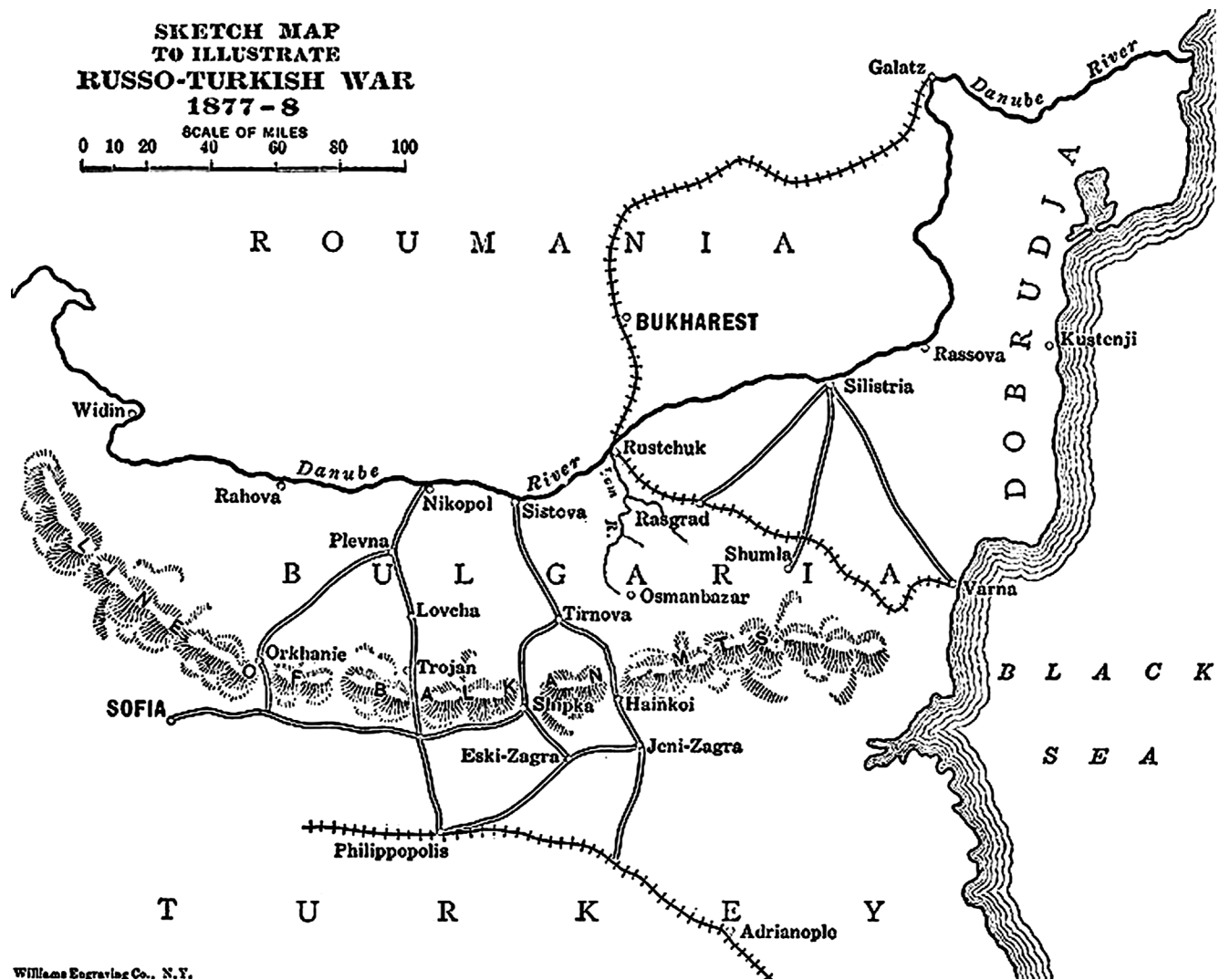
■ **The Turks:** The Turks mounted an expedition to the Devil's Cave within weeks of the original Agents reporting back to Osman Hamdi Bey; they took the remains of the Dals and any other relics they could find. One of their men, though, was caught in some weird occult backlash and ... absorbed into the cave, falling into one of Ekim Dal's "graves." One rock formation now resembles a human face; spilling blood in the cave awakens him. His code name is Neme; the Kirmizatlar (*DH*, p. 76) use him as a seer, much like Van Helsing used Mina, awakening him on certain auspicious days of the year to question him about the rumors of the earth and news of distant events. These days, there's a webcam and a remote-activated demolition charge to ensure that no Bulgarian civilians or unauthorized personnel disturb the sleeper.

■ **The Russians:** The Russian vampire program didn't get a close look at the cave until the 1950s, by which time any relics were long gone. They sealed off the Devil's Cave, but left the back tunnel

open. Records of the Devil's Cave eventually fell into the hands of an ex-FSB officer named Elena Sokolov who's turned to organized crime; she's now working with criminal elements in Eastern Europe (maybe the Smuggler (*DH*, p. 131) or the Human

Trafficker (*DH*, p. 118)), and the cave's used as a storage cache for illegal goods. She has connections to the Conspiracy — either she's supplying something for it, or she's using supernatural creatures for security. (If you want to be really nasty, she's on the same road to

becoming a lamia as Arzu Dal). If defeated and **Interrogated**, she reveals something about the Russian vampire program before throwing herself into the depths of the cave to trigger the next stage of her vampiric transformation.



Source: Lucius Hudson Holt, Ph.D., *The History of Europe from 1862 to 1914* (New York, NY: The Macmillan Company) [public domain image]

INVESTIGATIVE ABILITIES

Anglo-Irish physician (male) ■ Age 23 (born 1854)

Accounting	—	—
Archaeology	—	—
Architecture	—	—
Art History	—	—
Criminology	—	—
Diagnosis	4	—
Geology	—	—
History	1	—
Languages	2	—
<i>English</i>	—	<i>Latin</i>
<i>French</i>	—	<i>Russian</i>
<i>Greek</i>	—	<i>Turkish</i>
Law	—	—
Military Science	—	—
Occult Studies	—	—
Philology	—	—
Research	2	—
Vampirology	—	—

Below Stairs	—	—
Bureaucracy	—	—
Cop Talk	—	—
Culture	<i>Western (native)</i> 2	—
Culture	—	—
Culture	—	—
Flattery	—	—
Flirting	—	—
High Society	2	—
Insight	1	—
Interrogation	—	—
Intimidation	—	—
Middle Class	—	—
Negotiation	1	—
Reassurance	—	—
Streetwise	—	—
Tradecraft	—	—
Working Class	—	—

Astronomy	—	—
Chemistry	1	—
Computation	—	—
Cryptography	3	—
Forensic Pathology	—	—
Forgery	1	—
Notice	—	—
Outdoor Survival	1	—
Pharmacy	—	—
Photography	—	—
Telegraphy	—	—
Urban Survival	—	—

You are the youngest son of a genteel Anglo-Irish family from Dublin. Possessed of an adventurous streak and a desire to do good, you accepted a British Army commission after medical training and volunteered to serve as a member of a British organization for the relief of sick and wounded Turkish soldiers, the Stafford House Commission. Over the past year, you have helped set up and run a number of Turkish military hospitals along with other British physicians. Recently, you were transferred to the newly formed Red Crescent organization and assigned to take charge of an ambulance unit stationed in Shipka. You hope to make a name for yourself that is at least as vaunted as that of your eldest brother, Thornley, who though only ten years older than you is already the chair of anatomy at the Royal College of Surgeons in Dublin, and you keenly feel the weight of the family motto, *Quid verum atque decens* ("Whatever is true and honorable").

DRIVE *Compassion*

COVERS

CONTACTS

WEAPONS/ ARMOUR/ GEAR

MOD

SPECIAL ABILITIES

HARD TO HIT: Your Hit Threshold is 4.

MEDICAL TRAINING: The Difficulty of Stability tests involving the effects of violence or disease on a human body are lowered by -1 as long as you are able to examine the victim dispassionately.

FAMILY CONNECTIONS: You are the youngest son of a large and talented family. Whenever you spend High Society, you may refresh 1 point by making reference to or producing news, other information, or small gifts sent to you by your recently widowed mother, your artistic sister, your theatre critic brother, one of your two medically trained brothers, or your brother in the Indian Civil Service.

GENERAL ABILITIES

Alienist	2	—
Athletics	10	—
Conceal	—	—
Contacts	8	—
Cover	—	—
Diguiise	—	—
Driving	—	—
Explosive Devices	—	—
Filch	—	—
Gambling	2	—
Hand-to-Hand	4	—
Infiltration	—	—
Mechanics	2	—
Medic	12	—
Piloting	—	—
Preparedness	6	—
Riding	2	—
Sense Trouble	4	—
Shooting	2	—
Surveillance	—	—
Weapons	2	—

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

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

ACADEMIC	Accounting	1	_____
	Archaeology		_____
	Architecture		_____
	Art History		_____
	Criminology		_____
	Diagnosis		_____
	Geology		_____
	History	1	_____
	Languages	4	_____
	<i>Hungarian, Arabic, Austrian, Bulgarian, Danish, English, French, German, Latin, Greek, Roumanian, Russian, Sanskrit, Turkish</i>		
	Law		_____
	Military Science		_____
	Occult Studies	1	_____
	Philology	2	_____
Research		_____	
Vamprology		_____	

INTERPERSONAL	Below Stairs		_____	_____
	Bureaucracy		_____	_____
	Cop Talk		_____	_____
	Culture	<i>Slavic (native)</i>	1	_____
	Culture	<i>Eastern</i>	1	_____
	Culture	<i>Western</i>	1	_____
	Flattery		_____	_____
	Flirting		_____	_____
	High Society		1	_____
	Insight		1	_____
	Interrogation		_____	_____
	Intimidation		_____	_____
	Middle Class		_____	_____
	Negotiation		1	_____
Reassurance		_____	_____	
Streetwise		_____	_____	
Tradecraft		1	_____	
Working Class		1	_____	
		_____	_____	

TECHNICAL	Astronomy	___	___
	Chemistry	___	___
	Computation	1	___
	Cryptography	___	___
	Forensic Pathology	___	___
	Forgery	1	___
		1	___
	Notice	1	___
	Outdoor Survival	___	___
	Pharmacy	___	___
	Photography	___	___
	Telegraphy	___	___
	Urban Survival	___	___
		___	___

Hungarian linguist (male) ■ Age 45 (born 1832)

Born in a poor family of Hungarian Jews, you quickly recognized that your talent for languages could carry you far, and you resolved to make your fortune as a linguistic scholar. You traveled to Constantinople as a young man and made a living as a tutor and translator while corresponding with the Hungarian Academy of Sciences, translating the work of Ottoman historians to which you had access. When you were 29 years old, you disguised yourself as a Muslim and journeyed through Persia and Central Asia, at some risk to yourself, for a period of nearly three years. The resulting book about your travels, which you published twelve years ago, made your reputation as an expert on the Near East and secured you an academic position as a professor at the Royal University of Pesht. Additionally, you have made many useful friends and correspondents in British society because of the English-language version of your book. Recently, in fact, you were approached by representatives of the British Foreign Office who are willing to pay you to help them counter Russian attempts at gaining influence in Central Asia and the subcontinent.

DRIVE *Fame and Fortune*

COVERS

.....	___	___
.....	___	___
.....	___	___

CONTACTS

.....	___	___
.....	___	___
.....	___	___
.....	___	___
.....	___	___
.....	___	___

WEAPONS/ARMOUR/GEAR

MOD

.....	___	___
.....	___	___
.....	___	___

SPECIAL ABILITIES

INNOCENT BYSTANDER: While in disguise, you may spend Disguise pool points on any Surveillance test to observe, follow, or surprise an opponent (*NBA*, p. 60), or to Jump In to combat (*NBA*, p. 75).

EAR FOR LANGUAGES: You may choose a number of languages equal to your Languages rating in which you speak the language indistinguishably from a native speaker.

OSMANLI: Because of your connections with high-ranking officials of the sultan, you need not spend in order to gain access to official archives of the Sublime Porte (the Ottoman government) and its adjuncts; with an appropriate spend, you can gain access to secret, sealed, or otherwise restricted records.

GENERAL ABILITIES

Alienist	___	___
Athletics	6	___
Conceal	6	___
Contacts	10	___
Cover	6	___
Diguiue	10	___
Driving	___	___
.....	___	___
Explosive Devices	___	___
Filch	4	___
Gambling	___	___
Hand-to-Hand	___	___
Infiltration	2	___
Mechanics	___	___
Medic	___	___
Piloting	___	___
.....	___	___
.....	___	___
Preparedness	4	___
Riding	___	___
.....	___	___
.....	___	___
Sense Trouble	4	___
Shooting	2	___
Surveillance	2	___
Weapons	___	___
.....	___	___

HEALTH	<u>8</u> 7 6 5 4 3 2 1												
	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
STABILITY	<u>12</u> 11 10 9 8 7 6 5 4 3 2 1												
	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

HIT THRESHOLD [3]

INVESTIGATIVE ABILITIES

British Army officer (male) ■ Age 35 (born 1842)

ACADEMIC

Accounting	—	—
Archaeology	—	—
Architecture	—	—
Art History	—	—
Criminology	—	—
Diagnosis	—	—
Geology	—	—
History	—	—
Languages	2	—
<i>English</i>	—	<i>German</i>
<i>Arabic</i>	—	<i>Russian</i>
<i>French</i>	—	<i>Turkish</i>
Law	—	—
Military Science	3	—
Occult Studies	—	—
Philology	—	—
Research	—	—
Vampirology	—	—
.....	—	—

INTERPERSONAL

Below Stairs	—	—
Bureaucracy	2	—
Cop Talk	—	—
Culture	<i>Western (native)</i> 2	—
Culture	—	—
Culture	—	—
Flattery	—	—
Flirting	1	—
High Society	—	—
Insight	2	—
Interrogation	1	—
Intimidation	2	—
Middle Class	2	—
Negotiation	—	—
Reassurance	—	—
Streetwise	—	—
Tradecraft	1	—
Working Class	—	—
.....	—	—

TECHNICAL

Astronomy	—	—
Chemistry	—	—
Computation	—	—
Cryptography	1	—
Forensic Pathology	—	—
Forgery	—	—
.....	—	—
Notice	—	—
Outdoor Survival	2	—
Pharmacy	—	—
Photography	—	—
Telegraphy	—	—
Urban Survival	—	—
.....	—	—
.....	—	—

The son of an Anglican parson in Yorkshire, you joined the cavalry at age 17 after being educated in England and Germany. Seeking an outlet for your adventurous spirit, you took up ballooning and made a number of ascents in England and France. Over the past few years, you have been a war correspondent in Spain and the Sudan; before that you traveled to Russia. Two years ago, you journeyed through Russian Asia to Khiva despite the tsar's proscription on European travelers; last year you rode on horseback from Scutari to Erzerum in Asia Minor to observe the Russian frontier. You are currently in Constantinople serving as a representative of the Stafford House Committee, the British Red Cross organization, but this is in truth merely a cover for your work as an agent of the British Foreign Office.

DRIVE *Adventure*

COVERS

.....	—
.....	—
.....	—

CONTACTS

.....	—
.....	—
.....	—

WEAPONS/ARMOUR/GEAR

MOD

SPECIAL ABILITIES

BALLOONIST: Your Piloting ability includes your ability to manage a balloon.

GRIT YOUR TEETH: When you fail an Athletics test, you may spend points from your Athletics pool to turn the failure into a success. You may also spend Health for Athletics 1-for-1.

HARD TO HIT: Your Hit Threshold is 4, not 3.

RIPOSTE: When you are fencing and an attacker rolls a 1 and misses you, you may immediately spend Weapons to do damage to your opponent on a 1-for-1 basis.

SHARPSHOOTER: You may spend 4 Shooting and 1 Stability to make an extra Shooting attack this round.

STRONGEST MAN IN THE BRITISH ARMY: When you do something involving the exercise of physical strength (e.g., lifting heavy things), you may refresh 1d6-2 Athletics or the amount of your Athletics spend, whichever is less (minimum 1), at the end of the scene.

GENERAL ABILITIES

Alienist	—	—
Athletics	10	—
Conceal	—	—
Contacts	4	—
Cover	—	—
Diguiue	—	—
Driving	—	—
.....	—	—
Explosive Devices	—	—
Filch	—	—
Gambling	4	—
Hand-to-Hand	4	—
Infiltration	—	—
Mechanics	—	—
Medic	—	—
Piloting	4	—
.....	—	—
.....	—	—
Preparedness	4	—
Riding	6	—
.....	—	—
.....	—	—
Sense Trouble	4	—
Shooting	8	—
Surveillance	—	—
Weapons	8	—
.....	—	—

HEALTH

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

STABILITY

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

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

British journalist (male) ■ Age 39 (born 1838)

ACADEMIC	Accounting	—	—
	Archaeology	—	—
	Architecture	1	—
	Art History	1	—
	Criminology	1	—
	Diagnosis	—	—
	Geology	—	—
	History	1	—
	Languages	2	—
	<i>English</i>	—	<i>Greek</i>
	<i>French</i>	—	<i>Latin</i>
	<i>German</i>	—	<i>Russian</i>
	Law	1	—
	Military Science	—	—
	Occult Studies	—	—

English

French

German

INTERPERSONAL	Below Stairs	—	—
	Bureaucracy	—	—
	Cop Talk	—	—
	Culture <i>Western (native)</i>	2	—
	Culture	—	—
	Culture	—	—
	Flattery	1	—
	Flirting	—	—
	High Society	—	—
	Insight	1	—
	Interrogation	—	—
	Intimidation	—	—
	Middle Class	2	—
	Negotiation	1	—
	Reassurance	1	—

Streetwise

Tradecraft

Working Class

TECHNICAL	Astronomy	—	—
	Chemistry	—	—
	Computation	—	—
	Cryptography	1	—
	Forensic Pathology	—	—
	Forgery	1	—
		—	—
	Notice	1	—
	Outdoor Survival	—	—
	Pharmacy	—	—
	Photography	—	—
	Telegraphy	1	—

Urban Survival

.....

.....

You are the son of a Scottish clergyman. After attending university in Aberdeen, you joined the Royal Dragoons and served for ten years before becoming a war correspondent. During the 1870–1871 Franco-Prussian War you covered the siege of Metz and accompanied the Prussians as they entered Paris, and it was during that war that you learned the value of making sure that your telegraphic dispatches arrived back in London before any of your competitors — you are always making arrangements and contingency plans to get yourself or your reports to the nearest telegraph office. You've seen fighting in Spain and Serbia (where you accompanied a detachment of Russian soldiers), and you traveled to India in the company of the Prince of Wales. Now you've been assigned to report on the developing hostilities between Russia and Turkey. Like most Britons, you were quite shocked to learn of the atrocities committed by the soldiers of the sultan in Bulgaria, and deplore the murder of innocents, but if you are honest with yourself, you are eager to find similarly riveting material for your readers. However, your real responsibility lies in finding the truth and sharing it with the British public.

DRIVE *Truth*

COVERS

.....

CONTACTS

.....

.....

.....

.....

WEAPONS/ARMOUR/GEAR

MOD

.....

.....

.....

SPECIAL ABILITIES

IN THE NICK OF TIME: You may spend Preparedness to have retroactively prepared or deployed specific helpful actions or interventions, such as a convenient horse or a timely distraction.

ONCE A DRAGOON: While on horseback, you reduce the Difficulty of tasks related to enduring the rigors of cross-country travel by -1.

GENERAL ABILITIES

Alienist

Athletics 6

Conceal

Contacts 10

Cover

Diguiue

Driving 2

.....

Explosive Devices

Filch 4

Gambling 2

Hand-to-Hand

Infiltration 4

Mechanics

Medic

Piloting

.....

.....

Preparedness 8

Riding 6

.....

.....

Sense Trouble

Shooting 4

Surveillance 4

Weapons 2

.....

.....

HEALTH 10 9 8 7 6 5 4 3 2 1

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

.....

STABILITY 10 9 8 7 6 5 4 3 2 1

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

HIT THRESHOLD [3]

INVESTIGATIVE ABILITIES

British geologist (male) ■ Age 25 (born 1852)

ACADEMIC

Accounting	_____
Archaeology	_____
Architecture	<u>1</u> _____
Art History	_____
Criminology	_____
Diagnosis	_____
Geology	<u>1</u> _____
History	<u>1</u> _____
Languages	<u>1</u> _____
<i>English</i>	_____
<i>German</i>	_____
<i>Latin</i>	_____
Law	<u>1</u> _____
Military Science	_____
Occult Studies	_____
Philology	<u>1</u> _____
Research	<u>1</u> _____
Vampirology	_____
.....	_____

INTERPERSONAL

Below Stairs	_____
Bureaucracy	_____
Cop Talk	_____
Culture <i>Western (native)</i>	<u>1</u> _____
Culture	_____
Culture	_____
Flattery	_____
Flirting	_____
High Society	<u>1</u> _____
Insight	_____
Interrogation	_____
Intimidation	_____
Middle Class	_____
Negotiation	<u>2</u> _____
Reassurance	_____
Streetwise	_____
Tradecraft	_____
Working Class	_____
.....	_____

TECHNICAL

Astronomy	<u>1</u> _____
Chemistry	<u>2</u> _____
Computation	<u>2</u> _____
Cryptography	_____
Forensic Pathology	_____
Forgery	_____
.....	_____
Notice	<u>1</u> _____
Outdoor Survival	<u>1</u> _____
Pharmacy	_____
Photography	_____
Telegraphy	_____
Urban Survival	_____
.....	_____
.....	_____

You are passing through Constantinople after having completed a grand tour round about the Carpathians, traveling along the Danube and across the countryside in Hungary, Serbia, and Roumania while visiting sites of interest to you, including Hungarian mines, Wallachian vineyards, and the picturesque cities of the Balkans. All in all you found it a pretty fine adventure, with many charming young maidens in native costume to be seen, a few exciting near run-ins with brigands and robbers to be had, and an ample sufficiency of interesting mineral samples to be gathered, catalogued, and compared. Though your father (himself a scientist of no small account, one of the earliest experimenters with electricity) encouraged in you a passion for the physical sciences, geology is your central fascination — the notion of chthonic forces deep within the earth shaping and molding the terrestrial forms around is for you strangely and powerfully compelling.

DRIVE *Knowledge*

COVERS

.....	_____
.....	_____
.....	_____

CONTACTS

.....	_____
.....	_____
.....	_____

WEAPONS/ ARMOUR/ GEAR

.....	_____
.....	_____
.....	_____

SPECIAL ABILITIES

HARD TO HIT: Your Hit Threshold is 4 rather than 3.

A STICKY WICKET, EH?: You may use Explosive Devices instead of Athletics when hurling sticks of dynamite and similar handheld explosives.

ELECTRICIAN'S PATRIMONY: With the right equipment, you may spend Chemistry to produce electrical or electromagnetic effects.

EVERYTHING HAS A WEAK SPOT!: If you have access to explosives and the time to set them, you may spend 1 point of Architecture (for man-made structures) or Geology (for natural ones) in order to increase the damage Class of the explosion (see *NBA*, pp. 67–68) by 1.

EXTRAORDINARY INVENTIVENESS: You may spend Mechanics as Preparedness as long as you can provide some more-or-less plausible account of what materials or equipment you were able to repurpose for your stated end.

GAME HUNTER: You are at +1 to hit when using Shooting to attack animals.

GENERAL ABILITIES

Alienist	_____
Athletics	<u>8</u> _____
Conceal	_____
Contacts	<u>4</u> _____
Cover	_____
Diguiue	_____
Driving	_____
.....	_____
Explosive Devices	<u>8</u> _____
Filch	_____
Gambling	_____
Hand-to-Hand	<u>4</u> _____
Infiltration	_____
Mechanics	<u>8</u> _____
Medic	_____
Piloting	_____
.....	_____
.....	_____
Preparedness	<u>4</u> _____
Riding	<u>4</u> _____
.....	_____
.....	_____
Sense Trouble	<u>4</u> _____
Shooting	<u>8</u> _____
Surveillance	_____
Weapons	_____
.....	_____

HEALTH	<u>10</u> 9 8 7 6 5 4 3 2 1
.....	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12
STABILITY	<u>10</u> 9 8 7 6 5 4 3 2 1
.....	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

American archaeology student (female) ■ Age 27 (born 1850)

ACADEMIC	Accounting	_____
	Archaeology	<u>2</u> _____
	Architecture	<u>1</u> _____
	Art History	<u>2</u> _____
	Criminology	_____
	Diagnosis	_____
	Geology	_____
	History	<u>2</u> _____
	Languages	<u>3</u> _____
	<i>English, Arabic, French, Italian, Latin, Greek, Portuguese, Russian, Spanish, Turkish</i>	
INTERPERSONAL	Law	_____
	Military Science	_____
	Occult Studies	_____
	Philology	<u>1</u> _____
	Research	<u>1</u> _____
	Vamirology	_____
		_____
	Below Stairs	_____
	Bureaucracy	_____
	Cop Talk	_____
TECHNICAL	Culture <i>Western (native)</i>	<u>1</u> _____
	Culture	_____
	Culture	_____
	Flattery	_____
	Flirting	<u>1</u> _____
	High Society	_____
	Insight	_____
	Interrogation	_____
	Intimidation	_____
	Middle Class	<u>2</u> _____
ACADEMIC	Negotiation	_____
	Reassurance	<u>2</u> _____
	Streetwise	_____
	Tradecraft	_____
	Working Class	_____
		_____
	Astronomy	_____
	Chemistry	_____
	Computation	<u>1</u> _____
	Cryptography	_____
TECHNICAL	Forensic Pathology	_____
	Forgery	_____
		_____
	Notice	<u>1</u> _____
	Outdoor Survival	_____
	Pharmacy	_____
	Photography	_____
	Telegraphy	_____
	Urban Survival	_____
		_____

You were born to a well-to-do Rhode Island family, youngest daughter of a Providence lawyer and congressman. Refused admission to Brown University where your father and brothers were educated because of your sex, you set off on your own. Eventually, you wound up in Michigan, where you taught mathematics and languages in Saginaw before entering college at the University of Michigan. You have a wide-ranging interest in all historical matters, and have little patience for those hidebound and deplorable purveyors of the canard of female intellectual incompetence.

DRIVE *Curiosity*

COVERS

.....

CONTACTS

.....

WEAPONS/ARMOUR/GEAR

MOD

SPECIAL ABILITIES

BORN MOUNTAINEER: Whenever you do something related to climbing, you may refresh 1d6-2 Athletics or the amount of your Athletics spend, whichever is less (minimum 1), at the end of the scene.

HARD TO HIT: Your Hit Threshold is 4

GENERAL ABILITIES

Alienist	<u>4</u> _____
Athletics	<u>8</u> _____
Conceal	<u>4</u> _____
Contacts	<u>6</u> _____
Cover	_____
Diguiue	<u>6</u> _____
Driving	_____
.....	
Explosive Devices	_____
Filch	<u>4</u> _____
Gambling	_____
Hand-to-Hand	<u>4</u> _____
Infiltration	_____
Mechanics	_____
Medic	_____
Piloting	_____
.....	
.....	
Preparedness	<u>4</u> _____
Riding	<u>4</u> _____
.....	
.....	
Sense Trouble	<u>6</u> _____
Shooting	_____
Surveillance	<u>4</u> _____
Weapons	<u>2</u> _____
.....	_____

HEALTH

12 11 10 9 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

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

Ottoman soldier (male) ■ Age 22 (born 1855)

ACADEMIC

Accounting	—	—
Archaeology	—	—
Architecture	—	—
Art History	—	—
Criminology	—	—
Diagnosis	—	—
Geology	—	—
History	—	—
Languages	1	—
<i>Turkish</i>	—	—
<i>English</i>	—	—
<i>French</i>	—	—
Law	—	—
Military Science	1	—
Occult Studies	—	—
Philology	—	—
Research	—	—
Vampirology	1	—
.....	—	—

You were born in Istanbul to a slave in the household of an important Ottoman official, but left as soon as you were old enough and made a living as a beggar and street laborer. As a young man, you found yourself in the company of a troop of *bashi-bazouks*, irregular cavalry nominally in service to the Turkish army but supplementing your small stipend from the sultan with acts of banditry against peasants in the countryside and insufficiently well-protected travelers. When the Bulgarians rebelled last year, you were sent to the area near Tirnova to help suppress the uprising. Ambushed by Bulgarian rebels, most of your troop was cut down in the wooded hill country outside the town. You fled, and sought refuge from pursuit in a cave you chanced upon. When you went in, however, you were first unnerved by the way the rock formations in the cave looked like the teeth of a wild animal, and then you saw at least half a dozen dead men lying in unnatural positions, their hands bound and their throats cut. You beat a retreat and made your way by various adventures to the headquarters of Salim Pasha's brigade at Osmanbazar, where you were accused of cowardice and other crimes. Now you are a prisoner in the hands of a squadron of *bashi-bazouks*, who are taking you to meet a fate that you suspect will be unpleasant. Your only hope is that the letter you had sent to your old master pleading for his intervention (if only to spare your mother, his loyal and well-loved servant, the shame of your ignominious execution) meets with Allah's favor and brings you succor.

DRIVE *Vindication*

INTERPERSONAL

Bureaucracy	—	—
Cop Talk	—	—
Culture	—	—
Culture <i>Eastern (native)</i>	2	—
Culture	—	—
Flattery	1	—
Flirting	—	—
High Society	—	—
Insight	1	—
Interrogation	1	—
Intimidation	2	—
Middle Class	—	—
Negotiation	—	—
Reassurance	—	—
Seraglio	1	—
Streetwise	2	—
Tradecraft	—	—
Working Class	1	—
.....	—	—

COVERS

CONTACTS

WEAPONS/ARMOUR/GEAR

MOD

SPECIAL ABILITIES

CRACK SHOT: When you spend Shooting to fire a rifle at a target and had time to aim, you refresh 1d6-2 Shooting or the amount of your spend, whichever is less (minimum 1).

HARD TO HIT: Your Hit Threshold is 4

KEEN SENSES: You may use your Sense Trouble rating (not pool) to determine your order of action in a combat or contest.

RIDE LIKE THE WIND: Once per mounted chase, you can gain a 3-point refresh by uttering a brief narrative description of your actions in all their glorious detail.

MASTER SCOUT: NPCs are at -2 Alertness to detect your presence if you are hiding or attempting to move stealthily; PCs are at -2 to Sense Trouble against you similarly.

INURED TO DEATH: The Difficulty of Stability tests involving physical violence are reduced by -1, and you reduce the loss from a failed test by 1 point.

GENERAL ABILITIES

Alienist	—	—
Athletics	8	—
Conceal	—	—
Contacts	4	—
Cover	—	—
Diguiue	—	—
Driving	—	—
.....	—	—
Explosive Devices	—	—
Filch	—	—
Gambling	—	—
Hand-to-Hand	6	—
Infiltration	8	—
Mechanics	—	—
Medic	—	—
Piloting	—	—
.....	—	—
.....	—	—
.....	—	—
Preparedness	8	—
Riding	8	—
.....	—	—
.....	—	—
Sense Trouble	8	—
Shooting	8	—
Surveillance	—	—
Weapons	4	—
.....	—	—

TECHNICAL

Astronomy	—	—
Chemistry	—	—
Computation	—	—
Cryptography	—	—
Forensic Pathology	—	—
Forgery	—	—
.....	—	—
Notice	2	—
Outdoor Survival	2	—
Pharmacy	—	—
Photography	—	—
Telegraphy	—	—
Urban Survival	2	—
.....	—	—
.....	—	—

HEALTH	12	11	10	9	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

HIT THRESHOLD [4]

THE CARMILLA SANCTION

35

AFTER WORLD WAR II, EDMUND SPENDS SOME time closing out old accounts, taking advantage of Britain's continuing deployment of forces all over the Continent, and of the confusion and turmoil that has revealed secrets kept for centuries. Secrets such as the whereabouts of a certain vampire who fed on British subjects in 1837. In April of 1948, as the British occupation of Austria becomes entangled

in the burgeoning Cold War, your team arrives in the remote Austrian province of Styria with a simple mission: terminate the Countess Carmilla Karnstein. If you can find her. If she hasn't already made powerful friends. If that's really your mission.

This scenario probably offers more opportunities for the players if at least one Agent is female. This is not anachronistic: not only were there many female SOE

assets in the Resistance, MI6 recruited from them after the war. For example, SOE assistant section head (and crack rifle shot) Vera Atkins hunted Nazi war criminals on the ground in Germany in 1946 and 1947.

Add Radiotelegraphy 2 to two of the pregens on pp. 180–186 if you're using them. Ignore or cross out Digital Intrusion / Computer Use.

EYES ONLY BRIEFING

The Styrian aristocrat Mircalla Karnstein became a vampire at the age of 18 in 1698 and eventually recruited a number of associates, assigns, and Renfields into her company. By posing as her family, retainers, and so forth, they aided her to stalk, seduce, and kill her chosen targets: young women of gentle birth. In 1837, she unwisely drained the niece and ward of the influential and single-minded General Spielsdorf, who recruited a professional vampire hunter, Baron Vordenburg, and nearly destroyed her. Only the last-minute substitution of a peasant girl for herself, and her foresight in leaving mesmeric triggers in the Vordenburg bloodline (an earlier Baron had been one of her lovers), allowed her to escape.

Mircalla's *lustmord* target at the time, an English girl living in Styria named Laura Holley, survived and around 1848 wrote a long letter to a female friend describing the events from her own bewitched

SOURCES

This adventure draws a little bit from the Trevanian novel (and Clint Eastwood film) *The Eiger Sanction*, and a lot from Carol Reed's masterpiece of film noir, *The Third Man*. (And a little bit from Graham Greene's novelization of his own script.) Watch that film, if at all possible, before running this scenario: Reed's skewed angles and stark shadows make the flavor and feel of bombed-out, desperate, occupied 1948 Vienna tangible throughout.

Also, it would be ideal if everybody — Director and players alike — read J. Sheridan Le Fanu's novella "Carmilla" before play begins. Published in 1871, it's in the public domain and available for free online from Project Gutenberg.

Valancourt Books publishes a critical text of "Carmilla" edited and annotated by Jamieson Ridenhour, and makes it available dirt cheap on Kindle.

HISTORICAL NOTES

Three of the major NPCs are historical figures: Franz Herbert, Martin Herz, and Robert Verbelen. Operation SILVER is real. The Soviets did, in fact, close Vienna from April 11–13, 1948. Feel free to adjust these dates as needed for the dramatic needs of the scenario. Also, I was unable to locate the French Forces HQ and Legation in occupied Vienna, so I assigned them two very classy possibilities.

perspective. Somehow that letter wound up in the papers of a German “medical philosopher” who wrote under the name “Martin Hesselius” and died shortly after completing his (now lost) monograph on Laura’s manuscript. How the Irish journalist and novelist J. Sheridan Le Fanu ended up with his “Hesselius” notes and source material is likewise mysterious. He turned them into a series of supernatural stories, eventually publishing the Laura-Mircalla narrative in 1871–1872 as the novella “Carmilla” (the name Mircalla used while seducing Laura Holley).

Although Mircalla had killed Hesselius in 1851 and destroyed his research on vampirism, Le Fanu had (inadvertently?) exposed her secret twenty years later. She traveled to Dublin, haunted and drained Le Fanu, recovered the Hesselius papers, and returned to her home ground to lie low. Mircalla went into seclusion in an unknown schloss somewhere in the Styrian hinterlands, only venturing out to distant spas and watering holes to kill every few decades, and sleeping between excursions. But at some point, alert for any signs of vampire activity, Edom discovered even these isolated murders, noted the common MO, and resolved to terminate Mircalla — Carmilla — when the time was right.

In April 1948, the time is right. The British have — coincidentally? — received Styria as part of their Occupation Zone in Austria. Edom has found the new Schloss Karnstein on the slopes of the Leichenberg in the Niedere Tauern branch of the Austrian Alps, assembled a team of crack Agents, and sent them there to give Countess Carmilla Karnstein the true death.

But Carmilla has not been idle in the meantime. During the chaos of the fall of Austria in 1945, she used her associates, her supernatural charisma, and her wealth to assemble a dozen girls, all “displaced persons” — refugees from the Soviets, innocents freed from concentration camps and political prisons, relatives of war criminals, unfortunates whose homes and families had been destroyed — anyone with nowhere to go and no one to trust. But they all had something in common besides that. The twelve girls Carmilla recruited all resembled her: dark-haired and -eyed, pale-complected, fine-featured, and beautiful. She Renfielded them, and over the winter remolded them all into



her ideal camouflage. She procured false papers for all of them from a Romanian forger named Popescu and sent the girls back to Vienna in the spring of 1946 to establish their covers for the time that she would have need of them.

In April 1948, Carmilla has need of them. Warned of the Edom hit team’s approach, she fled to Vienna and went to ground among her doppelgängers, killing one of them and assuming her identity. The Soviets have — coincidentally? — closed Vienna for three days, but when they relax their grip, she plans to flee Austria and resume her career of seduction and murder. It’s been too long.

THE SPINE

After their **Briefing**, the Agents assigned to the **Schloss Karnstein** strike team cross the Leichenberg in **The Climb**, then attack **The Nest**, destroying Carmilla’s allies. However, during **The Mop-Up**

they discover that their main target has flown the coop for Vienna. Did Carmilla’s vampiric senses warn her, or could she have been tipped off?

When the Agents call in their actions, they discover that the Russians have closed off Vienna, which lies deep in the Soviet occupation zone of Austria. If the Agents can follow Carmilla to **Vienna** and somehow succeed at **Cutting In** to the city, they may be able to find her before the Russians open the city again and she escapes forever. At this point, the game becomes a sandbox: the Agents can dig through Occupation Authority files in **The Kommandatura**, look for allies or intel at the **Hôtel Vordenburg**, or search the seedy side of the city’s **Demimonde** for the **Twelve Little Ingénues**. If they succeed at **Solving the Mystery** they may intercept Carmilla at the **Westbahnhof** or at least take one last shot on the **Munich Express**.



ENTRY VECTORS

As a Flashback, this operation might figure in the memories of the Former Gehlen Org (*DH*, p. 82) or “Van Sloan” (*DH*, p. 87), or in records assembled by a less-than-Innocent NATO Liaison (*DH*, p. 125). Assuming the Agents succeed in their mission, it becomes a legendary success for Edom: an uncompromising win for the forces of good over the Un-Dead, recalled with pride by Dukes like Elvis and Oakes. Of course, if Timnah got his way and Carmilla became an Edom asset (*And Find for Herself a Place of Rest*, below), the Agents might hear the story from her own lips in a holding cell on HMS *Proserpine* (*DH*, p. 169) ... or in whatever abandoned rural building she holds them, zip tied and bleeding out.

In a one-shot adventure in which the Agents are all operatives of Edom, the entry vector is simple: Alvah or Jetheth orders you to go to Styria and terminate Carmilla Karnstein. Years of painstaking intelligence work, seismic analysis, and interrogating Austrian war criminals have given Edom a fix on the new Schloss Karnstein (she abandoned the original in the 1780s), and that's all you need to know.

In an ongoing Edom campaign in the 1940s, such as *Unto the Fourth Generation*

(*DH*, p. 325), the Director may want the Agents to develop the target for Edom. Drop one clue per adventure or per three months or so of game time; although these are all technically “core clues,” they realistically turn up over the years from 1945 to 1948.

- To begin with, **Tradecraft** and **Vampirology** (both needed) notice something strange about the “death” of Carmilla in the novella. It's identical — almost word for word — with the report of a 1693 Polish vampire or oupire published by the monk Antonin Calmet in his 1751 treatise *On the Apparitions of Vampires*. The state of Carmilla's corpse, meanwhile, is almost word for word the same as the description of 1725 Serbian vampire Peter Plogojowitz in the same work. Laura doesn't see Carmilla staked; she only reports this mélange of details third-hand from the “Imperial Commission.” **Law** reminds the reader that the Austrian Empress Maria Theresa had ended such Commissions in 1755. The whole thing stinks of a classic cover-up, in other words.
- **Art History**: “Carmilla” first appeared in serial form in 1871–1872 in the London magazine *The Dark Blue*,

and Le Fanu included the novella in his collection *In a Glass Darkly*, published later in 1872. LeFanu died, aged 58, in February of 1873 after increasing bouts with severe bronchitis — just as if some supernatural force were slowly choking him to death. (**Vampirology** reminds you that Carmilla's peasant victims likewise choked to death.) *The Dark Blue* went out of business that year and its editor suddenly emigrated to America (**Research**).

- A suitable Interpersonal ability (**High Society**, for instance) gets an Agent access to the Le Fanu papers in the Bodleian Library at Oxford. His notebooks refer to “using the L. Holley letter for the new tale, as funds are much needed.” **Art History** indicates that there's something missing: no first manic draft of “Carmilla,” only an assured final draft, unlike Le Fanu's normal working methods.
- **Criminology**, **Traffic Analysis**, and **Research** slowly pull together shocked hints of lesbianism in gossip columns with reports of exsanguination murders and “sudden onset consumption” of teenage girls in such spas as Biarritz, Dieppe, Cannes, Baden, and Varna every

AND FIND FOR HERSELF A PLACE OF REST

Assign the code names (or code-named pregens) as seems appropriate, but give FOX to the player most likely to enjoy playing an agenda at odds with the rest of the group. There's always one.

FOX has his own objective, or more specifically, he has Timnah's objective. That Duke wants to recruit a more malleable vampire than Dracula: who better than an 18-year-old girl? At the very least, having friendly access to Carmilla should significantly advance Edom's vampire research program. Timnah has instructed FOX as follows:

- Go along with the first stage of the mission and clear out Schloss Karnstein, to remove Carmilla's support system.
- Get Carmilla alone and pass along Timnah's offer: sanctuary in Britain

and passage out of Vienna in exchange for becoming an Edom asset.

- If she refuses, FOX should endeavor to capture her and return her to Britain against her will.
- Either way, extract Carmilla cleanly. To that end, FOX is issued two diplomatic passports (a thin **Cover** 2, but they shouldn't need to be checked on their one use) for a Foreign Office parent and daughter; and matching tickets on the daily BOAC flight out of Schwechat airfield to London, cleared and countersigned by RAF and occupation authorities. FOX is also issued a precleared bill of lading for a coffin-sized box, to be shipped on that same flight under diplomatic pouch, if Carmilla needs to be extracted less obviously or less voluntarily.

In a one-shot, a duplicitous FOX should be considered part of the default scenario and assigned as mentioned. In an ongoing 1940s Edom campaign, you should foreshadow this development in previous sessions, with Timnah (and all the active Dukes, really) grooming individual protégés from among the player Agent group.

Of course, you may not feel that such un-mutual play fits with any of the characters. You might still suggest it to the most likely miscreant, but if he rejects the role, leave Timnah's offer out of the adventure. Timnah doesn't tip her off: Carmilla spooks because she's worried by the escalating Berlin crisis and fears that the Russians will cut off access to Vienna (or World War III will begin) before she can escape Austria.

twenty years (1892, 1912, 1932) and conflates them with Carmilla's MO.

Vampirology suggests she's bingeing and then resting in well-fed torpor.

- If you already have some sort of telluric or seismic vampire-sensing equipment or NPCs in play, **Geology** or a relevant Interpersonal ability obtains readouts tracking telluric activity peaking every twenty years above the Pöls valley in Styria, and again in 1945.

- After British forces enter Vienna in 1945 and seize bank records, **Accounting** can begin to track the money spent at those resorts back to specific bank accounts; **Accounting** or **Research** after that locates a remote schloss in the Pöls valley in the Styrian Alps bought after the 1848 Revolution using funds from one of those accounts.

- Alternately, applying **Traffic Analysis** and **Military Science** to the Anglo-American records of the liberation of Austria and interrogations of POWs and Austrian war criminals gives a very short list of castles and manors in Styria never approached by the occupation authorities or by the Nazis.

The rest is just **Bureaucracy** to get a strike on Carmilla approved. In April 1948, you succeed.

39

BRIEFING

SCENE TYPE: Introduction or Flashback

LEAD-IN: None or The Mop-Up

LEAD-OUT: The Climb or Cutting In

In 1948, Edom still operates under the wartime practice of codenames in the field. Assign code names to the Agents: OWL, FOX, MOTH, WOLF, RAT, BACKE. (Pronounced "Bake," the last is a Scots term for the bat, used to prevent confusion between BAT and RAT on the radio.) If you're using pregenerated characters, write these code names on the character sheets instead of "real names." Remind the players that they are part of a professional Service — they have to stay in contact with their superiors and follow orders, even on a clandestine vampire hunt.

Jetheth, as the Duke in charge of wet work, briefs the Agents on the mission. If they didn't uncover the Entry Vectors, he summarizes them in whatever detail the Director likes. He is clipped, professional — an SOE veteran and stone killer.

Their mission parameters are as follows; the Director may present them as intercut montages during Jetheth's briefing.

- The Agents fly BOAC into Venice under cover as electrical specialists working to restore the Austrian national power grid. This is a free **Cover 4** provided by Edom.
- The Agents are ordered to maintain total operational security on this mission. Neither the British military, nor MI6 — especially including the MI6 agents on the ground in Station A (Austria) — are cleared for the

Agents' existence, much less their operation. Edom cannot afford the exposure, especially on a mission to sanction an 18-year-old girl.

Tradecraft (1-point spend) picks up something in Jetheth's manner when he gives this order: Without saying it in so many words, he believes that there's a major leak in MI6. (Which there is.)

- The Agents fly into Graz in Styria on an RAF Douglas Dakota. There they acquire a truck full of electrical equipment — including a seismograph and a powerful radio relay set. The truck also holds weapons (Sten 9mm submachine guns, +1 damage; kukri knives, +0 damage; stakes and hammers), a field radio, and any equipment the Agents requisitioned for the sanction.

- The Agents drive to Bretstein, in the next valley west from Schloss Karnstein, and establish a safe house. (As part of the montage, this requires no spends.) They leave the vehicle there with its relay active, and carry a field radio up and over the spine of the Leichenberg mountain in order to descend on the schloss from above, achieving both operational and tactical surprise. Ideally this assault occurs during daylight hours.
- The Agents are ordered to maintain radio silence until after the assault on the Schloss Karnstein.

The montage (or flashback) ends with Jetheth saying "Once more unto the breach, then, and good hunting."



SCHLOSS KARNSTEIN

48

Schloss Karnstein (originally Schloss Machsenstrom) is a large, rambling structure perched on a crag above the Pöls valley, jutting out from the east face of the Leichenberg. Built in 1185 by the Knights Hospitaller, Schloss Machsenstrom became a royal Hapsburg fortress managed by the counts of Purgstall during the Turkish invasions of the 16th and 17th centuries. When the Purgstall line became extinct in 1835, the schloss laid vacant until Carmilla bought it as a refuge the next decade.

THE CLIMB

SCENE TYPE: Hazard/Introduction

LEAD-IN: Briefing or None

LEAD-OUT: The Nest

This scene opens *in medias res*, with the Agents climbing along the ridge of the Leichenberg, 2,400+ meters above sea level. While the Leichenberg is not particularly high for an Alp, it is a rough, craggy mountain with no natural paths over it. Also, the winter of 1948 was another bad one; as late as April, snow still clings to the summit. But even a slow thaw is enough to make the climb immensely treacherous: whole stretches of snow could give way at any time, the near-melt ice might crack open into a crevasse, and uneven refreezing (or the strange micro-tremors that Styria is prone to) can trigger avalanches. Any Agent with **Outdoor Survival** recognizes this as a tricky, even diabolical, mountain.

On the bright side, nobody in the schloss can possibly expect an approach from the mountain crest. Unless someone makes a mistake.

The first part of the climb, up the west face of the Leichenberg, requires 1-point **Outdoor Survival** spends from all Agents to cope with the tricky conditions. Increase the Difficulties for all subsequent tests on the climb by +1 for any Agents who don't spend a point (or have a point spent for them — more experienced survival experts can spend points on behalf of others).

Some of the challenges here apply to the whole group; others are for individuals.

GROUP TESTS

- Rope the whole team over the crest of the ridge without exposing the assault but without moving too fast for safety. Difficulty 5 **Athletics** test, Piggybacked (*NBA*, p. 49). Fail and choose between: -1 damage to the Agent with the lowest Athletics, or losing 1 hour.
- Crevasse! The snow falls away around one climber (roll randomly), who must make a Difficulty 5 **Athletics** test or take +0 damage from the fall. Extricating the fallen Agent is a Difficulty 4 **Athletics** test, Piggybacked, that loses 2 hours. Each half hour shaved off that loss adds +1 to the Difficulty: e.g., losing only 1 hour means a Difficulty 6 Athletics test. The leader can spend 1 **Outdoor Survival** (once) to lower the extrication Difficulty by -1. Failing the extrication test drops another random Agent into the spreading crevasse, with the same consequences.
- Below the snow you find an icy, slick rock chimney. Choose between chimneying down and recovering 2 hours or working around it and losing 2 hours. Chimneying requires the Agents to descend one at a time, with the Agent behind the descender serving as an anchor. (The last Agent to descend has no anchor.) Chimneying is a Difficulty 6 **Athletics** test, which cannot be Piggybacked. The descending Agent and her anchor can Cooperate (*NBA*, p. 50), and either one can be the "leader." A failed descent either costs the descender +1 damage (a fall) or costs the team half an hour. Working around the chimney is a Difficulty 4 **Athletics** test; failure loses 1 more hour.

INDIVIDUAL TESTS

- The Agent with the highest **Outdoor Survival** rating (ties go to the Agent with the higher Athletics rating) has been watching over the whole team on the whole mountain, trusting to

instinct and reflex to keep her own footing. She must make a **Sense Trouble** test at Difficulty 4 to avoid a bad slip and -1 damage.

- An Agent (ideally one who has been bitten or otherwise wounded by a vampire, or one who is sensitive to magic or telluric effects for some other reason) suddenly feels an electric charge move through his body, as though he'd stepped on a live wire. He must make a 3-point Stability test; failure also alerts the schloss to his approach.
- Whichever Agent carries the radio must step very lightly across a patch of ice-glazed rock. He must make an **Athletics** test at Difficulty 6 to keep his footing. Failure does +3 damage, which the Agent can divide between lost Health for himself and damage to the radio. Each point of damage adds +1 to the Difficulty of the **Mechanics** test to fix the radio (base Difficulty 4).

Each use of **Medic** to heal damage costs the team half an hour.

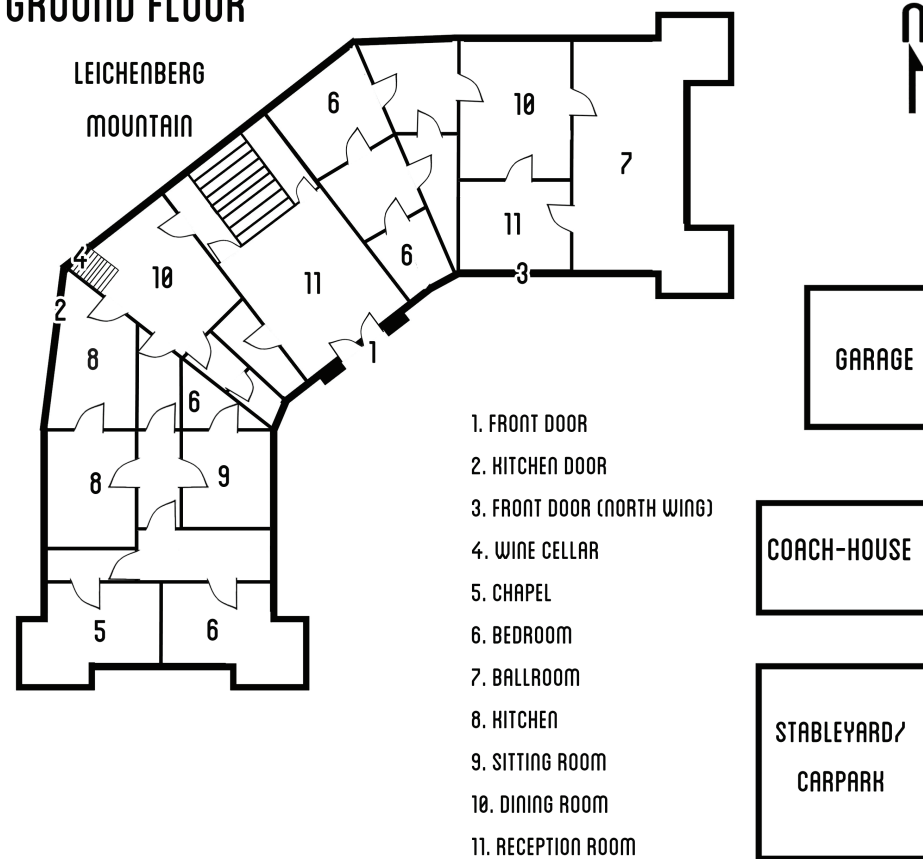
Run between three and five tests that appeal to you; stop if you accidentally cripple the party or if things start to get boring. This is the setup, not the delivery; this is the sizzle, not the steak.

If the Agents lose a total of 5 hours on the mountain, then they reach the schloss at sundown.

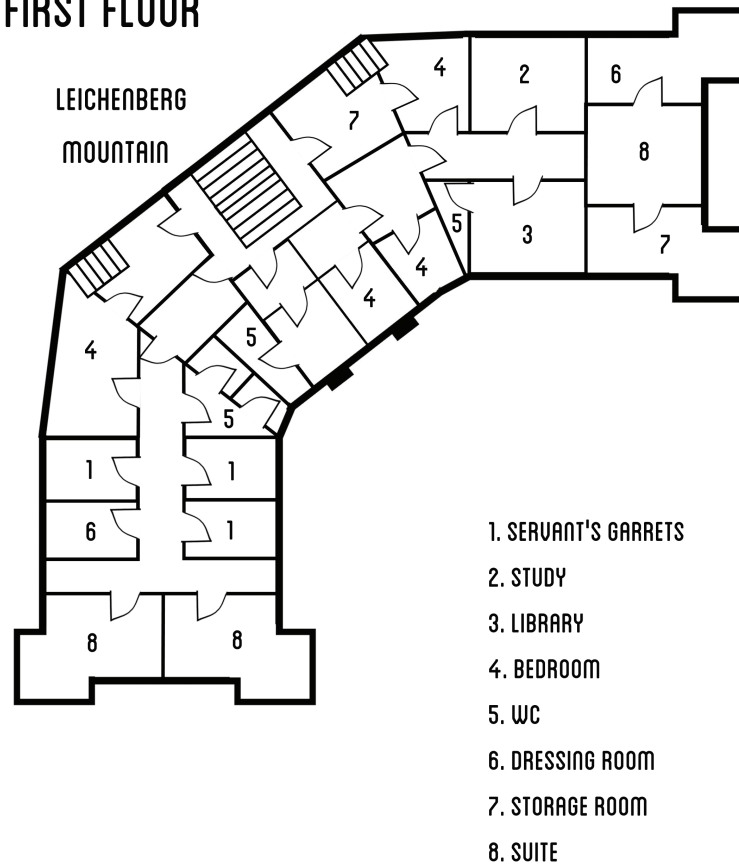
For each Agent who bleeds (the Director should decide which injuries spill blood along with the regular contusions, bad sprains, broken ribs, etc.) one of the schloss' inhabitants is awake and alert during the next scene.

If any member of the team dies on the mountain, or if for whatever reason someone fires a gun, the entire schloss awakens. Gunfire or loud noises can also trigger an avalanche: roll a die for each trigger, adding a further +1 to the result each time. A result of 5+ causes an avalanche (three instances of +0 damage each, and a loss of 2 hours): all Agents must make an **Athletics** test (Difficulty equal to the avalanche die result) to suffer only half damage.

GROUND FLOOR



FIRST FLOOR

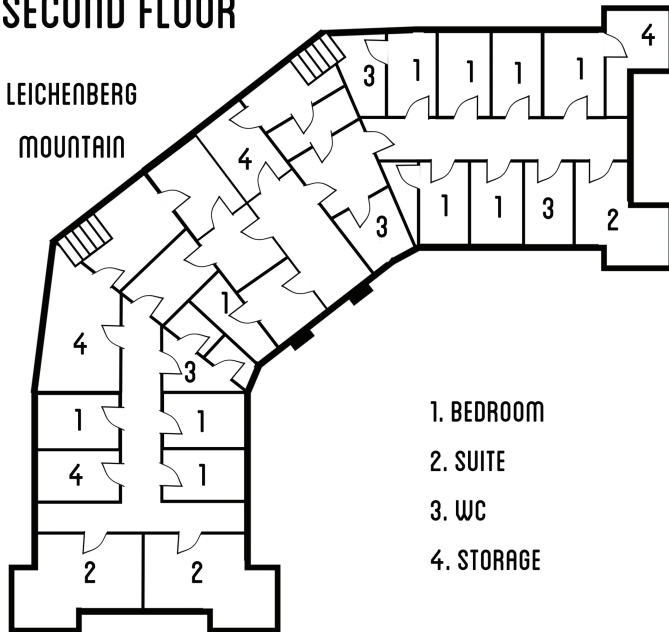


THE NEST

42

SECOND FLOOR

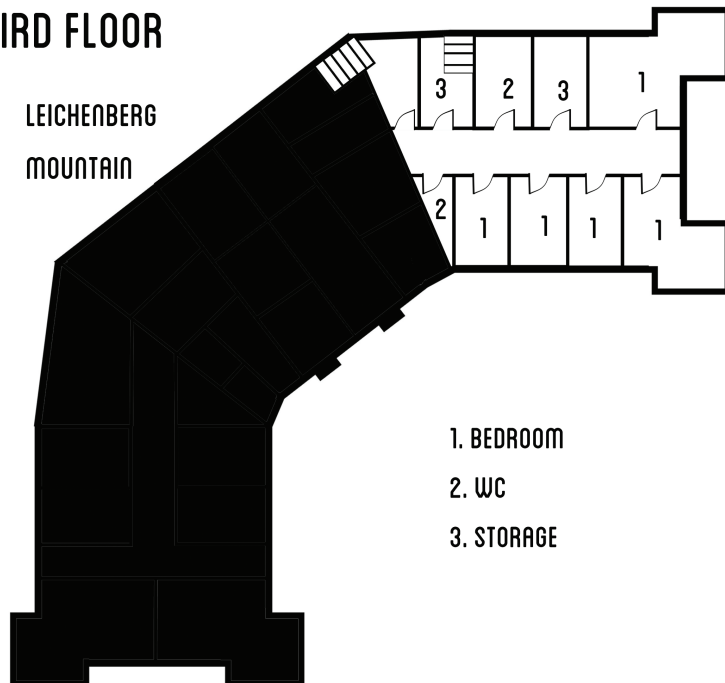
LEICHENBERG
MOUNTAIN



- 1. BEDROOM
- 2. SUITE
- 3. WC
- 4. STORAGE

THIRD FLOOR

LEICHENBERG
MOUNTAIN



- 1. BEDROOM
- 2. WC
- 3. STORAGE

SCENE TYPE: Combat

LEAD-IN: The Climb

LEAD-OUT: The Mop-Up

Getting into the schloss is actually pretty easy, especially from the mountainside. It's an enormous building (two three-story wings and a four-story north wing), and there's simply no way to guard it all. Any plan the players suggest is fine, such as:

- Toss a grappling hook across and climb through a window (both tests **Athletics** Difficulty 4) of the deserted (**Notice**) north wing.
- Sneak across the stableyard/carpark (**Infiltration** Difficulty 5 to avoid waking the servants sleeping in the coach-house) and pick the medieval-seeming locks on the front door or kitchen garden door of the main wing (**Infiltration** Difficulty 3).
- Clamber around the mountainside (**Athletics** Difficulty 4) and go in through the rusted-and-warped-shut postern door of the north wing (**Mechanics** Difficulty 5 to do so quietly).
- Abseil onto the roof from the mountainside (**Athletics** Difficulty 4) and climb down an enormous unused chimney (**Architecture** identifies one old enough to grant man-sized access).

Once inside, the team must search a hundred rooms from unused servants' garrets to enormous ballrooms to the wine cellar. **Notice** and **Architecture** quickly spot which rooms and which wing (the central three-story wing) are in steady use. Play this out by ear, but if the Agents actually have tactical surprise, killing the schloss' inhabitants shouldn't be impossibly difficult. Toss in an **Infiltration** test (Difficulty 4) to keep them honest. Assuming no alerts on the mountain or elsewhere, give the Agents automatic surprise (*NBA*, p. 60) until the first gunshot is fired.

Again, strategies the players suggest should tend to work unless they're obviously demented. Allow **Military Science** spends to provide tactical advantages, pointers to the foes, or suggestions of hallways to take to cut them

off from the exit, etc. Feel free to allow or invent suitable TFFBs (*NBA*, pp. 107–108).

THE INHABITANTS

That said, if the vampire nest in Schloss Karnstein gets a chance to fully wake up, or if the Agents have delayed their insertion until after sundown ... all bets are off. (All **Infiltration** and other stealth Difficulties increase by +3, for starters.) Even without Carmilla, there are some very nasty customers here.

"MOTHER"

An older woman, one of Carmilla's first assigns, turned in 1720. She poses as Carmilla's mother when needed. Her greatest power is her hypnotic, mesmerizing voice. If she can speak with an Agent, she can convince him to protect her against his comrades.

She sleeps in a second-story suite, in an immense four-poster bed hung about with rare damasks and fine tapestries, now somewhat mildewed. Inside the curtains, the bed is covered in grave earth and a century-old layer of dust.

GENERAL ABILITIES: Aberrance 15,
Hand-to-Hand 9, Health 13

HIT THRESHOLD: 5

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DAMAGE MODIFIER: +0 (bite; extended canines) or -1 (slap/claw or throw)

ARMOR: -1 (tough skin)

FREE POWERS: Drain,
Infravision, Unfeeling

OTHER POWERS: Addictive Bite, Cloak of Darkness, Mesmerism (voice; +2 Difficulty to resist), Spider Climb, Strength (tests needed for feats of strength; *NBA*, p. 137), Turn to Creature (owl, cat; only at sunset or midnight), Vampiric Speed

BANES: beheading, stake to the heart, sunlight (prevents use of all vampiric powers)

BLOCKS: cannot enter a dwelling without being invited, cannot move while staked in her coffin

COMPULSIONS: obey Carmilla

DREADS: crucifixes and holy objects, hymns and church bells, garlic

REQUIREMENTS: drink blood

PALE MAN IN BLACK

Depending on the circumstances, he poses as a superior servant, brother, or convenient outsider. He has only been with Carmilla for 150 years. He is a ghoul, devouring the bodies of the girls Carmilla kills when she is done with them. With his free Extra Attack and antique Austrian cavalry revolver, he is a very dangerous foe when not surprised sleeping.

He sleeps in the wine cellar on a bed of young girls' bones, in a medieval Hospitaller stone sarcophagus with the crosses carefully defaced or broken off. If an Agent with **Vampirolgy** sees the Pale Man sleeping or snarling, making a 1-point spend tells that he's not a vampire or a Renfield (the teeth are wrong).

GENERAL ABILITIES: Aberrance 9,

Hand-to-Hand 9, Health 9,

Shooting 9, Weapons 13

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

(enhanced smell)

STEALTH MODIFIER: +1

DAMAGE MODIFIER: +1 (talon),
+0 (bite; extended canines; plus worrying: double damage on second consecutive bite hit on same target (*NBA*, p. 150)); +1 (rapier, if he is awake and can arm himself from the hall), +2 (M1870 Gasser 11mm revolver, always near him)

ARMOR: -1 (tough skin); firearms and projectiles do only half damage after armor

FREE POWERS: Infravision,
Regeneration (all damage refreshes next scene), Unfeeling

OTHER POWERS: Extra Attacks (see *NBA*, p. 74; first extra attack is free, further attacks in a round cost 2 Aberrance or Hand-to-Hand points each; cannot attack twice with his revolver), Heat Drain, Spider Climb, Strength (tests needed for feats of strength; *NBA*, p. 137).

BANES: beheading, fire

COMPULSIONS: obey Carmilla, eat corpses

DREADS: crucifixes and holy objects, hymns and church bells, eating normal food

REQUIREMENTS: eat corpses

MATSKA

Carmilla's in-house witch, born in Italy of African parents shipped there by Portuguese slavers. Baron Vordenburg acquired her in 1692 as a servant during a fashionable vogue for "blackamoors." Carmilla recognized wasted talent when she smelled it and recruited Matska while seducing Vordenburg into concealing her tomb.

She wears a brightly colored turban and a black dress over several shifts and slips. Ritual scars cover her face; her teeth are filed to points. She sleeps in a ground-level chamber, the old schloss chapel now converted to her magical rites. (A 2-point **Occult Studies** spend identifies iconography and sigils of Hekate, Oyá, the Morrigan, and Lilith.) If surprised, she is found crouched and unseeing in an almost impossible position in the center of a large chalked drawing on the altar, as though she were a bag of bones left empty by some outside force. If she awakens, she puts on her ghost shifts and gets some needles and sachets of poison.

GENERAL ABILITIES: Aberrance 13,
Hand-to-Hand 5, Health 9

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1 (can raise it to +3 with 1 Aberrance)

DAMAGE MODIFIER: +0 (bite; filed teeth), poison (flung or jabbed by surprise or as Hand-to-Hand attack; use tetrodotoxin (*DH*, p. 87) with halved onset time; inhaled same as injected; add 5-point Stability test for horrifying all-consuming hallucinations)

ARMOR: -3 against bullets
(enchanted silk shifts)

FREE POWERS: Darkvision,
Regeneration (next new moon),
Resurrection (next new moon)

OTHER POWERS: Cloak of Darkness,
Magic, Necromancy, Spider Climb

BANES: beheading, fire, crucifixes and holy objects (burns for -1, +0 to the face)

COMPULSIONS: obey Carmilla

DREADS: bright light such as sunlight

REQUIREMENTS: perform rites to her death-goddesses at the new moon

THE SERVANTS

There are six manservants in the schloss. Two sleep in the coach-house between the stables and the garage (**Infiltration** test at Difficulty 5 to avoid waking them with a ground approach to the schloss), two sleep on the ground floor of the schloss off the kitchen, two sleep on the third story of the central wing of the schloss. The servants in the coach-house share a bunkroom, the servants in the schloss each have their own tiny quarters.

They are standard Renfields (*NBA*, p. 152; *DH*, p. 57), to be drained in case of emergency and replaced from the stolid peasantry hereabouts.

Once awake, they wield metal clubs (+1); the servants in the coach-house also have long, silver-studded horse whips (+0; can hit one Close and one Point-Blank foe in same strike). The ground-floor servants, once awakened, move to the gunroom on the second story and load double-barrelled hunting shotguns (+1 per barrel, can fire both barrels at once; takes 1 round to reload).

HORSES

Carmilla created these four horrid vampire horses during an early experimental phase, and keeps them around out of sentiment. They eat human flesh, but that diet has been lacking recently, so they're relatively sluggish and dull. (After their first successful bite attack, or their first opportunity to bite a dead or unconscious foe, their Aberrance and Alertness increase as noted.) They only startle and begin neighing if a warm human passes within 30 meters (upwind) of the stables; **Outdoor Survival** or a 1-point **Infiltration** spend warns Agents to keep downwind. If they do neigh, their horrific coughing snarl awakens the servants in the coach-house immediately.

Outdoor Survival notes their strange nature, as if their ebony coats, blazing red eyes, and sharp, ridged teeth weren't giveaway enough.

TRAMPLE: Against a prone or supine foe (such as someone just knocked down by a rear and plunge attack) the horse may trample the next round for free. In the round when the horse tramples, it can only bite attack another foe.

GENERAL ABILITIES: Aberrance 9 (13 after feeding), Fighting 8, Health 10 (cap 18)

HIT THRESHOLD: 3 (large)

ALERTNESS MODIFIER: +1 (jumps to +3 after feeding)

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +2 (bite; ridged teeth), +3 (kick or trample), +4 (rear and plunge)

ARMOR: -2 (thick hide)

FREE POWERS: Drain (by eating flesh), Infravision, Regeneration (all damage refreshes next night)

OTHER POWERS: Although the horses have unnatural strength and speed, it's unlikely to matter in a combat setting. The horses' vehicle Speed is 0, not -1.

BANES: beheading, fire, silver

COMPULSIONS: obey Carmilla, eat flesh

DREADS: crucifixes and holy objects, hymns and church bells, eating normal food

REQUIREMENTS: eat flesh

The horses are contained in stalls; it takes them 3 rounds to kick the stalls to pieces and free themselves. By spending 2 Aberrance, they can do it in 2 rounds; only if truly enraged (by being shot, say) do they spend 4 Aberrance and break out of the stall immediately.

SCENE TYPE: Core
LEAD-IN: The Nest
LEAD-OUT: Cutting In or Briefing (Flashback)

After securing the schloss, the Agents can spread out and search it for traces of Carmilla. She was clearly here not too long ago, and left in something of a hurry (**Notice**): she left behind not only her retainers but valuable jewelry, prized high-couture dresses (**High Society**), and so forth. Her rooms remain clean and pleasant-smelling — more so than the rest of the schloss. **Driving** (used investigatively) notes that a small, high-powered sports car was very recently parked in the garage. She has somehow skipped out ahead of the

attack, which **Tradecraft** deems a little too coincidental.

Other core clues include:

- **Notice** detects a pile of "grey card" identity papers burnt in Carmilla's fireplace; **Forgery** identifies them as good fakes of the "Vienna Pass" internal passports used in Vienna.
- The castle titles (both to this schloss and to the original schloss and town of Karnstein nearer Graz), the Karnstein patent of nobility, and the bank passbooks are missing from the muniment room. (**Architecture** to find the muniment room; **Accounting** to notice missing papers.) She

can recreate her identity years or decades later from those papers.

- **Art History** or **Forgery:** The portrait of Mircalla Karnstein on the wall is a copy of the 1698 original. It may, or may not, be an accurate depiction of Carmilla as she looks today — though it does include the telltale mole on the neck mentioned by Le Fanu's story.
- **Cop Talk** in Pöls and Judenburg (the two towns south of the schloss) gets a description of a black car speeding along the road to Vienna just after sundown last night.
- **Notice:** The empty south wing was used by at least six, and possibly a

THE MOP-UP

dozen, people three years ago: there are stale sheets on six beds, for example, and empty cans of food.

- 1-point spend: The Agent finds abandoned dresses for young girls piled in a closet and one or two lipsticks; and in one dayroom, a tattoo machine with a congealed brown-black ink reservoir.
- 2-point spend: The Agent finds dark brunette hair in some of the rooms, cut not fallen out; also finds graffiti written on three

of the bed frames: *MIRCALLA LIEBT MICH*, *ICH HEISSE NICHT CARMALLI*, and *CARMILLA + IRMA*.

With spends, the Agents can figure out the following:

- **Driving** (2-point Investigative spend): The missing car is a black (fresh paint ding on the door frame of the garage) Alfa Romeo (spare parts) sports car (space in garage).
- **Network** (2-point spend or Difficulty 5 test) with British Army occupation

authorities in Graz violates the Agents' orders from Jetheth but generates a report of a black two-seater crossing the Semmering Pass checkpoint into the Soviet zone an hour before curfew last night.

- If any Renfields survive, a 1-point spend each of **Vampirology** and **Interrogation** gets them to boast that "You shall never find the mistress amongst her shadows in Vienna! She has laid her plans too cleverly!"

VIENNA

When the Agents get around to calling in the situation, the Edom duty officer tells them that just today the Soviets have closed down Vienna "just like Berlin." Vienna is deep in the Soviet zone of Austria, and the Russians control all the entry points. No civilian may enter or exit. No aircraft may land or take off, even from Allied airfields. British (and American, and French) personnel must show military ID to use the highway leading into the city. Jetheth's orders are clear: this must remain a completely dark operation. The Agents cannot let themselves get onto a Soviet watch list. Edom does have one friendly in Vienna, an asset operating out of the Hôtel Vordenburg in Landstraße, in the British zone.

And the good news is this: Carmilla is, for now, trapped in Vienna with 1.7 million other people. "Go in and get her," says Jetheth.

SCENE-SETTING IN VIENNA —

In 1948, Vienna is not the city of romance, desserts, and waltzes. It is a bombed-out ruin, under foreign occupation. Windows are black holes in grimy walls, where there are walls at all. The Viennese are hungry and sometimes starving, sullen and sometimes violent, impoverished and sometimes desperate. Coffee and cigarettes are the true currencies (not the "occupation schilling" or even military scrip), along with the bodies of Viennese as thugs or lovers. Everywhere you look, something has been destroyed, and what grows in its place is seldom healthy. Nothing is clean.

But the main streets are clear of rubble, and some flickers of sin and liveliness have returned, especially in the American sector where Marshall Plan aid slowly trickles in. Theaters and concert halls are open, playing "more good music in a week than you could hear in a month in New York," as John Dos Passos wrote in 1946. Even the Soviets have rebuilt the Ferris wheel at the Prater amusement park in their sector. Make sure the bleak shadows of ruin have the light of humanity as a counterpoint.

HEAT IN VIENNA —

Failing a Heat roll in Vienna attracts the attention of not just the Viennese police but of the occupying power militaries. The American and French authorities merely obstruct the Agents, possibly imprison them for 12 or 24 hours, and eventually turn them over to the British to expel. The British authorities can perhaps be talked around with a **Network** test, at the risk of blowing the mission. For the Soviet response, see *The Russian Competition* (p. 48), but it begins with a forcible abduction from the streets of Vienna.

All Heat gains in Vienna during this adventure increase by +1. Agents also gain 2 Heat in Vienna if they are caught out of doors during curfew, even if they show Allied military ID. The Russians, at least, cross-check every ID, and the Agents are unlikely to appear on the approved list.

CUTTING IN

46

SCENE TYPE: Hazard**LEAD-IN:** The Mop-Up or Briefing**LEAD-OUTS:** Kommandatura, Hôtel Vordenburg, Demimonde

The Agents have to cross the border of the Soviet zone and travel overland to Vienna, then somehow sneak into the city without alerting the Russians, or ideally anyone else.

INTO SOVIET AUSTRIA —

Crossing into the Soviet zone from British-occupied Styria in a vehicle is only possible at the Semmering or Wechsel Passes. Both have reinforced checkpoints: a squad of Red Army soldiers (three veteran Soldiers and nine conscript Militia; *NBA*, p. 69) commanded by two MGB officers (security Police; *NBA*, p. 69) in radio contact with Soviet headquarters in Vienna. **Cover** tests are at Difficulty 5 (for Allied military ID) or Difficulty 6 (for Soviet ID, which also requires Red Army or MGB uniforms). They are armed with Mosin-Nagant M91/30 rifles (7.62mm, +1 damage) mounted with cruciform bayonets (+1 damage mounted, -1 damage loose).

Crossing on foot is another mountaineering test, as the roads are all guarded: abstract all the various

challenges into an **Athletics** Difficulty 6 test. (Agents with **Outdoor Survival** make it a Difficulty 5 test.) Agents who fail suffer -1 Health damage. The worst part of this plan is that it costs more time: 6 hours if everyone succeeds at the test, plus 1 hour for each Agent who fails.

All that said, any sensible scheme to cross into Soviet-occupied Austria — **Network** to know a back-road black-market smuggler, hiding in a food truck or on a freight train (**Infiltration** or **Conceal** Difficulty 6 at the checkpoint; can be Piggybacked), should have a reasonable chance of success. The adventure happens in Vienna, after all.

INTO ALLIED VIENNA —

Once inside the Soviet zone of Austria, stealing a car is fairly simple (**Infiltration** or **Driving** test, Difficulty 3). Even hijacking a truck isn't impossible: **Criminology** reminds the Agents that black-market criminal gangs using old Wehrmacht weaponry still wander the Austrian countryside, even in the Soviet zone. Faking such a hijacking is just a matter of **Languages (German)** and perhaps leaving suitable false trails with a **Military Science** spend and a **Preparedness** test

(Difficulty 4) to load the Sten guns with German-made 9mm ammo.

Getting across the barbed wire into the Allied portion of Vienna is, at bottom, an **Infiltration** test, Difficulty 4. This is not 1983 Berlin: the entire city perimeter isn't guarded with spotlights and land mines. However, if the Agents have failed a **Cover** test or otherwise attracted attention crossing into Soviet-occupied Austria, the Russians have patrols out, raising the Difficulty by +2. The patrol is four soldiers (one WWII veteran Soldier and three conscript Militia; *NBA*, p. 69) in a jeep, armed as above. A firefight with this patrol raises Agents' Heat by +3.

IN VIENNA —

Once inside Vienna, the Agents can choose for themselves how to find Carmilla. The primary options are:

- Use official records or police or intelligence files to look for targets of interest (*Kommandatura*, opposite).
- Contact the Edom friendly (*Hôtel Vordenburg*, p. 49).
- Penetrate the shadowy underground of Vienna's criminal and sex trades (*Demimonde*, p. 50).

KOMMANDATURA

SCENE TYPE: Core**LEAD-INS:** Cutting In, Hôtel Vordenburg, Demimonde**LEAD-OUTS:** Demimonde, Hôtel Vordenburg, Westbahnhof

The central "Inner City" of Vienna is jointly controlled by the four powers (UK, US, USSR, and France), with command authority rotating week by week. This week, it's the Soviets' turn, and they're using it. Military police patrols are officially supposed to be multinational ("four men in a jeep"), but the Red Army guards and MGB plainclothesmen are out in force

in their own sectors, and even making running raids into the other Allies' sectors.

Things, therefore, are tense at the Kommandatura, the headquarters of the Inter-Allied Command in the old Justizpalast. In theory, anyone arrested by the military police is supposed to be brought here for initial questioning. In fact, plenty of people disappear into the Soviet Forces headquarters at the Palais Epstein in their zone, or go right into the Soviet-run prison at Hardtmuthgasse.

Thus, the criminal records here are not as useful as they could be. Access

is controlled, of course, but a military uniform (**Disguise** Difficulty 2) gets an Agent in the door, and getting access to the file room just takes **Cover**, or **Infiltration**, at Difficulty 4. **Research** or **Criminology** (a 1-point spend of either finds the relevant files in under an hour) uncovers the following arrest records:

- Clar-Mila Vilsen (p. 52; material witness to a murder; unlicensed prostitution)
- Llacrima Rocarne (p. 53; receiving stolen goods; suspicion of black marketeering)

- Millarca Karneberg (p. 53; breaking curfew)
- Mira Call (p. 53; allowing US soldiers into an off-limits establishment, address of the Kit-Kat Club is in the record)
- Mircalla Kernstier (p. 54; nurse at the Hospital, called in for routine questioning about missing morphine and penicillin)

None of the women served any more than a week's jail time. The pictures in their files are all nearly identical (**Notice**): attractive brunettes with dark eyes, slim features, and a mole on the neck. A 1-point **Photography** spend notes a slight blurring effect explainable by either a poorly adjusted lens, too-rapid development, or yes (**Vampirology**), vampire blood.

Ideally while sneaking alone around the Kommandatura complex, one Agent catches a glimpse of a beautiful brunette carrying papers or typing at a desk. **Notice** detects her strong similarity to the portrait of Mircalla Karnstein, down to the mole on her neck. She is Lara Clim (p. 53).

THE AMERICAN ZONE —

The US Legation is at the Hotel Bristol. **Infiltration** Difficulties are all 4 here thanks to the many, many extra doors and windows. **Cover** test Difficulties are 6 for Soviet ID holders, 5 for civilians, 4 for uniformed British or French military or American civilian ID, 3 for uniformed US military. Anyone in any official capacity can get inside, and even drink proper bourbon at the bar (where they may be waited on by Millarca Karneberg (p. 53)); Difficulties apply to getting past or avoiding the public waiting areas. Gossip with diplomats (**Reassurance, Negotiation**) gets the dirt on Carmalli di Pietra (p. 52) and Lara Clim (p. 53; mistresses of mere colonels are beneath notice) and the word that the Kit-Kat Club (p. 50) is the place to go for action.

US Forces Austria headquarters is at the Bank of Austria building. **Cover** test Difficulties are +1 to those in the Legation. Unlike most of the other command buildings in Austria, the Bank was designed for security: **Infiltration** Difficulties are 6 at all times. Agents may see Marcilla Fleischbrock (p. 53) at

work as a typist, or leaving work at dusk.

However, breaking into the Bank is less a victory than it sounds. At the Counter Intelligence Corps (CIC) offices (430th CIC Detachment), Agents discover warehouse-sized rooms in the basement, choked with piles and files full of paper: one week's intelligence take for US Forces Austria is 850,000 letters, 27,000 phone calls, and 10,000 censorship intercept reports. The CIC asset files are more manageable (assuming you can get past the guard at the door), and reveal that Carmalli di Pietra (p. 52) is a CIC asset, run by Robert Verbelen (p. 50).

A 3-point **Research** spend can also come up with one file that the Agents don't already have.

MARTIN HERZ

Tradecraft (or a 1-point **Network** spend from a contact in position to know) tells the Agents that the Americans in Austria rely instead on a single genius analyst, Martin Herz. An Austrian American who spent 1922–1936 in Austria, Herz served in the war as a psychological warfare expert with SHAEF, rising to major. In 1945 he became the US Forces liaison to the Austrian government. He joined the Foreign Service in 1946 and now works in the US Legation in Vienna.

A 31-year-old genius who knows it, Herz affects a "Prussian" demeanor with Austrians and a condescending expertise with Americans below general rank. He has contacts throughout Austrian and Viennese society, and Agents can soften him up by name-dropping (**High Society**) or good old **Flattery**. Subtle **Interrogation** won't work, given his psychological warfare expertise, and neither does **Bullshit Detector**.

He absolutely knows and will dish dirt on:

- Alma Cril (p. 52; involved in art smuggling)
- Clar-Mila Vilsen (p. 52; Ukrainian prostitute, likely MGB informant)

He also shares the gossip at the Legation about Carmalli di Pietra (p. 52) and Lara Clim (p. 53).

With spends and a good **Cover**, he unwinds further. Treat Herz as a "wild card" information dispenser; he could know about anything or anyone in Vienna — except vampires.

THE BRITISH ZONE —

The Agents should ideally avoid sneaking around the official British headquarters, as a chance recognition could blow their cover. (A Difficulty 4 **Disguise** test fixes that.) If they wish to risk it, **Cover** test Difficulties are 6 for Soviet ID or civilians, 5 for uniformed US or French military, 4 for those holding British military papers.

The British Forces HQ is Schönbrenn Palace. Agents may spot Llacrima Rocarne (p. 53) meeting her colonel at the gates or even inside. MI6 Station A operates out of the Schönbrenn, and has copies of all the arrest records at the Kommandatura. It also has a file on:

- Carmalli di Pietra (p. 52; mistress of a Russian diplomat, **Tradecraft** 1-point spend notes her connection to the American CIC)
- Carmilla Leibfels (p. 52; coffee-shop operator, **Tradecraft** 1-point spend notes that her shop is an MI6 safe house)
- Lara Clim (p. 53; works at the Kommandatura, mistress of a French general)
- Llacrima Rocarne (p. 53; mistress of a British colonel, black market ties)
- Millarca Karneberg (p. 53; maid at Hotel Bristol; **Tradecraft** notes she is a known associate of an MI6 asset, "Edelweiss," involved in both neo-Nazi activity and Operation Gladio (**DH**, p. 163))

The buildings are all, however, immense wedding-cake Austrian architecture, so a cunning **Infiltration** is not impossible (Difficulty 4 at night, 5 by day).

The British Legation is at the Hotel Sacher; **Infiltration** Difficulties are 3 by night and 4 by day. **Cover** Difficulties are 5 for Soviet ID, 4 for civilians, 3 for Allied or UK uniformed military. Anyone in any official capacity can get inside, and even drink proper whisky at the bar; the Difficulties apply to getting past or avoiding the public waiting areas. Diplomats here provide the same leads as at the US Legation (p. 47).

THE FRENCH ZONE —

The French splashily commandeered the Hofburg Palace for their forces' HQ and talk loudly about the changes made since

they were last here under Napoleon. (If the Director wants to throw a huge wild card into the mix, the Hofburg holds the Spear of Destiny in its museum. See *The Spear of Destiny* from Pelgrane for more.) It's easy to get into the outer buildings of the complex (**Cover** or **Infiltration** Difficulty 4 for all), but French security around their actual headquarters is fairly tight: **Cover** test Difficulties are 6 for non-French military or civilians, 5 for French civilians, and 4 for uniformed French military. Lara Clim (p. 53) can get in, as she has a pass from her lover. **Infiltration** into the core HQ (or, yes, the Spear display) is Difficulty 6.

French intelligence, the SDECE, operates out of the Hofburg in a relatively discreet former stable. There is only one entrance to the SDECE offices, guarded at all times by two French paratroopers (Special Operations Soldiers; **NBA**, p. 70). Their files are card-indexed and organized. Suborning a file clerk is easier than breaking or faking your way in: finding a suitable target at the Kit-Kat Club or some other den of vice and flipping him (**NBA**, p. 112) with Coercion or Ideology (if an Agent can pull off pretending to be MGB) gets the following files:

- Alma Cril (p. 52; Bulgarian citizen; known fence for stolen art)
- Carmalli di Pietra (p. 52; mistress of Soviet diplomat; suspicion of ties to Americans)
- Carmilla Leibfels (p. 52; coffee-shop operator, possible MI6 asset)
- Lara Clim (p. 53; works at the Kommandatura, mistress of a French general; MGB asset)
- Marcilla Fleishbrock (p. 53; clerk-typist at US Forces Austria HQ; living above her means, possibly approachable target)
- Mira and Irma Call (p. 53; singers and brothel-keepers, unknown allegiance)

If the Agents instead suborn Lara Clim or Alma Cril, she can still get in, but won't bring out her own file.

Alma Cril (p. 52) meets her high-end clients at the French Legation in the Ritz-Carlton Hotel. **Infiltration** is Difficulty 4 here; it abuts a number of other 19th-century buildings that provide easy access to upstairs windows or airshafts.

Cover tests are -1 Difficulty from the Hofburg. Anyone in any official capacity can get inside; tests apply to getting past or avoiding the public waiting areas. Diplomats here provide the same leads as at the US Legation (p. 47).

THE SOVIET ZONE

Entering the Soviet zone of Vienna is simple. Leaving may be more difficult. Patrols spot-check papers for civilians and military alike (except Red Army and uniformed MGB), but it's a Difficulty 3 **Cover** test assuming the Agents have Vienna passes ("grey cards") and their Heat is below 4. (Otherwise, the Difficulty of their **Cover** test in the Soviet zone becomes their Heat +1.)

Getting into an official Soviet command building is much harder. **Cover** tests are Difficulty 6 for uniformed Allied military, Difficulty 5 for those holding Soviet papers. Like the other commandeered

buildings in Vienna, **Infiltration** is not impossible (Difficulty 5 by night, 6 by day).

The Soviet Forces HQ at Palais Epstein, where a giant picture of Lenin glowers down on the passersby, is a good place to meet a Red Army **Network** contact. Only Allied military are allowed in.

The Soviet Legation is at the Hotel Imperial; **Infiltration** Difficulties are -1 here thanks to the many, many extra doors and windows. Anyone in any official capacity can get inside; the Difficulties apply to getting past the public waiting areas. Carmalli di Pietra (p. 52) can be spotted meeting her diplomat lover for lunch or dinner. Soviet diplomats don't gossip but they do drink an awful lot; an Agent with patience and **High Society** (or who makes a Difficulty 4 **Athletics** test to just bull through the alcohol) can hear all about Alma Cril (p. 52), Carmalli di Pietra (p. 52), and Lara Clim (p. 53),

THE RUSSIAN COMPETITION

Hardly a week passes in Austria without some person disappearing without trace ... last seen being invited by Soviet personnel to enter a waiting vehicle.

— Martin Herz, 12 April 1948

Guy Burgess or Donald Maclean or some other Soviet spy has tipped off the Russians that MI6 is sending a clandestine team into Austria. This eventually rings bells not only in the MGB (previously the NKVD) but also in the Soviet vampire project, whatever it is.

Their responses are very different.

The **Special Bureau No. 1** of the MGB, the successor to the old wartime SMERSH, activates a three-man kill team and sends it to Vienna to take out the Agents. The only rule: the Agents must die inside the Soviet zone of Vienna or Austria. These are Special Police (**NBA**, p. 70) armed with 7.62mm Tokarev pistols (+1 damage). They try to lure the Agents into solo rendezvous in the Soviet zone and one by one shoot them from ambush. Once that stops working, they drive up in a truck or large car and abduct the Agents from anywhere (reinforced by two MGB Soldiers; **NBA**, p. 69).

The **Tayniya Ekspeditsiya** ("Secret Expedition," or TE; **DH**, p. 76) team is the same size as the Agent team. They, too, are Special Police (**NBA**, p. 70) armed with 7.62mm Tokarevs loaded with silver bullets (or magnetized bullets for telluric vampires). They also have an Ikon of St. Andrei, the sight of which flash-boils vampire blood after about 5 minutes of continuous exposure. For the Renfielded Carmilla-duplicates, it merely causes a harsh sunburn; the TE team shoots them in the head and heart and leaves them. They kill every Carmilla-duplicate they can find in their search for Carmilla, which even hardened Edomites should find excessive. Their orders are to kidnap Carmilla and bring her back to the Soviet Union to serve as the biological basis for a true vampire project — whether they plan to follow those orders is up to the Director.

The Director can use these wild card elements to amp up tension or danger; she can omit either or both if the standard scenario is taut enough. Also, if the TE doesn't exist in her campaign, she should adjust it to fit her Soviet vampire project, or leave it out if there is no such thing.

and that Llacrima Rocarne (p. 53) is who to see for the black market.

The MGB prison in Vienna is at Hardtmuthgasse. **Infiltration** Difficulties are +1 here. And wouldn't you know it, this is where the cross-tabbed index card files of the MGB in Vienna are kept. If an Agent can somehow get in (and reads Russian) it takes only 15 minutes to pull the following files:

- Alma Cril (p. 52; Bulgarian citizen; known fence for stolen art)

- Carmalli di Pietra (p. 52; mistress of Soviet diplomat; suspicion of ties to Americans)
- Clar-Mila Vilsen (p. 52; Ukrainian-born; prostitute; MGB stringer for information on her clients; a 1-point **Tradecraft** spend notes that she hasn't had an official MGB handler for several months)
- Lara Clim (p. 53; Polish citizen; works at Kommandatura; a 1-point **Tradecraft** spend deciphers the marginal codes

indicating she is an MGB asset)

- Llacrima Rocarne (p. 53; Spanish citizen; mistress of a British colonel; no records available for her supposed Catalan parents, **Tradecraft** knows this is very unusual given the NKVD's very thorough dredging of the Spanish Republic's files)
- Millarca Karneberg (p. 53; maid at US Legation; suspected of Nazi ties)

The guards at the Palais Epstein and Hardtmuthgasse have dogs (*NBA*, p. 69).

HOTEL VORDENBURG

SCENE TYPE: Alternate/Blowback

LEAD-INS: Cutting In,

Kommandatura, Demimonde

LEAD-OUTS: Demimonde,

Kommandatura

The Vienna town house of the Barons Vordenburg has fallen on ill times. The current baron, Klaus Vordenburg, was an enthusiastic Nazi who vanished in 1945 (and thus makes a lovely connector to the Former Gehlen Org (*DH*, p. 82), the Neo-Nazi (*DH*, p. 85), Argentina (*DH*, p. 225), or even Projekt Draugr (*DH*, p. 320)). The Soviets looted his mansion in the summer of 1945 before leaving what became the British zone; it remains bare walled and empty except for a camp bed, deal table, and chair of the cheapest kind.

A locked British Army footlocker under the bed holds terrain maps of Austria, especially of Styria, outdoor gear, a Luger 9mm (+1 damage), and a pair of binoculars. Examining the maps with **Cryptography** indicates hidden routes over the borders into Bavaria or Yugoslavia.

It takes a 2-point spend of **Notice** (or a lot of time to search and a 1-point spend) to find the loose wainscoting on the empty

back bedroom wall. Behind it are a thick roll of British gold sovereigns, several issues of a ranting journal called *Der Wachtpost* (**Occult Studies** identifies it as post-Nazi apocalyptic gospel; **Vampirology** detects an increasing note of Un-Dead imagery), and a candid photograph of an attractive young brunette. The word *Millarca* is written on the back of the photo over and over.

FRANZ HERBERT

A 1-point spend of **Human Terrain** places the 35-year-old Franz Herbert as a "Saxon," a Romanian German (2-point spend narrows his accent and slang to Bistritz in Transylvania (*DH*, p. 203)). He is the Edom asset, code named Planter, running a network of occult neo-Nazi survivalists in Hungary and Romania called the South-East Watch (SOWA). **Tradecraft** establishes his bona fides; **Shrink** notes his monomania. His Edom assignment is to look out for vampires in those countries, and he believes they portend the rebirth of the Reich. Herbert knows Hitler purposely destroyed the Third Reich to allow a better breed of Aryan to rise from the ruins, and that the Führer

waits in hiding to return transfigured and bearing invincible weapons.

He knows Millarca Karneberg (p. 53), and **Flirting** can tell he's infatuated with her. He has a sort of preternatural vampire-sense, although in his case it's explicitly erotomaniac. He says that Millarca has herself become transfigured ("a female-principle of the Führer!") because he saw her and knew she had risen. Subtle **Interrogation** gets him to admit that it may have been her "possessing one of her other shadows, so many dark goddesses in Vienna," but he does indeed seem to have a line on the true Carmilla.

He promises to go find her for the Agents so they can put her in touch with the Führer, er, Master.

And of course, when the Agents return for their meet, he is dead. He might have been killed by the TE (p. 48; shot with silver bullet), by Millarca (p. 53; neck snapped from behind (**Forensic Pathology**)), or by the true Carmilla (throat torn out and crushed from the front). The Director can leave clues in whichever direction she'd like to send the Agents; the Hôtel Vordenburg also makes a great place for an ambush by Carmilla or the MGB.

SCENE TYPE: Core**LEAD-INS:** Cutting In, Kommandatura, Hôtel Vordenburg**LEAD-OUTS:** Kommandatura, Hôtel Vordenburg, Westbahnhof

The Agents may decide to hunt Carmilla through the seedy underworld of Vienna. Call for **Preparedness** tests to have lots of cigarettes on hand; they're the easiest bribe-and-barter system in the city. A modicum of asking around and **Streetwise** spends gets the dirt on any of the Carmilla-duplicates' shady secrets, except the actual espionage assets like Carmilla Leibfels (p. 52). But the Agents can score intel and even meetings with Alma Cril (p. 52), Clar-Mila Vilsen (p. 52), Llacrima Rocarne (p. 53), or Thug bosses (**NBA**, p. 70) representing "Die Geisterin" and the narcotics ring, who talented Agents can follow back (**Surveillance** Difficulty 5) to Maricall Metzenstein (p. 53) and Mircalla Kernstier (p. 54), respectively.

Just keep the meets smoky and low end; the schnapps is terrible and the coffee is worse, but nobody ever admits it. Hold them in echoing public libraries or churches, off-limits clubs in the sewer tunnels or bombed-out buildings, upstairs concerts or cabarets, and basement gambling halls or beer gardens amid the rubble. See the Dive Bar (**DH**, p. 255) and perhaps the River Dockyards (**DH**, p. 258) for rules and details to adapt.

POPESCU

Agents who go looking for forgers of grey cards discover (**Streetwise** or **Forgery**) that the best of the best is "Mr. Popescu," a Romanian. This should trigger their antennae, and indeed the fortyish, dapper forger is the man whom Carmilla hired to cover her tracks. He never betrays a client, especially one tied to certain other very powerful entities he's not at liberty to name. **Bullshit Detector** can tell he's keeping her secrets, and he's a little bit nervous. Directors can tie him into the Dracula Conspyrmaid (**DH**, p. 16) as well, if they'd like: every conspiracy can use a forger.

Agents may have to **Interrogate** him in a vacant, rubble-strewn lot, or break



into his flat (**Infiltration** Difficulty 5, guarded by paid-off Vienna Police; **NBA**, p. 69) and find the notebook where he carefully writes down all his clients' pertinent details as insurance.

He can turn up floating in the Danube, his throat torn out, if need be even before the Agents think to find the forger.

THE NAZI UNDERGROUND

Agents may look for the Nazi underground in Vienna, either because they've glommed onto Millarca Karneberg's (p. 53) secret or because they figure the Nazis have ways to get people out of the country secretly. After a long night of attending tiresome political meetings, a 1-point spend of **Human Terrain** (or a suitable **Network** contact) points the Agents to Robert Verbelen, a 37-year-old with a scrubby mustache, receding hairline, and jug ears. He's a former Belgian SS assassin and currently wanted war criminal.

He's now running the Paperclip ratlines out of Austria for the CIC, so yes he can indeed get people out of the country. Just not right now, with the Soviets so stirred up. Agents who threaten to expose him to the French authorities (**Intimidation**) get his immediate cooperation; he knows Millarca Karneberg, his asset Carmalli di Pietra (p. 52), and Franz Herbert (p. 49). If Carmilla has approached him, he will flip on her — since he plans to

immediately warn Carmilla, and then call in the Americans to boot.

If the Agents pester Verbelen too much, an American (**Military Science** can tell he's US Army in mufti, so probably CIC) approaches them at some point to give them a message at gunpoint. "Your mother warns you to beware of the assassin." This quote from Le Fanu may be a lucky coincidence, or a lead to the soon-to-be CIA vampire project (**DH**, p. 76). If they take the warning, nothing further happens to them; if they keep surveilling or hassling Verbelen, their Heat increases by +1 as the CIC puts out paper on these annoying types.

BLACK MARKET

The largest black market in Vienna is in the Karlsplatz, in the Inner City practically under the eyes of the Kommandatura. The Resselpark behind it leads into the Soviet zone, so unless the black marketeers have angered the Soviets (not likely, given the Red Army's dependence on the black market for any decent provisions whatsoever) they cannot be pursued by the military police if they flee a raid.

This is an excellent place to save those Preparedness points and buy things like uniforms from any of the occupying powers, or climbing gear, or gasoline, or whatever. It's also a good place to make **Streetwise** contact (overt or covert) with Alma Cril (p. 52), Llacrima Rocarne (p. 53), the narcotics ring (p. 54), or weapons dealers if need be.

HIT-HAT CLUB

The hottest club in Vienna is this off-limits burlesque run by Mira and Irma Call (p. 53). If you're stuck for a location for a meet, or for a suspicious doppelgänger to visit, use it. On a back alley not terribly far from the Danube in the American zone, the Kit-Kat Club offers smokes and drinks of all kinds, and alludes to earthier pleasures still. Mira and Irma act as Carmilla's "switchboard" in the city, gathering intel from all the duplicates and coordinating their actions if need be.

The Club occupies the basement and all three stories of a former townhouse; it's

a cabaret, brothel, and black-market co-workspace. Mira and Irma have pull with the French and American authorities, and dirt on the British and Soviet ones.

Getting backstage involves setting up a liaison with one of the showgirls (Mira and Irma pick their targets, although a 2-point **Flirting** spend from Agents of either gender might not be wasted). Female Agents can slip back there using **Disguise** (Difficulty 4) and discover any amount of evidence from narcotics use (pointing to

Mircalla Kernstier, p. 54) or a dead john (pointing to Clar-Mila Vilsen, p. 52) to a coffin full of earth and a handy shroud.

Anyone the Director needs to invent or introduce as an NPC is here: A moonstruck American reporter gladly tells a sympathetic female Agent about the recent influx of “gorgeous black-haired girls” over the last day or so. A boyishly charming black-market mogul sets up a deal with the Soviets for a “miniscule piece of the action, really,

just tell them Harry sent you.” A world-weary French commando shows every sign of recent vampiric caresses. A sweaty Soviet diplomat disappears upstairs or downstairs for “special treatment” from one of the lovelies of the chorus. A Scottish MI6 agent out of Station A drinks and whores and gathers intel — perhaps the commander could serve as a back channel?

WE WERE THE INGENUES

In 1946, Carmilla created twelve Renfield doppelgängers to serve as camouflage and distractions. Now she has killed one of them and taken her place, and waits for the Soviet curtain to lift.

Which one is the real Carmilla? Whichever one you like.

Or more likely, whichever one your players like. As they run into more and more of the false Carmillas, they may pick one they suspect more than the others, or they may take against one of them in the roleplaying moment. Each girl has an “innocent” base description, and a red herring (with a clue) that might cause observers to believe she also holds a vampiric secret. This might be a lie or a rumor, or it might be the truth. Given that they’re all Renfields, they might all have gravitated into various shadow dealings. Feel free to swap the red herrings around if you like, but mark up the scenario so you don’t lose track of the changes you’ve made.

Start by playing each girl as innocent. If the players have no particular response to a duplicate, keep her in the “innocent” column — the true Carmilla should evoke a strong reaction.

If the players disagree strongly about one girl, play up her red herring as vampirically as you can. Don’t commit yourself yet, but give them a reward for engagement, and let them narrow the field down.

If the players all agree about and react strongly to one girl, play up her red herring as well.

One of the two reddest herrings turns out to be the real Carmilla. Standard procedurals either go with the first suspect (only after the second suspect distracts the investigators) or with the second suspect (who comes along as the first suspect is cleared as a red herring), but you needn’t be married to this structure.

If the players never fixate on, or believe the worst of, any doppelgänger, they may just be trying to “follow the clues.” In that case, you can feed them a clue to the one you like portraying best, via Martin Herz (p. 47), Franz Herbert (p. 49), Popescu (opposite), Robert Verbelen (opposite) or some other NPC. Or via their messy death, if you’d like.

The important thing is that once you’ve decided which one is Carmilla — and

remember, it should be a girl the players react strongly to — lock it down and stick with it. In this scenario, you can always cover up a misstep with a “second impersonation” or other mistaken identity trick, but doing it at all is a little hinky, and doing it more than once reads as unfair.

THE GIRLS

The physical descriptions of all the Carmillassoundmuchalike: very attractive, dark brunette hair, dark eyes (brown or black), “rich” but pale complexion, fine features, and languid movements. To vary them, describe (without using actors’ names) each doppelgänger who makes an impression as a different young woman who still matches the description above:



Natalie Portman in *Closer*, Barbara Steele in *Black Sunday*, Chlöe Grace Moretz in *Let Me In*, Audrey Hepburn in *Sabrina*, Winona Ryder in *Beetlejuice*, Nina Dobrev in *The Vampire Diaries*, Gene Tierney in *Laura*; take your choice of gamines or femmes fatales.

The personality notes for each duplicate appear after their “innocent” paragraph.

All the doppelgängers are Renfields, with moles tattooed on their necks (**Disguise** test to spot the fake moles, 15 minutes of close observation and Difficulty 6) and mesmerically induced psychosomatic hatreds of holy symbols, hymns, crossing the Danube except at slack tide, and so forth. Difficulties for tests against blocks and dreads are at -2.

GENERAL ABILITIES: Aberrance 9,

Hand-to-Hand 6, Health 9, Weapons 6

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DAMAGE MODIFIER: +0 (stiletto),

+1 (garrote, +3 to target's Hit

Threshold for throat attack),

-1 (fist, choke, kick)

ARMOR: none

FREE POWERS: Enhanced Hearing

(+2 to Alertness Modifier

for sounds), Unfeeling

OTHER POWERS: Mesmerism

(eye contact, voice, prolonged contact with or sight of her hair),

either Strength (tests mandatory for feats of strength; **NBA**, p.

137) or Vampiric Speed

BLOCKS: cannot enter a

dwelling without being invited,

crucifixes and holy objects,

running water, wild roses

DREADS: crucifixes and holy objects,

hymns and church bells, garlic

ALMA CRIL

Alma is a Bulgarian actress, mostly in “Greek revivals” or “Empire farces” that involve wearing diaphanous robes. She is the muse and mistress of a German-Hungarian pianist and composer named Georg-Hedwig Beinek, and attends what passes for Society functions in Vienna in his company.

PERSONALITY NOTES: Grandiloquent, always gazing into male conversation partners' eyes, speaks of art in a

cartoonishly exalted fashion, assumes great knowledge and expertise beyond her years.

RED HERRING: ART SMUGGLING

Art History indicates that her knowledge of the old masters is indeed eerily accurate. This is because she has become a gifted self-trained fence of art and antiquities for the Vienna aristocracy. She arranges with Corsican motor-pool techs in the French Forces HQ (p. 47) to smuggle the art out of the city on supply trucks through the French zone of Austria and into Switzerland, where it gets dropped off in a handy bank (perhaps Klopstock & Billreuth; **DH**, p. 145), and everyone gets a little richer.

CARMALLI DI PIETRA

Carmalli is Tyrolean Italian by birth, and the mistress of Russian diplomat Oleg Zutykin by vocation. She is a familiar face at Legation functions, and seems interested in taking a more adventurous (or less vodka-soaked) lover if a handsome Agent catches her eye.

PERSONALITY NOTES: Seductive, fiery and eerily calm by turns, eyes always roving over the men in the room.

RED HERRING: CIC

That's because she is an asset of the US Counter Intelligence Corps. (A 1-point **Tradecraft** spend notes her room-scanning pattern as OSS training.) She passes on intel from her Russian lover and his compatriots as she gets it, and is always interested in earning a little bonus by informing on some other admirer. Her control is Robert Verbelen (p. 50), so she can arrange exfiltration to Yugoslavia or Italy.

CARMILLA LEIBFELS

Carmilla Leibfels works at a coffee shop in the Simmering district (British zone) with her elderly mother, Frau Petra Leibfels. (Herr Leibfels died in the bombing.) She never leaves the shop until well after dark, and sleeps on the premises. She is a late riser, but very popular with the afternoon crowd. She flirts shamelessly except when her mother is watching.

PERSONALITY NOTES: Chatty, outgoing, can hold very hot coffee pots with no sign

of pain, never allows anyone to go into the basement with her.

RED HERRING: OPERATION SILVER

The coffee here is excellent, which attracts both customers and Agents with **Streetwise** who know it means she has a hookup of some kind for the good stuff. They may also **Notice** the Aërated Bread Company (**DH**, p. 182) packets around the buns, implying her hookup comes from London and even the secret services. As indeed it does; MI6 uses the coffee shop as a safe house and as a station in Operation SILVER — in the basement Station A has tapped the phone lines into the Hotel Imperial, giving them complete knowledge of the Russian plans. With her supernatural hearing, Carmilla thus has early warning of the Russians' reopening the city.

CLAR-MILA VILSEN

A Ukrainian who can be seen in any social circle in Vienna from Legation concerts to gunrunners' dives, Clar-Mila is a prostitute. Her trade is legal in Vienna, with a license from the city's medical authority. Her license is a forgery (obtained from Popescu) as she worries (needlessly) a medical examination might uncover her Renfield condition. As a Ukrainian by birth, she is exceptionally vulnerable to Soviet pressure — she could be deported to Odessa at any time. Hence, her second career as a stringer for the MGB.

PERSONALITY NOTES: Cool, superior, almost annoyingly calm and unruffled at all times, **Shrink** believes she presents as a sociopath.

RED HERRING: KILLER

Being an MGB stringer would be enough for most young women, but Clar-Mila is also a serial killer. She kills men who are too brutal to her or to her friends, using her Renfield strength to surprise them in the street and strangle them with a garrote, or throw them out of their apartments, or just snap their necks. She has no MO, but a 1-point spend of **Criminology** and some time with the Vienna Police records turns up a dozen dead men, seven of whom were her known associates. She killed her last MGB handler, Vasily Korchevsky, when he got grabby, and made it look like he fell downstairs and broke his neck.

LARA CLIM

Born in now-Polish Silesia, Lara works in the Kommandatura as a file clerk and secretary with the French occupation authority. Her lover, the French general Henri-Louis Bonnot, goes to the job, and she works surprisingly assiduously at it, often taking extra shifts in evenings and nights to make up for her frequent late arrivals.

PERSONALITY NOTES: Open, curious, easily impressed by stories of derring-do and spycraft, reads spy novels and trashy Westerns in French and English.

RED HERRING: MGB

Like Clar-Mila, her nationality makes her vulnerable to Soviet pressure: she could be returned to either the Soviet zone of Germany or to Communist Poland at any time. She serves as an MGB spy against the French, and as a general MGB asset within the Kommandatura. **Tradecraft** and **Surveillance** (Difficulty 5) spot her leaving a dead drop or in hushed conversation with a Russian-looking civilian.

LLACRIMA ROCARNE

The Catalan mistress of British Army Col. James Featheringstonehaugh ("Fanshaw"), Llacrima ("It means tears, darling, it is the name of my life") works as a hostess in the restaurant of the Grand Hotel Vienna in the Soviet zone. The better class of Soviet officers billet themselves there, and the food is up to more than the standard.

PERSONALITY NOTES: Looks tragic at any opportunity, self-dramatizing, prone to sarcasm and invective. She toadies nobody, and of course they love her more for it.

RED HERRING: BLACK MARKET

The food at the Grand Hotel is so good because Llacrima is active in the black market. She is a universal fixer; thanks to her weird knowledge of her fellow doppelgängers' actions she knows where almost anything can be bought in the city. If her name hasn't already come up, **Streetwise** brings it up after a day in Vienna.

MARCILLA FLEISCHBROCK

Marcilla is a clerk-typist-researcher at the US Forces Austria HQ. Alone of the duplicates, she wears glasses and keeps her hair in a bun. She eats alone, and often

picks up other typists' shifts when they go on dates. She seems invisible, a part of the Bank furniture — although **High Society** notes that she wears Paris-cut dresses and a Burberry raincoat. She has access to the CIC file warehouse (p. 47).

PERSONALITY NOTES: Almost stereotypically mousy and self-effacing, demure, never makes eye contact. Play her like the vapid girl in a 1950s romance — "Why Miss Fleischbrock, without your glasses, you're ... beautiful!"

RED HERRING: BLACKMAIL

She picks up shifts to type things on other machines, things like blackmail notes. She gathers lots of dirt on the Viennese from the US Forces files, and from her fellow doppelgängers. She mostly targets fellow Viennese, rather than occupation personnel, because she doesn't want to attract Kommandatura investigation. Her apartment demonstrates unmistakably (**Accounting**) that she lives well above her means — so she vampirically drains others' bank accounts.

MARICALL METZENSTEIN

Maricall works at a refugee hostel on Alserbachstraße in the American zone, keeping track of displaced persons as best she can and helping arrange funds from the UN and the occupation authorities. Something of a "girl of all work," she is that indispensable person without whom the organization would grind to a halt. She goes to fancy balls to raise funds, and ventures into grim alleys to rescue refugees who have fallen into bad company. "When does she find time to sleep?" ask her employers.

PERSONALITY NOTES: Focused, driven, very serious about the plight of refugees or anything else.

RED HERRING: THIEF

Maricall doesn't sleep, except in the few hours just around dawn. Instead, she prowls the night as the thief known in Viennese rumor as Die Geisterin ("The Female Ghost"). She steals jewels, art, money from other mobs, and once even a shipment of cash to the Kommandatura. She disposes of the goods with Alma Cril (p. 52) or Llacrima Rocarne (p. 53) through cut-out thugs. **Cop Talk** with either the Kommandatura staff or the

Vienna Police turns up her existence; a 2-point **Criminology** spend and a 2-point **Traffic Analysis** spend narrow down the center point of her crimes to a few blocks around the Alserbachstraße.

Her Stealth Modifier is +2.

MILLARCA KARNEBERG

Millarca is a barmaid and chambermaid at the Hotel Bristol. After her shift ends at 10:30 (curfew time) she slips out to work as a barmaid at an off-limits club in the upper story of a bombed-out church near the Ottakring Cemetery in the French zone. Following her is remarkably difficult (**Surveillance** Difficulty 7); an Agent who does follow her can tell her evasion patterns resemble those used by the Gestapo (**Tradecraft**) and specifically by the hardline Nazi Werwolf resistance (1-point spend).

PERSONALITY NOTES: Friendly, welcoming and challenging at the same time, plays up to the biggest Agent (highest Athletics rating if not pre-established).

RED HERRING: NAZI UNDERGROUND

Over the last two years, Millarca has made herself a valuable courier for the Nazi underground in Vienna. She is on good terms with Franz Herbert's SOWA group (p. 49), with the Werwolf resistance at Knittelfeld near Schloss Karnstein (Agents can find out about that from British Army HQ), Robert Verbelen (p. 50) and Paperclip, and the militia run by Hugo Rössner, an MI6 asset code-named "Edelweiss" attached to Operation Gladio in Austria. With all those contacts, Millarca can get someone across the border into Bavaria (SOWA), into Italy (Werwolf), or Yugoslavia (Verbelen).

Franz Herbert can put the Agents in contact with any of these organizations if need be, as well. He is, of course, obsessed with Millarca.

MIRA AND IRMA CALL

Mira and Irma get their perfect English from their English father, and their smoky "Marlene Dietrich" accent from their Austrian mother. They claim to be twins for the erotic charge it gives the punters, but are actually just sisters. (Unless that's a lie, too.) Their musical act (in cat-themed costumes) is the highlight of their Kit-Kat Club artistically, although other performers show more skin.

PERSONALITY NOTES: Cartoonish vamps, smoking cigarettes from long holders and lounging on things, bored but hungry looking.

RED HERRING: VICE RACKET

One hardly needs a red herring to make an off-limits cabaret in occupied Vienna look seedy and weird, but Mira and Irma manage it. They run a brothel out of the upstairs, with the chorus as call girls. They cater to rich weirdos including stalkers and erotomaniacs who just scream "Renfields" (but aren't); their clients include a blood fetishist and someone who wants the girl to be very very cold and still.

MIRCALLA KARNSTEIN

Mircalla is a nurse at the Vienna General Hospital in Alsergrund in the American zone. She works the late shift, traversing the enormous complex on her various errands in her starched white uniform. Agents with **Diagnosis** can easily get onto the wards, but so can anyone with a doctor's jacket or a medical officer's uniform: the enormous hospital complex dates back to the 17th century and also hosts an insane asylum, an electro-pathological museum, and a medical university.

PERSONALITY NOTES: Laconic, professional, always moving in walk-and-talk fashion albeit never hasty, attracts attention from lunatics if she's near the asylum ward.

RED HERRING: NARCOTICS

Mircalla traffics in morphine and penicillin, controlling a fairly powerful gang in the American and British zones; she has half a dozen Thugs (*NBA*, p. 70) dressed as orderlies stashed on the grounds at all times: she just hands off drugs to them and goes on her way. She supplies drugs to the Kit-Kat Club (p. 50), and penicillin to Llacrima (p. 53) and her contacts. The Director can freely indulge her penchant for addiction-metaphor vampirism. Any Agent with **Pharmacy** who tests (or samples) the heroin available in Vienna knows it's cut from hospital grade morphine — that points right to Mircalla even without evidence per se.

SOLVING THE MYSTERY —

As the identity of the real Carmilla is up to the Director in this sandbox portion of the scenario, the way to solve the mystery should be up to the players. There are already so many red herrings and distractions that any forthright plan being successful won't look like a gimme.

The players may come up with any number of approaches, such as:

- Steal the TE ikon (p. 48) and expose every suspect to it (**Filch** or **Hand-to-Hand** for the ikon; **Cop Talk**, **Tradecraft**, and **Streetwise** for the suspects).
- Clear one duplicate by any means (gazing at her mole, for example; p. 52) and crash-deprogram her with an **Intimidation-Shrink** TTTB (**Shrink** test Difficulty 8; *NBA*, p. 110) and holy water hydrotherapy (**Vampirology** spend). Use her to find Carmilla with **Hypnosis** (*DH*, p. 31) or just to clear other girls.
- Find and stake out Carmilla's car (**Cop Talk**, **Notice** spends, **Conceal**, **Surveillance**). Nobody as selfish as Carmilla gives up a 1932 Alfa Romeo 8C 2300 Spider. It's parked in an abandoned building in the Meidling district of the British zone, covered in canvas. Setting it on fire might draw her out.
- Standard police work on someone she killed while here: Popescu, Herbert, or one of Clar-Mila's recent kills if Carmilla took her place (**Criminology**, **Cop Talk**).
- Get blood from all the duplicates and drip it in holy water; the blood that foams most explosively is Carmilla's (**Vampirology** plus a lot of very delicate **Filch** tests).

Again, anything sensible that moves the players through the scenario should be allowed to uncover the real identity of Carmilla Karnstein.



CARMILLA KARNSTEIN

Countess Mircalla Karnstein was born in 1679 and vampirized in 1698 at a court ball. Her sire died shortly thereafter in her arms and (or as?) she drank his blood. Thus, she has been an independent vampire for 250 years. She may have been forced into occasional alliances with Dracula over the centuries, but in 1948 is not (yet?) a formal part of his Conspiracy.

She is a beautiful brunette, appearing about 18 years old, although with cosmetics she can seem somewhat younger or as old as 30. She has a mole on her neck that she covers up with makeup. She prefers to seduce and drain young women of gentle birth. Others she chokes to death, instantly or over a week's time.

She can manifest a pulse or a reflection in the mirror by spending 1 Aberrance.

GENERAL ABILITIES: Aberrance 26,

Hand-to-Hand 15, Health 17,

Shooting 6, Weapons 6

HIT THRESHOLD: 6

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +3

DAMAGE MODIFIER: +1 (dagger)

or +1 (bite; extended canines)

or +0 (fist, choke, kick)

ARMOR: -1 (tough skin)

FREE POWERS: Drain, Infravision, Regeneration (all damage from physical weapons regenerates at the next sunset; can regrow limbs or eyes in a year), Unfeeling

OTHER POWERS: Addictive Bite, Apportation (into her coffin, any place holding her native earth or shroud, or any house she has been invited into; can walk through walls), Cloak of Darkness, Dominance, Enter Dreams, Heat Drain (lost

Athletics points never recover above Athletics 2), Infection (those who drink vampire blood only), Mesmerism (eye contact, voice, prolonged contact with or sight of her hair), Send to Sleep, Spider Climb, Strength, Turn to Creature (cat, panther; only at sunset or midnight), Turn to Mist, Vampiric Speed

BANES: beheading, crucifixes and holy objects, stake to the heart, sunlight (prevents use of all vampiric powers)

BLOCKS: cannot enter a dwelling without being invited, crucifixes and holy objects, running water, wild roses, cannot move while staked in her coffin

COMPULSIONS: use a name that is an acronym of her original name ("Mircalla")

DREADS: crucifixes and holy objects, hymns and church bells, garlic

REQUIREMENTS: drink blood, must sleep in her shroud each night

ESCAPE

Once the Soviets lift travel restrictions under Allied pressure — which is to say, in two or three days, once the adventure has given up most of its juice — the city is suddenly open. All Vienna seems to want to leave town. This includes all of the doppelgängers who can; they head for the railway stations to cover Carmilla's exit. All of them have the necessary exit papers, acquired months ago from Popescu or their highly placed patrons: just fill in the date and go.

Urban Survival identifies five stations with trains heading out of Austria.

This is where the Director can assuage her conscience if the mystery solution seemed too easy. Carmilla has every intention of dodging the Agents by fair means or foul: she may tell the Russians

where they are, recruit thugs to waylay them, or use the contacts her cover identity has already made to amp up the Heat on them.

Carmilla does her best (via Llacrima or Carmilla Leibfels) to get the British military police to arrest the Agents in the Westbahnhof on any grounds whatsoever: she's not above planting drugs or stolen British documents on them the night before. This might involve a **Sense Trouble** test (Difficulty 8) to detect a break-in by Die Geisterin that night, or to detect contraband dropped in their coat that morning.

She sends Mircalla Kernstier or Carmilla Leibfels to pick up her car and drive it to the Miedling station; she'll meet it later. She may even switch identities again,

either by murdering and replacing another girl, or just by exchanging papers with one of her shadows.

In other words, Carmilla leads the Agents on a merry trip of **Surveillance** tests, ambushes, and misdirection.

WESTBAHNHOF

SCENE TYPE: Antagonist Reaction
/ Final Confrontation

LEAD-INS: Kommandatura,
Demimonde

LEAD-OUT: Munich Express

Carmilla heads for the Westbahnhof, with Paris as her ultimate destination. The station is immense, crowded, and full of steam clouds, baggage carts, and ragged people trying to get tickets out.

STATION	ZONE	DESTINATIONS	DOPPELGÄNGERS
Franz-Josefs-Bahnhof	American	north to Czechoslovakia and Berlin	Marcilla Fleischbrock Maricall Metzenstein Millarca Karneberg
Miedling	British	Zurich, Munich, Hamburg, Graz	Carmilla Leibfels Mira and Irma Call Mircalla Kernstier
Nordbahnhof	Soviet	military transport only to Prague and Warsaw	Clar-Mila Vilsen
Südbahnhof	Soviet	south to Yugoslavia, Trieste, Hungary	Carmalli di Pietra Llacrima Rocarne
Westbahnhof	French	west to Germany, France north to Czechoslovakia and Poland	Alma Cril Lara Clim

If you have a copy of *Double Tap*, run this as a Thriller Surveillance Chase (*DT*, p. 84). The Westbahnhof varies between a Normal and a Cramped chase. Carmilla has a Speed advantage over the Agents. If she gets a Lead of 10, she boards the Munich Express and leaves Vienna. If you don't, this is a full **Surveillance** contest.

The Russians (either batch; p. 48) might be here complicating matters, too.

If she is completely balked at her attempt to board the train, she makes a break for the city. That night, she contacts the Nazis (Herbert or Verbelen) as Millarca and arranges passage out of the country on a ratline.

MUNICH EXPRESS

SCENE TYPE: Final Confrontation / Escape
LEAD-IN: Westbahnhof

This is the "one last chance" if the Agents didn't manage to stop Carmilla in the train station, and if they managed to evade the various authorities she set to stop them.

Carmilla has her own compartment, and if she knows the Agents are still on her trail, she tried to get at least one other duplicate on board secretly. She either:

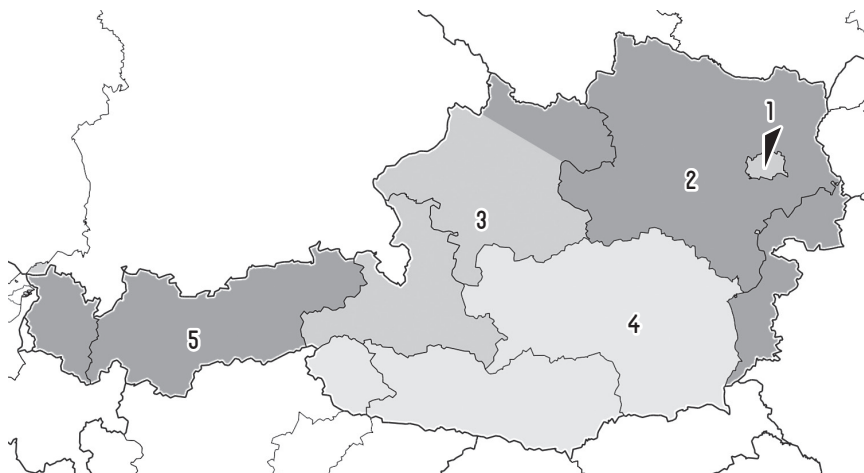
- switches identities completely and hides in the baggage car folded up in a small trunk (not a coffin; how gauche)

- or sets about seducing and mesmerizing the most influential person on board (an American Colonel Kuhler, with the CIC) to gain his protection all the way to Paris

The Agents have to find and kill an 18-year-old girl on a crowded train. Even non-mesmerized men willingly defend her against violent attack, and there are a lot of soldiers on the Munich Express.

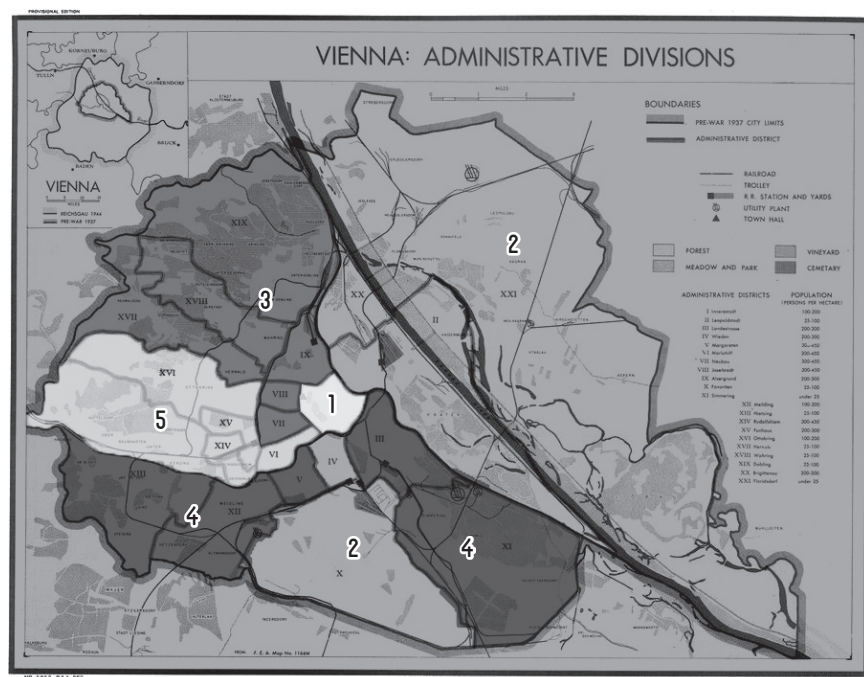
AUSTRIAN OCCUPATION ZONES

Vienna	1
Soviet Occupation Zone	2
American Occupation Zone	3
British Occupation Zone	4
French Occupation Zone	5



VIENNA OCCUPATION ZONES

International Zone	1
Soviet Occupation Zone	2
American Occupation Zone	3
British Occupation Zone	4
French Occupation Zone	5



PERSON: CALLIMAR

POSSIBLE ROLE: Go-between, source of 1940s and 1970s gossip

DESCRIPTION: mid-80s, but looks 60-ish at most, skin tight but still healthy over high cheekbones, slender build and impressive (surgically enhanced?) décolletage, designer dress, raven hair with just a streak of steel grey (expensively dyed?), dark eyes behind darker sunglasses, solarium tan that somehow looks good on her, beauty mark on her neck

INNOCENT: Callimar — she seems to have just the one name, like Cher — is a habitué of four-star hotels in genteel resort towns (Zermatt, Varna, Monaco, Lake Como) who keeps small but elegant pieds-à-terre in London, Munich, and Rome. She's the sort of person the porters on the Orient Express (*DH*, p. 248) greet by name and provide her favorite cocktail unasked (Campari, Drambuie, and vodka: a vampira). A runway model in Milan during the late 1950s and early 1960s, and a cult actor in Hammer and giallo horror films in the 1960s and 1970s, she now lives off well-invested favors from earlier admirers, and perhaps off a stipend from one or two gentlemen more interested in a lady of experience than in a flavor of the week.

Her name comes up (or Agents with **High Society** or **Tradecraft** recall it) when the Agents want to meet someone in the Conspyramid, or in some wealthy organization that might oppose the Conspyramid. "See Callimar. If you can get on her good side, she can get you a meeting." She responds well (an invitation to a party, for example) to **Flattery** and **Flirting**, but provides valuable introductions or assistance only after very discreet **Negotiation** or slightly less discreet **High Society** name-dropping.

Attempts to **Research** her background hit a brick wall in 1950: **Tradecraft** strongly suspects "Callimar Mesokamen" must have obtained a new identity around then, probably from someone highly placed in an intelligence service.

ASSET: Aging slowly thanks to her Renfield blood, Callimar is, of course, a surviving Carmilla doppelgänger (assuming the Agents and the Soviets between them left one alive). She's an infinitely classier version of the Former Gehlen Org (*DH*, p. 82); she mostly handled meetings between the various intelligence services and Italian organized crime, but occasionally took on odd courier and black-bag jobs herself.

Decide her patron agency based on her original red herring, although she is certainly capable of having switched sides or simply branching out. Whoever she (mostly) worked for, her position in Italy gave her insider knowledge of Operation Gladio (*DH*, p. 163), whatever is going on at Santa Maria la Nova in Naples (*DH*, p. 239), and the Vatican vampire program if there is one (*DH*, p. 76). She likely knows other intelligence veterans, especially female ones such as the CIA Agent (*DH*, p. 91), and mingles socially with the Anthropologist (*DH*, p. 90), Art Forecaster (*DH*, p. 103), Hungarian (*DH*, p. 94), Icelandic Diplomat (*DH*, p. 119), Journalist (*DH*, p. 120), Petroleum Executive (*DH*, p. 127), Sculptor (*DH*, p. 100), and Turkish Agent (under his cover identity at least; *DH*, p. 136).

Any of the above might be her current sponsor, handler, or lover — or all three. For the others, she knows their dirty secrets — including financial or romantic ties to the Conspyramid.

She may also be an Edom asset, run by Oakes (*DH*, p. 52) in exchange for being allowed to live un-dissected.

MINION: If Carmilla survived *The Carmilla Sanction*, then Callimar is still her servant and stalking horse. If Carmilla has joined the Conspiracy — either to seek revenge on or protection from Edom — then so has Callimar, although her job is to muddy the waters and keep MI6 (and by extension Edom) unwilling to terminate her in fear of what last testament she might have left with a law firm. If Carmilla remains independent,

then Callimar's job is to keep Dracula from claiming her — possibly by feeding him impudent would-be slayers like the Agents. If Carmilla took Timnah's offer and works for Edom as an independent contractor, Callimar sets up jobs and maintains Carmilla's covers — and once she recognizes the Agents as a threat to Edom, she feeds them to Dracula.

One final possibility: Callimar *is* Carmilla. Her grey streak is makeup, as is the rest of her apparent age (**Disguise** Difficulty 5 after half an hour's close observation). The décolletage may still be surgical, or expert undergarments expertly worn. If the Agents show signs of suspecting her imposture, she won't bother betraying them to Edom or feeding them to Dracula: she'll tear out their throats before the ice in their cocktails can melt, feed the bodies to a suddenly materialized ghoul bodyguard, and vanish into a new identity.

DEFINING QUIRKS:

- smiles broadly, revealing sharp (but not unnaturally so) canines
- spoils her black cat (with one steel-grey stripe in its fur) rotten: "Who's a naughty pussy? Marcalli, that's who! Yes, you are, not eating your num-num caviar"
- languid stroking motions of the hands and fingers

INVESTIGATIVE ABILITIES:

High Society, Languages (English, French, German, Italian, Russian), Streetwise, Tradecraft

GENERAL ABILITIES: Cover 8,

Disguise 8, Filch 5, Gambling 5, Network 20

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

BLOOD CODA

IN THIS OPERATION, DRACULA'S ARTISTIC BRIDE PLAYS ON COLD WAR RIVALRIES TO INFILTRATE THE upper-class British art scene. It occurs in November of 1971, a mere six years before the mole hunt tears Edom apart. As part of a larger campaign, it gives the Director a chance to establish "the way we were" for the era. Was Edom a functional organization between regular events or fraught with petty infighting?

Inside the theater, think *The Red Shoes* or productions of *Phantom of the Opera*, from silent to musical. For color outside the theater, think the original *Tinker Tailor Soldier Spy*. To see the broader Covent Garden area as it was at the time, try Hitchcock's *Frenzy*, which was shot on location a month before the scenario takes place.

EYES ONLY BRIEFING

The stage is the Cold War's lesser-known front. The Eastern Bloc prided itself on impeccably trained dancers and a dominance in the field of ballet that rivaled ice skaters and hockey teams. In the West, ballet companies wrote opinion pieces on the death of propagandistic Soviet ballet and the creativity encouraged by a free capitalist society's exchange of artistic ideas. Though a military tactician might scoff, in this tense world of artists the defection of a prominent Soviet dancer was on par with the "Miracle on Ice."

In 1971, artists in the Socialist Republic of Romania—separated from direct Soviet control but still behind the Iron Curtain—brace for a dramatic upheaval. Head-of-state Nicolae Ceausescu delivered his "July Theses" calling for the start of a mini-Cultural Revolution. By November the speech has become an official document of Romania's Communist Party.

Thus, when the Ballet Brasov contacts British authorities to arrange safe passage from communist Romania and asylum in England, Her Majesty's minister of state for the arts has every reason to believe its fear of purge and every motivation to snatch up the company before the Americans get it. But their background checks do not uncover the true mission of the company's talented young director, Ileana Dragoi.

She is a vampiric assign, one of Dracula's Brides. On her sire's instructions, she is to choose targets in Britain's art scene and upper class and bring them under her mesmeric control. While the effect on art itself might have a broader impact if a Bride infiltrated the British rock scene, the more respectable ballet gives her access to the upper classes and those in power.

DRACULA AND ART

Ever since his initial overtures to the philosophical madman Renfield and the painter Francis Aytown, Dracula has been working to establish a network among artists in Britain. Why? Perhaps he finds their artistic temperaments particularly susceptible to his mesmeric influence. Perhaps he seeks to subtly influence culture through their work, softening the country up for his arrival. Or perhaps he's simply an art lover.

If you've already included Aytown's material in your campaign, you may wish to add a few hints or threads tying it to the present. The overall threat in this scenario is not directly to the powers-that-be in England, but a subtler attempt to infiltrate the high art scene and bleed over into the upper classes that patronize it.

PLAYBILL

Before getting into the story, let's look at the forces at work, the major players, and the ballet itself. Don't worry, you don't have to know anything about ballet to run the scenario.

ILEANA DRAGOI (THE BRIDE)

Ileana Dragoi was born Mihaela Cristescu in 1917. Before the war, she was a prima ballerina in the Romanian state ballet. When the company shut down during the war, she joined the resistance against Antonescu's government. Her disappearance in 1942 caused little surprise among her confederates. Most assumed she'd been captured and died in captivity.

When Mihaela's "daughter" Ileana surfaced in 1959, she was welcomed as a prodigy by the state ballet and quickly began taking on leading roles. She refused photographs and interviews on the grounds that they distracted her from her art. In 1968, Ileana formed the Ballet Brasov. Her company developed a reputation for its principal dancers' speed and athleticism.

With only 29 years of un-life, Ileana does not yet have the bonuses of older Linean assigns.

GENERAL ABILITIES: Aberrance 11, Hand-to-Hand 5, Health 7
HIT THRESHOLD: 5
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +1
DAMAGE MODIFIER: +0 (bite; extended canines) or -1 (fist, kick)
ARMOR: -1 (tough skin)
FREE POWERS: Drain, Infravision
OTHER POWERS: Addictive Bite, Cloak of Darkness, Mesmerism (eye contact or voice), Spider Climb, Strength, Vampiric Speed
BANES: beheading, crucifixes and holy objects (+0 damage; +1 on face), stake to the heart, sunlight (prevents use of all vampiric powers)
BLOCKS: cannot enter a room without being invited, crucifixes and holy objects, running water, wild roses
COMPULSIONS: obey sire
DREADS: crucifixes and holy objects, garlic, mirrors
REQUIREMENTS: drink blood, must sleep in her native soil each night

Although she spends much of her life in the theater's shadows or under the stage's too-bright lights, someone keeping a close eye on her might **Notice** she casts no shadow.

THE PRINCIPALS

Like many companies, the Ballet Brasov has multiple primary male and female lead dancers, known as the principals. These four are Ileana's Renfielded dancers, regularly taking small doses of her blood. The benefits they enjoy not only give them a mastery over their art (Vampiric Speed) but also allow them to spill their blood in the service of art and experience a vampiric healing factor.

GENERAL ABILITIES: Aberrance 9, Hand-to-Hand 8, Health 9, Weapons 7
HIT THRESHOLD: 4
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +0
DAMAGE MODIFIER: -1 (fist, kick); +0 (knife or improvised piercing/bludgeoning weapons)
ARMOR: none
FREE POWERS: Enhanced Hearing (e.g., heartbeats, pulse; +2 Difficulty to evade); Regeneration (2 Health per round, thanks to their steady diet of Ileana's blood)



OTHER POWER: Vampiric

Speed; for second power, see each person's description.

COMPULSIONS: drink blood (as Addictive Disorder), obey Ileana

Daria Ivanovna is the daughter of a minor Soviet liaison stationed in Romania. Ileana began cultivating her at the Romanian state ballet. Only after successfully dosing Daria with her blood and observing the results did Ileana embark on forming her own company. Daria is the "firstborn" of Ileana's Renfields and the closest thing Ileana has to a daughter. She plays Magda in *Strigoi*. Other power: **Cloud Men's Minds, Mesmerism**.

Martin Petrescu was considered too old for leading roles in the Romanian state ballet. Ileana lured him to her new company with the promise to revive his aging career. Despite the grey at his

temples, he dances like a young man of 20. He plays the Duke's son in *Strigoi*. Other power: **Strength** (tests mandatory for feats of strength; see *NBA*, p. 137).

Stela Lahovary is the company's youngest, newest principal. Unlike the others, she joined Ballet Brasov immediately after completing her training with private teachers. She plays the fiancée/bride in *Strigoi*. Other power: **Spider Climb**.

Denis Baicu wishes he could be Ileana's lover. Instead, he has settled for cultivating a flirtation with Stela. His smoldering eyes reveal his true passion as they follow Ileana's movements. He plays the King of the Strigoi in *Strigoi*. Other power: **Summoning**.

THE DOCTOR

Like many companies, the Ballet Brasov has its own physician. Dr. Olga Lupan is a short-haired, businesslike woman in her early 50s. A product of the Soviets' egalitarian medical schools, she keeps the dancers on their feet with salves, braces, massage, and a curious assortment of pills.

Her ingenuity provides an additional service to the company's director — nourishment without the common risks of turning victims, catching a communicable disease, or leaving a trail of corpses. She draws blood and then delivers it to Ileana. Ileana does not intend to live like this forever, but found the method useful on the voyage to England when she had no access to fresh prey and couldn't waste her stagehands. Lupan works with Watson to continue providing blood.

Lupan behaves loyally without being a Renfield. She considers her methods humane and scientific. The Director may decide that she serves Dracula directly or has her own motives for working with vampires. Players may casually encounter her at *The Reception*, *Behind the Scenes*, or when making inquiries about the health of the corps. If they use **Diagnosis** to ask her about the physical condition of anemic stagehands or those with obvious IV marks, she responds with information about poor nutrition in Romania and talks about giving the stagehands "vitamin injections." **Chemistry** determines the "vitamin" concoctions she produces contain legal stimulants as well as actual vitamins.

THE CORPS

The rest of the Ballet Brasov consists of around twenty other dancers — approximately two-thirds female — ten male stagehands, and eight seamstresses. Ileana has Renfielded whatever number of stagehands is convenient for the Director, but not quite all of them (see *The Inside Man*, p. 67). Unlike the principals, they don't receive frequent doses of her blood. A small dose and her mesmerism are enough to keep them devoted. As for the other dancers and seamstresses, Ileana keeps them quiet and loyal through a mixture of mesmerism and fear.

THE BALLET: STRIGOII

While the ballet is not a necessary part of the scenario, the Director may find using information about it adds flavor to her narration. The *strigoi* are a Romanian folk-legend, damned souls unable to find rest beyond the grave, often depicted as vampires. In this ballet, a peasant girl becomes a strigoi in order to take a bloody revenge on the nobleman who assaulted her.

The first act is a village fair in which a beautiful peasant girl, Magda, is pursued by the Duke's son, who is already engaged to marry a noblewoman. In the second act, he follows her home while she continues to rebuff his advances. After a violent fight

in which she attempts to flee, he captures her and carries her offstage. The third act depicts Magda's rejection by her fellow villagers. An old crone instructs her that, if she truly wants revenge on the Duke's son, she should seek out the strigoi who are known to haunt the mountain. The act ends in a dark mountain scene with the King of the Strigoi biting the girl's arm — blood dripping off her hand. In the final act, the Duke's son's wedding festivities in the village square are cut short by a party of strigoi. The ballet ends in darkness with a spotlight illuminating Magda and the King as they bite the Duke's son and his bride's throats.

COMPANY LODGINGS

Everyone but Ileana is staying at a seedy hotel near the opera house. Watson has booked the entire hotel, a former apartment building, with money from Royal Opera House donors and advance ticket sales. The principals share a pair of rooms, and the rest sleep five or six to a room. Ileana supposedly has her own suite, but Agents shadowing her at the end of a night see her disappear into the opera house's outbuildings on Mart Street, with Martin Petrescu in tow (see *Rats in a Trap*, p. 69).

THE SETTING: THE ROYAL OPERA HOUSE IN COVENT GARDEN

The massive landmark that is the Royal Opera House was constructed in 1858 after a fire destroyed the second theater built on the spot. The hulking building put a final touch on the domestication of an area that had been frequented by playwrights and prostitutes. It has since become synonymous with Covent Garden, the larger area in which it stands. In 1961 it houses the Royal Ballet and Covent Garden Opera Company (renamed the Royal Opera in 1968). The opera house contains four tiers of seating and boxes. The highest level seats are an amphitheater, starting around the proscenium arch and reaching nearly as high as the flies.

Besides the opera house, the Covent Garden district contains the Covent Garden Market and Floral Hall. The market hall is a block-spanning neoclassical creation of

stone, iron, and glass which may remind players of a railroad station. The Floral Hall, an airy construction of iron and glass stands alongside the opera house. It was originally intended to showcase flowers, but declining sales turned it into an exotic fruit market which was eventually used by the opera house for storage.

By the 1960s, the area dealt with severe traffic congestion, leading city planners to begin debating moving the market elsewhere, a move that didn't occur until the 1970s. From dawn until evening, Agents should expect to encounter lorries carrying pallets of produce, men and women wheeling around vegetable crates on handcarts, bicyclists, business people out on a stroll, and women shopping for the day's produce. The outdoor area is crammed with tiny stalls that can't find or afford space in the market.

ARRIVAL

The Ballet Brasov arrived in London a couple weeks before coming to the Agents' attention. It has had enough time to start settling in, but not enough to do serious damage. The company fled just after Nicolae Ceausescu's speech, traveling by night from Brasov to the port city of Constanta, where it bribed or otherwise finagled passage to Istanbul. There, it contacted the British embassy, the members were accepted as defectors, and they arranged to travel by boat to London. The Ballet Brasov is scheduled to perform from the end of November

through the beginning of December, when the resident company begins its performances of *L'Après-midi d'un faune*.

THE SPINE

The Agents start at their home base in the **Land of Edom** where they become aware of the Ballet Brasov and its suspicious director, Ileana, and pick up one or more leads to explore. **The Student Spy** has information about the company and its plans here. If they check out **The Warehouse** where the company stores its equipment, they may begin the task of destroying the assign's backup grave soil. Or they may head to the **Halls of Power** to meet Quentin Watson, the man responsible for bringing the company to England. Research on Watson shows there's more to his motives than meets the eye.

Whether they get a proper invitation from Watson or find another way into **The Reception**, Agents have a chance to see the company perform and be forced to defend themselves against mental attacks. When they head **Behind the Scenes**, they'll become familiar with the opera house's interior and inhabitants, and pick up a clue and a contact, Vasile Costin, who wants to meet somewhere safer than the opera house.

Following up on clues found in the warehouse and backstage, they discover

the **Procurement** ring Watson has set up to keep Ileana fed without the hassle of leaving corpses around. Once they talk to Costin, **The Inside Man**, they'll get more information on Ileana Dragoi, most importantly where she sleeps. But it's hard to keep secrets around Dracula's Brides, and her assassins take out Costin.

When the Agents attempt to trap Ileana, they're caught like **Rats in a Trap** by her stagehands and a Renfielded dancer. Once free, they can either confront the **Queen of the Flies** directly or teach her that **Turnabout Is Fair Play**. Either way, she's headed for **Her Last Curtain Call**.

ENTRY VECTORS

This scenario can be incorporated into a century-spanning **Dracula Dossier** game or done as a one-shot. The Director may choose from among these leads and should feel comfortable adapting them to fit circumstances and characters her players have already encountered.

- **Art History:** Reading descriptions of the company in various art sections, you keep noticing mentions of the dancers pushing the thresholds of human ability. When combined with the company's Romanian origin, it merits a closer look.

- **Bureaucracy:** Edom, or a particular Agent, has a source at Her Majesty's Customs and Excise Office who notifies them if certain objects of interest pass through import. The source reports the Ballet Brasov imported a dozen crates of Romanian soil. The forms designate it as prop material.
- **Vampirology:** The word "strigoi" jumps out at you in an article about the Ballet Brasov's upcoming performance. An aside mentioning that director and chief choreographer Ileana Dragoi declined to appear in the photograph puts this in the "further investigation" pile.

As a Flashback, any of the 1977-era Edom crew ("Cushing" (*DH*, p. 92), the MI5 Deputy (*DH*, p. 95), the Retired MI6 Asset Runner (*DH*, p. 98), the Balkans Specialist (*DH*, p. 91)) might recall the incident. There are files relating to it both in Edom's archives, and in the government records at the Norman Shaw Buildings (*DH*, p. 193).

Paranoid players may draw a connection between Edom's defunct working group Dancer (*DH*, p. 333) and the ballet company. They might even be right.

LAND OF EDOM

SCENE TYPE: Introduction

LEAD-OUTS: The Student Spy, The Warehouse, The Halls of Power

Starting at Edom's HQ allows the Director to describe the organization as it fits into her campaign. When not trying to raise Dracula, what does its daily routine look like? Possible locations include:

- Ring (*DH*, p. 172), which has likely been **warm** in the past but may or may not be up-to-snuff now, depending on the tone the Director wishes to set.
- Carfax (*DH*, p. 185), particularly if the Director plans to lead into the 1977 mole hunt.
- A Georgian house on the outskirts of London, surrounded by wrought-

iron fences and subtle top-of-the-line (for the 1970s) security measures.

- The Department of Health and Social Security, Department of the Environment, or other mundane bureaucratic institution's basement.
- A high-tech floor of Century House in Lambeth, London, home of MI6 and a mere two kilometers from the Royal Opera House.

During the scenario, Agents may wish to use a safe house as their base of operations to avoid drawing unwanted guests back to Edom. But with home base so close by, they'll have more opportunity to retrieve equipment between scenes. The Director may require **Surveillance** tests

(Difficulty 4) if she decides they're being watched by Ileana's agents.

Whether the Agents pick up the lead through the Entry Vectors or off a desk at Edom, they've got three possible fronts to start the investigation. If they use **Tradecraft** to get in touch with MI6, they're directed to the Agency's newest Romanian culture expert, *The Student Spy* (p. 62). If they use **Accounting** or **Cop Talk** with Customs, they'll get directions to *The Warehouse* (pp. 62) which the Ballet Brasov has rented for storing their equipment. They may use **Bureaucracy** to directly approach the minister of state for the arts in the *Halls of Power* (p. 63).

THE STUDENT SPY

SCENE TYPE: Core**LEAD-INS:** Land of Edom, The Warehouse, The Halls of Power**LEAD-OUT:** The Reception, The Warehouse, The Halls of Power

Mabel Garrott is reading for a PhD in Romanian cultural history at the School of Slavonic and East European Studies in London. See the *Director's Handbook*, page 91, for further description of who she'll become as an asset, though she is currently in her early 20s. Edom became aware of her while sharing information on Romania with MI6. If the Agents are aware of her through a contact at MI6,

someone may use **Network** to arrange an introduction. **Tradecraft** allows Agents to pass themselves off as MI6. Using **Art History**, an Agent may present himself as her peer and conduct the inquiry as a purely scholarly discussion.

Garrott agrees to a meeting in a student café near her school and can give information on the following points:

Ileana Dragoi: Daughter of dancer Mihaela Cristescu who disappeared, presumed dead, during WWII. Ileana came out of nowhere at 17 and joined the Romanian state ballet. She's said to be the spitting image of her mother, but a far better dancer.

(core) **Ballet Brasov:** A complete coup for Britain's Minister of State for the Arts David (Viscount) Eccles. If the Agents aren't yet aware how significant ballet in the Cold War is, Garrott can give them a synopsis. The ministry is holding a preview of their new ballet, *Strigoi*, and a *Reception* (p. 64), tomorrow night at the Royal Opera House's adjacent Floral Hall.

Strigoi: If Agents ask her about the word's meaning, Garrott explains a strigoi is a kind of undead spirit in Romanian folklore. Their spirits can't enter the afterlife, so they're cursed to remain here. They draw their life force from their victims' blood.

THE WAREHOUSE

SCENE TYPE: Alternate / Antagonist Reaction**LEAD-INS:** Land of Edom, The Student Spy, The Halls of Power**LEAD-OUT:** The Reception, The Student Spy, The Halls of Power

Ballet Brasov has rented a warehouse two blocks north of the Royal Opera House, in a side road off Long Acre. Several thugs lounge casually against its closed doors with a total of twice the number of Agents inside and out, including one or two leaders. For thugs, use the stats on *NBA*, p. 70. Use the "gym rat" modifiers for thug leaders. The thugs carry blackjacks and knives (-1) and, of course, their own two fists (-2). Thug leaders have 9mm pistols if Agents begin shooting.

The Director may wish to remind her players that, as they're in the middle of

London, any killing requires a reasonable effort for successful cover-up to avoid Heat. Gunfire draws the police, and most of the thugs only have handheld weapons anyway.

Architecture or **Streetwise** suggests the Agents may be able to get in via the fire escape with an **Infiltration** test (Difficulty 4). If so, the Agents enter the catwalks above the warehouse floor and may attempt to get the drop on the thugs with **Infiltration** tests against the thugs' Alertness Modifier. At least one hired British thug lives long enough at -1 Health to be **Interrogated**.

The warehouse contains usual supplies for any ballet or theatre company — racks of costumes, two-story backdrops folded into large plastic bags, and crates full of set pieces. Agents only find three boxes of soil, stashed under a pile of backdrops.

(core) **Interrogation:** A captured or dying British thug can tell them he's just hired to make sure nobody breaks in here. He doesn't know anything about anything except that there's some big reception tonight at the Floral Hall. He helped some stagehands move over a dance floor and some curtains.

(core) **Vampirology:** Agents can spoil the earth either by dumping it out and/or by using a bane on it. As this vampire has human accomplices, garlic should be thoroughly mixed with the soil or holy water poured in. Anything like a cross or wafer that can be removed isn't your best bet.

Diagnosis: The two Romanian men among the thugs both show signs of advanced anemia. A physical examination turns up IV marks on their forearms.

HALLS OF POWER

SCENE TYPE: Pipe/Alternate

LEAD-INS: Land of Edom, The Student Spy, The Warehouse

LEAD-OUTS: The Reception, The Student Spy, The Warehouse

The minister of state for the arts is far too busy to meet with Agents as he also holds the position of paymaster general. Quentin Watson, the assistant who managed the company's voyage and immigration, sits down with Agents to answer any questions they have about the company. Agents may either approach him using a suitable **Cover** or go straight to **CopTalk** — both yield useful information.

Watson's primary shtick is PR-based. He can explain the significance of ballet in the Cold War, and talk up the company's virtuosity. He encourages the Agents to attend a performance.

CopTalk: If he knows Agents are with a special government agency ("Say no more, mum's the word!") or believes them to be with the police, Watson tells them that the company's director has confided a fear of Securitate agents tailing her group.

Flattery: He's quite proud of bringing such a large group over. He flew to meet the company in Istanbul, where they had fled by boat from Constanta, chartered a ship for them, and flew back here to make arrangements.

Art History: The minister of state for the arts is sick of these new-fangled performance artists and appreciates traditional art like ballet. Maybe this company is a tad avant-garde, but their training is good solid traditionalism.

Bullshit Detector: He's never actually been to a ballet and doesn't care much about them. He has no artistic interest in seeing them succeed. Something else motivates him.

Agents may make a 1-point **Flattery**, **Flirting**, **High Society**, or **CopTalk** spend to get an invitation to *The Reception* (p. 64) tonight. Watson would either love for them to be there or appreciate their assistance in helping him find any dangerous elements.

Quentin Watson's promising career in the Conservative Party ground to a halt due to the political maneuvering of his former classmate and rival Edna McGregor. He went from being the man who helped win the election and assistant to Margaret Thatcher, the party's rising star, to being shuffled away as assistant to the minister of state for the arts. The party may feel obliged to employ him for now, but if he can't pull off something extraordinary he expects to be dropped next time an election comes around.

While Mrs. Thatcher, now his boss' boss, may not value the arts, she appreciates a blow against communism in any arena. He plans to take full advantage of this opportunity, and he will do whatever is necessary to make the company's performances and integration successful. After spending his early 20s in the army and the rest of them doing whatever it took to keep his political bosses happy and in office, he's not particularly fazed by vampires. If he's plotting a more personal revenge, that will come later.

He's sympathetic to Ileana, thanks to a touch of mesmerism, believing her relationship with Dracula to have been a life-or-death decision made in the dangerous climate of WWII. He considers her as much a victim of the vampire as of her communist government. Her medicalized method of feeding is, to him, proof of her inherent goodness. She wouldn't risk killing someone or passing on her corruption — although unfortunate accidents happen.

QUENTIN WATSON

DEFINING QUIRKS:

- uses petroleum jelly on his teeth to improve his smile;
- swallows just a little too often;
- always looking around for the next person to glad-hand

INVESTIGATIVE ABILITIES:

Bureaucracy, Flattery, High Society, History, Human Terrain, Languages, Negotiation

GENERAL ABILITIES: Athletics 8,

Driving 3, Hand-to-Hand 5, Health 7, Shooting 7, Weapons 4

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DAMAGE MODIFIER: -2 (fist, kick), -1 (edged weapon), +0 (9mm pistol, final scene only)

If Agents look him up, they find:

- **Research:** Newspaper reports after the Conservatives' summer 1970 victory include pictures of him with major figures. One is subtitled, "Newly elected Prime Minister Edward Heath thanks Assistant Campaign Manager Quentin Watson for his work with the country's youth."
- **Bureaucracy:** You know from Conservative Party members that Mrs. Thatcher doesn't value the arts. Moving from her staff to that of someone under her, particularly in the arts, is a clear demotion.
- **Network:** He has a reputation for being "the guy who knows a guy."

THE RECEPTION

SCENE TYPE: Core**LEAD-INS:** The Student Spy, The Warehouse, Halls of Power**LEAD-OUT:** Behind the Scenes

Agents can use any combination of **High Society** ("I go to all these things!"), **Network** ("Need an 'and guest,' dear?"), **Cover** ("Augustus Q. Maplebrook IV has an invitation thanks to his recent donations"), a 1-point **Forgery** spend, or successful **Disguise** test (Difficulty 4; wait staff) to sneak into the reception. If they've been to see Quentin Watson they may have a legitimate invitation. Those with **Art History**, **Flirting**, and **High Society** can mingle freely, while the rest feel out of place in this kind of situation.

It's a beautiful November night in the Floral Hall. The glass and iron provides a chilly boundary between guests and the November air. Bright electric lights reflect off the glass walls, dimming the world outside while making the well-heeled guests visible to all passersby. At one end, free-standing curtains conceal a rectangular area, likely a portable dance floor. At the other, Agents may sample hors d'oeuvres and admire enlarged photos of the principal dancers. **Photography** confirms that these are not faked.

The crowd includes a handful of politicians, some celebrities, and wealthy donors. Agents using **Tradecraft** detect a substantial undercover presence from MI5 but nothing apparently from the Securitate. Quentin Watson moves among guests, glad-handing and smiling. If Agents did not visit him, they may use **Bureaucracy** to detect his role as the night's organizer and host. They may approach him as they would have in *Halls of Power* (p. 63). If Agents report back to him a lack of Securitate presence, he suggests they may wish to visit *Behind the Scenes* (opposite) tomorrow and have a more thorough look around.

PAS DE PREVIEW

Once the fashionably late have arrived, Watson calls for everyone's attention. It's the moment they've been waiting for —

the Ballet Brasov's principals are going to give them a private performance, two pas de deux from *Strigoi*. A small string-and-percussion group sets up beside the curtained area, and soon only two spotlights illuminate the red hangings.

The curtains pull back to reveal Martin and Stela as the Duke's son and his bride. They perform a traditional, exquisitely precise pas de deux from the ballet's fourth act.

Art History: It's on par with top British dancers but nothing otherwise out of the ordinary.

Diagnosis: Martin's stamina is impressive for his apparent years. His jumps and lifts appear effortless.

After the pair takes its bows, the lights go out entirely. When they come on again, Daria and Denis stand in the middle of the stage — she in a torn black dress, he in a matte black tunic — facing each other. Drums roll and bows attack strings as the dance begins. This pas de deux, from act three, is far more modern in style, a passionate exchange between two powerful bodies. Daria, as Magda, expresses hesitation at offering herself to the King of the *Strigoi* and attempts to flee. The drums' tempo and insistency increase as the dance become more heated. Agents may find their pulses speeding up and their breaths coming heavier.

As the dance reaches its climax, the entranced audience lets out a gasp as Denis plunges his head down on Daria's neck. She jerks still and a trickle of blood escapes his mouth, running down her arm. The dance resumes languidly, as the King manipulates a dazed Magda in an imitation of the earlier dance. Blood continues to flow — occasional drops flying off as she moves. The strings go silent and the drums beat in time with the audience's hearts as the King pulls open his tunic and uses one sharpened fingernail to open a line of blood on his chest. He pulls her head to him. The lights fade.

When the lights come up again, the curtains are closed again. A string quartet remains behind, performing selections from the ballet as guests begin to recover

and mingle. Many appear to be in a daze. Agents must make a Difficulty 3 **Stability** test to resist a Mesmerism attack from Daria's dance. Those who fail to resist are Mesmerized, as described below.

GUESTS OF HONOR

As Agents attempt to shake off the mental attack and evaluate what they just witnessed, Ileana and her principals drift in.

Human Terrain: Daria steps into the hall ahead of Ileana, inviting her with a gesture to follow. It is a smoothly ritualistic action between the two, like a Jewish person touching a mezuzah or a Catholic crossing herself.

Flirting: Denis escorts Stela on his arm. He occasionally gives his companion a smile in response to something she says, but his eyes continually watch Ileana. Ileana, on the other hand, only has eyes for Daria and Watson.

(core) **Vampirology:** The scene just enacted was an accurate representation of the process by which a vampire creates their assign. If the blood was real, the dancers must be Renfields and probably taking regular doses of an assign's blood to heal.

Diagnosis: The "stage" blood on Denis' chest flowed more like blood from an actual wound than something artificial. Daria is wearing a scarf, likely confirming the presence of bite marks on her neck.

A **Shrink** test (Difficulty 4) allows the Agent to analyze the room's mood. It wasn't just you. The entire crowd seems a bit stunned by the performance. As Daria and Ileana weave from person to person, shaking hands, staring into eyes, you get a strong sense that something deeper is going on. Even the people you've identified as MI5 agents look longingly after Ileana after she's dropped their hands and moved on.

Ileana approaches the Agent who currently has the lowest Stability (if Agents tie for lowest Stability, she chooses one and only approaches that one). The moment her eyes meet the Agent's, an icy chill runs through his veins. The Director should roll for Ileana to make a mental

attack vs. the Agent's Stability, spending at least 2 Aberrance. If she succeeds (4 or higher), the Agent's brain begins to fog and they must choose whether or not to try resisting. Because she's only an assign, the first 2 points of Aberrance spent do not add to her total. To resist, they must beat her roll with Stability.

If the Agent fails, they are mesmerized. This results in:

- a +1 difficulty to attack Ileana or any of her agents
- nightmares about blood (each morning must make a 3-point Stability test)
- seeing blood causes a 3-point Stability test

These are not the same effects as those on others under her mesmeric influence, as she controls the outcome. Watson, for example, may feel a rush of protective instinct whenever he looks at her.

BEHIND THE SCENES

SCENE TYPE: Core

LEAD-IN: Reception

LEAD-OUTS: Procurement,
The Inside Man

While the Royal Opera House may be the Ballet Brasov's home base, it's comparatively easy for the Agents to infiltrate. By day, the backstage area bustles with the activity of its resident and visiting companies. Performers, stagehands, managers, and couriers flow in and out its doors. Agents may use **Forgery** to create suitable worker IDs (**Cover** 0, so no spend) to get them in. A 1-point spend of **Reassurance**, **Bureaucracy**, or **Cop Talk** with the door manager also works.

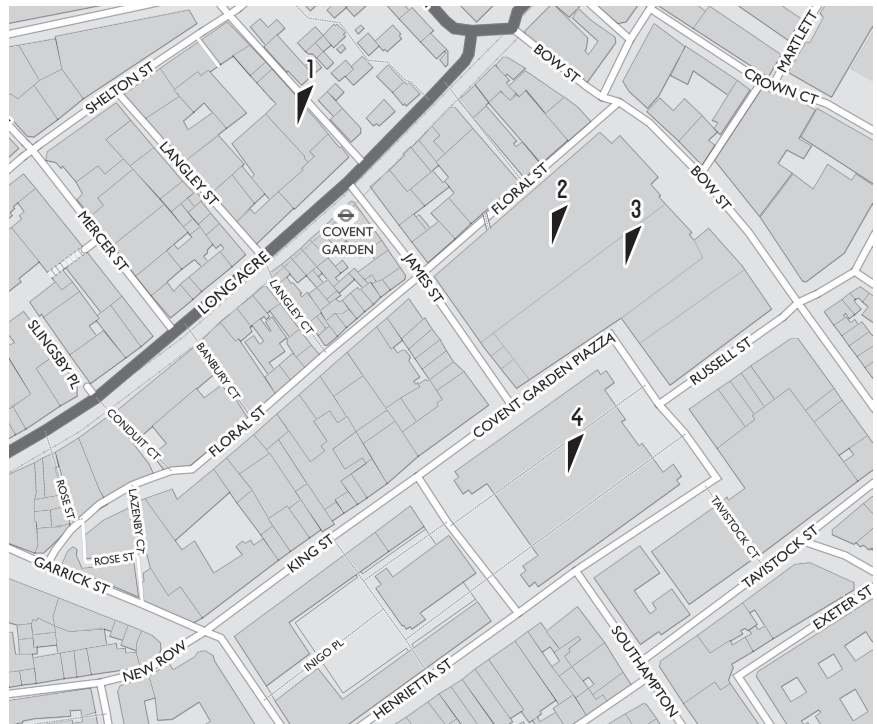
THE DOOR MANAGER

Harvey Cole, door manager for the last 15 years and stagehand before that, is a burly man with a broad mustache and an easy grin. He enjoys a good piece of gossip, not about his favorites but certainly about something as new and strange as the Ballet Brasov. With a suitable **Cover**, Agents may feel comfortable approaching him.

Art History: If an Agent engages him on the type of performance he likes best, he'll praise solid, traditional ballet "like *Sleeping Beauty* and *Swan Lake*, none of this *L'app rez middy dune fawn* (*L'Après-midi d'un faune*) like what the ballet company's rehearsing now or these foreigners' *Strig oi*." He liked the story the ballet did earlier this year of "the poor Russian princess who escaped the Communists" (*Anastasia*) and understands these dancers ran away from those violent bastards.

Flattery: Flattering his knowledge of this enormous building gets Agents any information they want from *Setting*

THE ROYAL OPERA HOUSE IN COVENT GARDEN



Warehouse	1	Floral Hall	3
Royal Opera House	2	Covent Garden Market	4

(p. 60) about locations in the opera house. He can tell them which storage rooms are being used by the Ballet Brasov: the storage area in the stage's northwest back corner.

Agents may use **Architecture** instead to figure out the layout as they go or make a 1-point spend to have looked up the plans ahead of time. This won't tell them which rooms the company is using, but they'll have a decent guess.

BACKSTAGE

The stage wings contain two recesses for storing scenery to be used during the performance, each 5 meters wide and 3.5 meters deep. Beyond those, moving toward the back, one encounters the narrow flights of stairs leading up to the flies, over 13 meters above the stage. From the main balcony in the flies, laterally moving wing ladders reach up to two 2.5 m wide galleries spaced at another

6 meters, the second coming within 3 meters of the ceiling.

The main basement is under the orchestra stalls. The ill-lit space has been parceled into a few cavernous dressing rooms, cramped rehearsal areas, and a canteen where weary singers, dancers, and stagehands congregate at long tables.

In the 1930s, growing need for space forced the opera house to acquire buildings on Mart Street, just behind the stage, as additional offices, storage rooms, and dressing areas. The offices occupy the upper, nicer floors, while old scenery is relegated to the basements and sub-basements. These are not supposed to be used by the Ballet Brasov, but they're where the Agents are later directed by *The Inside Man*.

Architecture: The main stage is 26 meters wide and 12 meters deep. It is divided into five horizontal sections, each 2.5 meters deep, that can be raised or lowered. The first two can be moved up 2 meters or down 2.5, the last three up 3 meters or down 2.5. The mechanisms for raising and lowering the floor are under the stage and could be used by any Agent who makes a successful **Mechanics** test (Difficulty 4). It contains several trapdoors.



THE BRASOV SANCTUM —

Home base for the Brasov's stagehands and seamstresses is a large room behind the stage, on the northwest side. It contains costumes which need cleaning or repair (the rest are in dressing rooms). There are sewing baskets, a few sewing machines, card tables, and lunch sacks. Dr. Lupan uses a corner to patch up injured dancers.

The Agents may use **Intimidation** or **Reassurance** to convince any Brasov-adjacent persons they have a reason to be here and will be out of the way shortly.

Chemistry can confirm several fabric cleaning products present could be used to remove most traces of blood.

(core) **Notice:** In the trash, Agents find a discarded blood bag. They find unused bags with the rest of Lupan's medical equipment.

(core) **Tradecraft:** A Romanian stagehand makes a brush pass, slipping a piece of paper into an Agent's hands. The note reads:

*Help me! In danger. Have information.
Isle of Dogs. Tomorrow noon. West India
Company pier 34.*

PROCUREMENT

SCENE TYPE: Action/Reveal

LEAD-IN: Behind the Scenes

LEAD-OUT: The Inside Man

To learn more about the source of Ileana's blood supply, Agents need to track Dr. Lupan to it. A **Surveillance** test (Difficulty 4) allows them to observe her leaving the opera house with her medical kit. Using a second **Surveillance** test (Difficulty 4) or a **Driving** test (Difficulty 4), they may follow her to an industrial park in the vicinity of Smallford.

It takes Agents somewhere between 45 and 75 minutes to reach the warehouse in Smallford, depending on the traffic. By day, the industrial park is unguarded. If the

Agents arrive at night, they may encounter a private security guard (*NBA*, p. 69) making rounds. Dr. Lupan parks outside a unit on the end of its row. If Agents wait for her to leave before entering or visit the industrial park's offices first, she spends about 30 minutes in the unit.

Agents wishing to learn more about the warehouse may break into the park's offices at night using an **Infiltration** test (Difficulty 5) and dodge security, or walk in the front door during business hours and spend a point of **Cop Talk** or **Bureaucracy** to obtain the lessee's name: Quentin Watson.

HOLDING PEN —

When the characters approach the warehouse itself, **Infiltration** finds the door isn't locked, likely indicating guards inside. Whether the Agents charge through the door or try talking their way in is up to them. Inside the unit are just five thugs and one leader (use same stats and weapons as *The Warehouse*, p. 62). If Agents don't bother knocking, the men are startled from playing cards on a folding table and leaning against the wall. On several mattresses behind them lie four young women, bound and gagged.

If Agents arrive while Dr. Lupan is present, she is drawing blood from one

of the young women. This operation takes place near the back of the warehouse, in a rusty examination chair with restraints. It stands beside a large table, a couple pieces of newer electronic medical equipment, a few bottles of chemical reagents, a small refrigerator, and a pile of wooden shipping boxes. The table contains apparatus which any Agents recognize as being used for drawing blood and several sterile blood bags which match ones they may have found at the opera house.

At least one thug who hits -1 Health stays alive for questioning afterward. They're all thoroughly British and unaware of the true purpose here.

Interrogation or Cop Talk: A "government man" matching Watson's description recruited them to help with a secret government project. These women are all commie agents who came here with a new disease the Russians cooked up in their labs. They were supposed to spread it by sleeping with English blokes. The doctor comes and tests their blood every couple days.

Their job is just to guard the women — make sure they don't get out. The man warned them that commie agents might realize the jig is up and come looking for the women. **Bullshit Detector** reveals that they absolutely believe this story. They feel rather important to have been selected, plus this job pays well and will make their records disappear.

(core) **Interrogation:** The men thought the stacked boxes contained more medical equipment. They transported them from the West India Company docks

along with boxes of the blood-drawing equipment, but didn't take all the boxes on the pier. They don't remember the pier number, but confirm 34 if the Agents prompt.

The wooden boxes, seven in all, contain nothing but dirt. Agents may nullify these by smashing or using banes as they did if they pursued *The Warehouse*.

BREAKING THE SUPPLY CHAIN

Between their time in the warehouse and the fight, the women are coping with shock.

Languages (Russian) or Reassurance: They were recruited by an Englishman, again matching Watson's description, who told them he worked for the government and could find them jobs. He offered to drive them to the nice place in the country where they'd be working, and they ended up here. Every two days, Dr. Lupan comes and takes someone's blood. They feel very weak afterward. One woman died, they think, because after the second time the doctor took her blood she wouldn't wake up and the men took her away.

Diagnosis: The women all show signs of advanced anemia. Between them, they have lost enough blood to keep an assign well fed. A hospital in St. Albans could treat them.

Diagnosis or Chemistry: The equipment is used for running tests on blood. A 1-point spend of either recognizes specific chemicals as reagents used to culture blood for syphilis tests.

If Dr. Lupan is present, **Interrogation** substitutes for the above spend and confirms deductions about or provides an outline of Ileana's feeding habits. Agents may deal with her non-lethally by removing her to Edom's HQ for further interrogation about her mistress.

PURSuing WATSON

After helping the women, the Agents may wish to confront Quentin Watson. If the Director wishes to play the confrontation at the end, she may ask them if they'd rather get information from the stagehand first as they also have a clue to follow up at the docks. She may also use time as a factor. Watson won't be in his office past 5, and while he may be at the opera house, so will Ileana and the others. If Agents make it there before 5, Watson may have them removed by security.

Or, the Director may move *Neutralizing Watson* (p. 71) forward to this point. In this case, Watson has just received news of what transpired at the warehouse. He's scrambling to acquire money and tickets for him and Ileana to leave the country. The scene could occur in his office or in a car park outside. If Agents use **Shrink** to come up with nonviolent resolutions, they keep him in reserve to help them against Ileana, such as when she calls him for help in *Her Last Curtain Call*.

If Agents kill Watson now, they confront Ileana alone or Ileana and Daria in *Her Last Curtain Call*, assuming Ileana lives that long.

THE INSIDE MAN

SCENE TYPE: Core / Antagonist Reaction

LEAD-INS: Behind the Scenes,

Procurement

LEAD-OUT: Rats in a Trap

Vasile Costin's note asks the Agents to meet him at noon at the former West India company docks on the Isle of Dogs. Because these docks cannot support modern shipping containers, traffic here is on a decline and entire sections are shut down. Dock 34 is in a closed section, but **Cop**

Talk / Intimidation / Negotiation lets your Agents convince any security that they belong here. If Agents wish, they may bring a motorboat and approach from the water.

The meeting place is unusually quiet compared to the city's noise. Agents hear activity at the docks' other end and the passing of boats on the river, but it's almost peaceful here.

SPILLING THE BEANS

Vasile fades into view with a surprising use of **Tradecraft** for someone who's supposedly a stagehand. He's in his late 40s, portly but powerful enough to move large sets. He addresses the Agents in English, asking for assurances first. He wants the Agents to swear they won't use what he's telling them to lock him up in a madhouse if they don't believe him. Using a crowbar, he opens two boxes of dirt still

on the docks as a sign of good faith, telling Agents they'll understand what these are in a moment. **Reassurance** ("We just want your information") or **Negotiation** ("Let's see what you've got for us") both work well here (core clue).

What Vasile can tell them:

- **Tradecraft:** He was assigned by the Securitate to watch the Ballet Brasov from when the first rumors of their planned defection reached his bosses a year ago. Ileana is a vampire (Vasile doesn't understand that assigns are different). He expects the Agents to react with more shock than they probably show. He's been barely hanging onto his Stability against Ileana's mesmerism. He's only survived by pretending to go along with it. He recognized their type, one professional to another, and wants their help because he's in over his head.
- **Vampirology:** People think it's stage blood, but the dancers actually bite each other and greedily lap up the blood. They're not vampires, he thinks; they're something else. After rehearsals Ileana meets the principals in their dressing room. She lets them drink from her wrist, giving extra to Daria, her "pet." (He spits the word as though it were obscene.)
- **Tradecraft:** Ileana sleeps in a Mart Street annex's sub-basement. He's brought a crudely sketched map to help them find it. She'll be asleep from now until maybe 4 p.m. today. If the Agents hurry from here, they can catch her.
- **Cop Talk:** How did they get out of Romania? She has connections, police and agents in the Securitate who are not loyal to Ceausescu. Maybe she



just paid them off, but he suspects there was something darker at play. Part of his job is to return and report those people to his superiors.

AND THE BLOOD

Before Vasile can give the Agents any more dirt, Ileana's execution squad arrives. She'd never planned to let him return to his superiors but considered it better to keep an eye on a spy she knew than one she didn't. The Director may call for Difficulty 4 **Sense Trouble** tests for Agents to spot a speedboat, filled with four of the same brand thug they've previously encountered and a man standing apart, holding a sniper rifle. Agents who succeed have a chance to get a shot off simultaneously with the sniper. Fortunately for the Agents, the man is only gunning for Vasile.

Agents may take their own motorboat or, if they came by foot, hotwire a nearby one with a Difficulty 4 **Mechanics** test and chase the assassins westward up the Thames

back toward the Covent Garden region. For the purposes of this scene, assume the speedboat's driver has 6 points in Piloting. The sniper has 6 points of Shooting left, having just spent 2 to take out Vasile. Use the rules for a cramped chase (*NBA*, p. 54). To make things interesting, ensure both vehicles encounter tourist river cruisers, tug boats, and commercial vessels.

If the Agents succeed in catching up, they may engage in close-quarters combat with the thugs on the boats (the Director may wish to increase Difficulty or require **Athletics** tests for balance). If things go badly for the Agents, the thugs are more focused on getting out in one piece than finishing them off. If the Agents manage to take a goon alive, they can use **Interrogation** to find out who hired him. He'll give a description which matches Quentin Watson.

Should the Agents fail, the thugs and assassin vanish on the Thames, leaving no trace.

RATS IN A TRAP

SCENE TYPE: Trap / Antagonist Reaction

LEAD-IN: The Inside Man

LEAD-OUTS: Queen of the Flies,
Turnabout Is Fair Play

The Agents have the location of Ileana's final box of Romanian soil in the opera house's outbuildings on Mart Street. If possible, they should head directly there after the scene on the Thames. They only have until 4 p.m. to catch Ileana, or so they think, or they'll have to wait another day.

The map Vasile drew them leads to a large, musty room in the basement's back corner. The untrained observer sees a hodgepodge of dusty set pieces and old scripts. **Urban Survival** sees that the area closer to the target room has been disturbed recently.

The overhead light in this room has been removed; Agents may use a **Preparedness** test (Difficulty 4) to have a flashlight if they hadn't thought to mention it earlier. In the back corner, half-dug into the earth, is the box. Opening the box, they find it empty.

At this point, the Director should call for a **Sense Trouble** test (Difficulty 4). On a success, Agents have just enough time to make an opposed **Athletics** test against Martin Petrescu and a pair of stagehands who are trying to shut them in. Use Thug stats (*NBA*, p. 70) for the stagehands. If the Agents succeed, they'll be in combat with Martin and the stagehands while the rats or similar vermin swarm in as below. Vermin attack everyone present.



If they fail either test, Agents are trapped in the dark room as something heavy bars the door. Then, from holes in the walls, the rats stream in.

Use rat swarm stats from *NBA*, p. 155, or make them similar to the large black rats from Billington & Sons in the *Director's Handbook*, p. 143. If Agents are unarmed, they may use Difficulty 3 **Athletics** tests to make improvised weapons from the wood of Ileana's box. Use a swarm of bats from a hole near the ceiling, or of spiders or flies (*NBA*, pp. 154–155) entering from a thousand tiny holes in the walls, if a player has a rat phobia.

Agents may break down the door and whatever's barring it with a Difficulty 14 **Athletics** test (see *Continuing Challenges* in *NBA*, p. 50). Meanwhile, other Agents must keep them vermin free.

The sound of gunshots in the sub-basement brings people from the opera house's offices and dressing rooms upstairs running in about 5 rounds. It requires **Cop Talk**, **Reassurance**, or a similar Interpersonal ability to avoid having the police brought in.

After escaping, the Agents can either hunt down Ileana (*Queen of the Flies*, below) or set a trap for her (*Turnabout Is Fair Play*, p. 70).

QUEEN OF THE FLIES

SCENE TYPE: Penultimate Confrontation

LEAD-IN: Rats in a Trap

LEAD-OUT: Her Last Curtain Call

Once Agents have escaped the sub-basement, they may try to locate Ileana. Harvey Cole can tell them she's onstage doing some last-minute technical rehearsals. She's slightly distracted by her focus on the dancers, so Agents may try an **Infiltration** test at Difficulty 8. A

success allows them one attack while her defenses are down.

Once she is able to react to the Agents' presence, Ileana spends 2 Aberrance and uses her Spider Climb ability to get higher and away from the action. She perches on a catwalk in the flies, about three stories above the stage. Her Renfielded dancers attack the PCs, attempting to shield her. They use powers as described on page 152 of *NBA*, such as vampiric speed or

summoning more rats/spiders (page 155 of *NBA*) to attack the Agents and, when able, try to join her. Martin may be out of the picture at this point, depending on how things transpired earlier.

If an Agent has been mesmerized, not only do they suffer a +1 Difficulty to attacks against Ileana and her principals, but they also become vulnerable to further mesmeric attacks vs. Stability from either Ileana or her pet, Daria. Further attacks

from Ileana do not require the 2-point Aberrance spend, although she may add Aberrance points to her die roll to add a higher Difficulty. Daria must spend 2 Aberrance before her first attack, but may attempt further attacks after a success without the spend.

Ileana knows the Agents are making things too hot for her and observes the fight more than she participates. Unless her principals can kill the Agents, she flees. Triggers for her to flee, at the Director's discretion, include:

- one of her principals is killed or mortally wounded (despite being Renfielded, her principals die at -1 Health)
- the Agents have her surrounded
- her principals are clearly losing

She spends 2 Aberrance to use Cloak of Darkness and attempts to flee. This gives her an excellent chance of getting away, particularly if the Director wishes the Agents to have a final encounter at the airport. She attempts to take Daria with her. If Daria has points left over, she uses 2 Aberrance to Cloud Men's Minds and improve their chances of escape.

KILL OR CAPTURE?

Let players decide what means they'll use to neutralize Ileana. Ask what kind of instructions the Agents have been given in the past regarding this kind of vampiric presence. If unsure, Agents may phone home to Edom, which encourages capture. Ultimately, the choice comes down to how players see their Agents, with their backgrounds and Drives, handling the situation.

CAPTURE

Edom always needs more data about vampires, and things have been rather slow lately. A strong, young assign would be tremendous fun for Edom's scientists. Moreover, Edom's Dukes have questions about her Master. And who knows, Edom may be able to use her in a future operation.

On the other hand, catching a vampire is a lot trickier than killing one. You'll either need to lure her into some kind

of trap or cage or beat her to within -11 Health of her life and transport her quickly before she wakes up. Edom itself is equipped to keep her indefinitely. Taking her alive won't solve the problem of her Renfields.

KILL

Your primary task is to keep Britain safe, no matter what those lab-coated (pejoratives) and armchair officers think. Maybe Edom was something different before, but nowadays it's mostly about cleaning up your predecessors' mess, and the last thing you want to do is get people at HQ scheming about Dracula again. Most of her Renfields will recover after a few years of therapy.

On the other hand, you're going to face backlash from HQ, and this torpedoed your chances of promotion for another five years or until the next big thing happens.

TURNABOUT IS FAIR PLAY

SCENE TYPE: Penultimate Confrontation

LEAD-IN: Rats in a Trap

LEAD-OUT: Her Last Curtain

Call if Ileana escapes

After escaping from the sub-basement, the Agents may attempt to set a trap for Ileana using theatrical elements they've discovered during their investigation. Ensuring she doesn't rise again requires the use of banes, ideally beheading or staking.

Ideas include:

- Setting a trap under the stage and using its trap doors and mechanical controls to drop Ileana in.

- With **Infiltration** (Difficulty 8), Agents could sneak up to the flies while she coaches her principles onstage. A successful **Mechanics** test at Difficulty 5 could use the classic sandbag trick to momentarily stun Ileana, or even all four with a spectacular success (Difficulty 9). Agents in the wings could then use **Athletics** (Difficulty 7) to attempt a successful staking, although they'd certainly have some Interpersonal cleanup to do afterward. Or are the sandbags full of holy water?

- Making a lethal attack against Daria that requires Ileana to choose between saving her or fighting the Agents. If she tries to save Daria, she'll be temporarily vulnerable to the Agents' attacks, although this does not stop the other principals from attacking.
- If the Agents are aware of Ileana's affection for Daria, they may take her hostage as part of a trap — although they'll have to catch her first.

HER LAST CURTAIN CALL

SCENE TYPE: Final Confrontation

LEAD-INS: Queen of the Flies,

Turnabout Is Fair Play

LEAD-OUT: Aftermath

Ileana attempts a retreat to lose herself in the streets of Istanbul and from there, perhaps back to Romania. Leaving the Agents to fight her principals, she flees to the stage door, seizes the telephone from Harvey Cole, who is in the process of reporting the fight to the police, and places an urgent call to Quentin Watson.

After Agents kill or shake off her principals, they find the backstage area distracted from the fight by Cole's savaged body. Ileana drained him to recover her Health and scrawled the word *ISTANBUL* in blood on the wall behind his corpse. No doubt she hopes her principals to join her there. **Traffic Analysis** knows flights to Turkey leave from Heathrow, not Gatwick or another regional airport. If your vampires are old-school or telluric and prefer to flee England by ship, possibly sporting a jaunty straw hat ala Dracula, then see Other Ports on page 172 of the *Director's Handbook* for possible exit vectors, and move the final confrontation from Heathrow to, say, Dover.

If Agents manage to be in hot pursuit, they exit the opera house just in time to see

her pulling a motorist out of her vehicle and driving off. If not, they'll see the scene being reported by the motorist to two police officers and, armed with **Cop Talk** and a police radio (**Preparedness** test Difficulty 4 or 1-point **Electronic Surveillance** spend) they locate and catch up to the stolen car. Ileana plans to meet Watson in an abandoned car park near the airport or ferry terminal, pick up money and a passport, ditch the car, and get a ride the rest of the way.

Once they enter a chase situation, Ileana pulls from remaining **Aberrence** for any spends on Driving tests. If she has none left or the Director wants to save them, she crashes if she rolls a 1. Agents may force her off the road or pursue her to her destination.

NEUTRALIZING WATSON —

Watson tries to meet her with £500 for travel expenses and a falsified passport she had him acquire as part of her backup plan. Watson also carries a Browning Hi-Power Mark I (9mm, 13 shots) saved from his days in the armed forces. If he's in the picture, Agents must go through him to get Ileana, or at least deal with him as they attack her. If Agents are disinclined to shoot him, a **Shrink** test (Difficulty 4)

gives them insight into Interpersonal approaches to talk him down:

- 1-point **Negotiation** or **Reassurance** spend: He's in over his head, but Agents may offer him a way out. If he helps them bag Ileana, they'll send a message to his superiors through the powers-that-be that he was of assistance in neutralizing a communist agent. They'll even say that he tipped them off to suspicions of Ileana's behavior. While Watson's shots won't kill Ileana, Agents may use his cooperation to startle and distract her.
- 1-point **Intimidation** or **Vampirology** spend: Does Watson realize that even if Ileana gets away, he'll never see her again? Renfields don't have a good history with sanity. If they kill her, maybe he'll recover. If they don't, well, he might as well kill himself now because it's all downhill from here. The type of spend determines whether the Agent delivers the information in an overpowering or coldly academic manner. The Director may choose to have Watson stand down or commit suicide, depending on table mood.

AFTERMATH

Even if the Agents are able to cleanly kill or capture Ileana, the operation leaves them with loose threads to tie up. These include:

ILEANA

Capture: She is the source of corruption that flows through Edom's veins six years on and leads to the catastrophic mole hunt. While not a proper vampire, one of Dracula's Brides makes an excellent candidate for observation and ... research. A team of Edom's scientists sets out to find exactly what makes Ileana tick.

Kill: Well this *is* awkward — as a comparatively young assign, her body ages but does not break apart on death. They have to get rid of the body and cover up their involvement in the situation. Agents may take Heat and suffer a loss of reputation within Edom.

WATSON

Agents may choose to take Watson in alive. If so, and if Ileana is dead, he'll not remember anything from the last six months or so but eventually regains his sanity. The women rescued from Smallford are willing to testify against him if the Agents let it go to court, but he considers the whole thing a horrible, mysterious dream. If Ileana lives or manages to escape to Istanbul, he eventually ends up in a mental ward or, given the British mental health system's dissolution, on the street, gradually becoming a Dwight Frye character.

THE BALLET BRASOV

Capture Ileana: The fragile surface tension of her company breaks, scattering stagehands, seamstresses, and dancers to the wind. Her principals are accepted into the Royal Ballet, but their minds gradually fray to a point where they must be dismissed one-by-one. Over the next few years some very broken Romanians are implicated in attacks throughout the greater London area.

Kill Ileana: Her hold over the company breaks. The surviving principals lose their remarkable talents. The Royal Ballet auditions them for possible places in the company but is surprised by their mediocre skills and wonders if the company's supposed talent was merely communist propaganda. The corps dancers' skills are undiminished.



POSSIBLE ROLE: Medical expert on vampires / backstreet physician

DESCRIPTION: mid-90s, bald (and doesn't have the vanity to wear a wig), walks only with extreme difficulty (or mid-90s but looks late 40s thanks to unnatural rejuvenation, short hair, severe makeup, cold professionalism)

INNOCENT: Edom arrested Lupan in the aftermath of the Brasov incident, and interrogated her for months until they were sure she had given them all she knew. They treated her as a defector from the Soviet Union afterwards, and helped her establish a new life in the West. She eventually obtained a new medical license, and worked as an NHS doctor until retiring in the late 1980s. Edom never stopped monitoring her, and she knew that if she ever talked about what she saw, she would be punished. She intends to take her secrets with her to the grave.

These days, she's in a retirement home in England (maybe the same one as Lucy Blythe; *DH*, p. 41). **Negotiation** is needed to convince her to talk — the threat of retribution from Edom has little power over her at this age, but she wants something in exchange from the Agents (a promise they'll take her body back to Russia? A syringe of vampire blood? An oath to destroy Edom? Or maybe she knows Jacqueline Seward (*DH*, p. 47) and fears that Edom has plans for the younger doctor). Lupan

can describe the events of 1971, but also knows about the Retired KGB Agent (*DH*, p. 97) and might hint at the existence of any of the various serums or the Russian vampire program.

ASSET: A medical professional without many scruples and with a working knowledge of vampires? Hello nurse! Edom recruited Lupan after the 1971 incident, making her an offer she dared not refuse. Tracing her medical history with **Research**, **Bureaucracy**, or **Network** gives clues to Edom's research operations, possibly pointing at the NHS unit at Seward's Asylum (*DH*, p. 195), the vampire holding facilities at Slains (*DH*, p. 177) or HMS *Proserpine* (*DH*, p. 169), or illegal experiments at Strasba Orphanage (*DH*, p. 223).

If Lupan's still alive at her chronological age, then she's retired — presumably at an Edom facility. (Again, she could be Lucy Blythe's roommate, or a neighbor of "Van Sloan" (*DH*, p. 87) at some Welsh assisted-living community for spies.)

Of course, with her access to vampire blood, unnatural rejuvenation can't be ruled out. Lupan could be "Dr. Drawes" (*DH*, p. 50) or work closely with him on HMS *Proserpine*.

Alternatively, maybe Lupan was returned to the Soviet Union, or even traded for another spy in some Cold War prisoner exchange. She was later recruited (or recontacted) by the Russian vampire program; she worked as their vampire science expert until she retired. Old MI6 files send the Agents to Moscow to track her down — is she now some old Russian babushka who watches old tapes of the ballet on her TV while waiting to die in her flat, or has she acquired enough vampire lore to restore her youth and strength? (Or — **Bullshit Detector** — does she plan on trading the Agents to Dracula or Edom in exchange for a second lease on life?)

MINION: Two options. If Lupan stayed in England after 1971, then she spent the rest of the 1970s under surveillance and occasional harassment by Edom and

MI5. She never got her medical license back, but found work as a nurse. The Conspiracy recontacted her in the early 1980s, and bought her loyalty with vampire blood. If it fully restored her youth, then she's posing as her own daughter who she left behind as a baby in Russia in 1971. If she's still physically ancient, then she lives alone in a small flat in London, but is still surprisingly hale.

Either way, she's a back-alley medic and phlebotomist for the Conspiracy. If it needs a gunshot wound stitched up, or a victim exsanguinated efficiently into a few blood bags, it goes to the old woman. Regular visitors to her flat might include the Arms Runner (*DH*, p. 102), Human Trafficker (*DH*, p. 118), Smuggler (*DH*, p. 131), and any criminal assets in the UK. She's responsible for mixing up the poison the Conspiracy uses on "Cushing" (see the Minion take on *DH*, p. 93). **Diagnosis** spots that the same doctor sewed up the last three bad guys the PCs took down, suggesting they're all getting treated in the same place. Stake out her flat and use **Traffic Analysis** to get clues pointing at the neighboring Conspiracy nodes.

Option two is that she went back East, and ended up in Romania. Again, tracing her medical work history (**Research** or **Network** spends; Data Recovery is unlikely to work as records from Romania in that era aren't all digitized) points at places of interest. Maybe she worked at Pitesti Prison (*DH*, p. 218), Strasba (*DH*, p. 223), or near Castle Dracula (*DH*, p. 207).

DEFINING QUIRKS:

- never shows emotion beyond stoic fatalism
- brilliantly observant — like Dr. Joseph Bell with a bloodletting knife
- Russian accent she's never managed to lose

INVESTIGATIVE ABILITIES:

Diagnosis, Forensic Pathology, Pharmacy, Vampirology

GENERAL ABILITIES: Medic 12

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: -1

THE SLAYER

THE WHITE

74

IN THE FALL OF 1980, LORD RUTHVEN, A MAN of noble origins and mysterious affairs, contracts six expendable agents to complete a very straightforward but nigh-impossible task: to stop Operation Edom. His plan is divided into thirds: Operation IANTHE, a quick-and-dirty strike on an MI6 training facility; Operation MALVINA, an infiltration of a society function (and clandestine meeting) in Athens; and finally Operation AUBREY, the very ambitious attack on the Cambridge Circus itself.

To Ruthven, the Agents are useful pawns sent on a one-way mission — to eliminate Operation Edom (or at least significantly maim it) and not come back.

Make no mistake, this operation is a meat grinder.

Agents can refresh Investigative and General abilities between operations (after

IANTHE and MALVINA) as at the end of an adventure, but do not gain experience build points.

Directors have a decision to make: either use pregenerated characters (six are provided with this scenario; pp. 95–101) or supply their own as part of a flashback or separate experience from their current campaign. The fact that this scenario can easily result in a complete party wipeout militates against using it as an early campaign seed without extensively changing the third act.

Given this scenario's high potential death rate, the Director may want to include all six pregens from the beginning regardless of the number of players in her group. She should allow the players to direct the leftover "communal" NPCs — and then encourage a player whose first

character dies in action to take one of the spares over as their main Agent.

Alternatively, she may want to introduce new pregens (from those provided, or crafted by the Director to fill specific holes) as the PCs die, at the beginning of each new mission. The player whose previous Agent died gets one of the "new fish" and back they go into the deep end.

 The other possibility for a higher-MIRROR game is to introduce those new pregens as replacements for killed-off player characters — but leave them as NPCs or include notes to sufficiently predatory players urging them to act as if Ruthven has brought their "new Agents" in to "finish the cleanup" at the end.

EYES ONLY BRIEFING

Lord Ruthven is an actual titled noble, though it's unclear whether his title is part of the Scottish peerage or as the Earl of Marsden. While not as notorious as Dracula, Ruthven is a vampire, and believes himself the "nobler" of the two. With Operation Edom expanding, and tasked with vampire elimination, Ruthven fears that its crosshairs will one day fall onto him, and he cannot allow that to happen. Likewise, he realizes that attempting to stop Edom can get traced back to him, so he contracts the Agents,

all of whom have a grudge against MI6 or no substantial ties to it.

Ruthven designs three operations, each designed to hurt Edom in different ways. The first, IANTHE, strikes its supplies. The second, MALVINA, gathers intelligence data on future plans as well as eliminating key intelligence assets attending a meeting. The third, AUBREY, is Ruthven's master stroke. Using the materiel and intelligence gained in the previous ops, his tools penetrate the Cambridge Circus, deal what he thinks is a crippling blow to

Edom, and leave a trail of bodies with no ties back to himself.

Throughout the first two operations, the Agents are pressed to their limits — not killed, but certainly pushing life's envelope. The last op is outright suicide if attempted head on, which is why Ruthven needs the previous two ops to be successful. Any failures prior to AUBREY will be met with swift terminations.

This is an ambitious and brutal counterplay against Edom, and this is Ruthven's design.

THE SPINE

This plan is divided into three main components:

- **The “Abbey,” Whitby:** Once the team is assembled, Ruthven organizes them to rendezvous at the Whitby Lighthouse, and orders the team to seize gear and destroy a weapons depot and communications hub known as “the Abbey.”
- **Athens, Greece:** Information found at the Abbey allows Ruthven to launch his second attack, this time less ostentatious than a full assault — he orders the team to infiltrate an undercover meeting between UK and Soviet operatives, focusing specifically on eliminating the British emissaries and blaming the Russians for it.
- **Cambridge Circus, London:** Having struck at supplies and allies, Ruthven’s last orders are to muster all forces and disrupt the Circus. He suggests a flanking maneuver, sending in a few Agents first to let the remainder in, then, with the team fully assembled, lay siege to the Circus from the inside. No one will survive this attack, and that’s how Ruthven wants it.

ENTRY VECTORS

The only way into this scenario is through Lord Ruthven’s hiring hall.

HORNING IN

It’s possible, if you’re running a very proactive Edom campaign set in 1979–1980, that your Agents pick up rumors of Ruthven’s enmity — perhaps they thwart him at some previous opportunity, and they’re the reason he’s decided Edom must die. In that case, they need to credibly uncover his plan somehow:

- Shoptalk and gossip-mongering with **Tradecraft**, or **Electronic Surveillance** of a target, might pick up Ruthven’s feelers to known hard cases with reasons to hate MI6.
- A credible offer (**Negotiation**) to his sometime associate Ziska (a female Circassian ghoul currently working with the Turks against the Soviets; finding her involves bracing Alvah or a lot of **Research** spends in files they’re

not supposed to access) might provide the outline of his plan. She wants the Agents to deliver her (doubtless dangerous and unpleasant) favor first — and then she insists they kill the Soviet team as part of MALVINA.

- If the Agents are on the outs with Oholibamah or Teman, he may exile them to security duty at the Abbey in Whitby, where they discover Ruthven’s advance scouts sniffing around (**Notice, Sense Trouble**). When the Duke rejects their worried report, they decide to take matters into their own hands.

With Ruthven’s plan discovered (at least in outline), you can run a quick “ambush and impersonate” op against some of Ruthven’s chosen team, leaving the Agents on the dangerous inside of a mission to take out Edom. One that perhaps they may find themselves more in sympathy with, depending on how your campaign has gone previously.

LOOKING BACK

More likely, you’ll either run this adventure as a one-shot Flashback with the expendable pregens or keep it a part of Edom’s shadowy history. There are a number of ways for the present-day Agents to uncover what happened, either from previous ops or from random chatter and character backstories. Former Soviet

characters like the Retired KGB Agent (**DH**, p. 97) might know part of the story (Operation MALVINA), while others such as the MI5 Deputy (**DH**, p. 95) might recall the UK-based events of IANTHE and AUBREY. A Duke might even hire the Agents to uncover the events of 1980 with an eye to siccing them on Ruthven!

The Director should salt as many leads as she feels necessary, or customize them to suit her campaign. These leads come from outside this scenario: from other adventures in *The Dracula Dossier*, or perhaps from other ops in the Director’s previous campaign.

THE DRACULA DOSSIER

Information obtained from Operation Edom may allude to any of the three “incidents” (Whitby, Geneva, “the Circus bust-up”) that occurred in 1980.

- **Vampirology:** There are references in some field notes about Ruthven, but nothing substantial. There are mentions of a wedding in Rome and unclear notes about Scottish peerage. The file looks like it has been whitewashed (**Tradecraft**), or possibly the original was simply destroyed or withdrawn (**Research**).
- **Data Recovery or Cryptography:** Older files on mostly discarded or encrypted media mention the three “skirmishes” or “incidents,” but they’re very whitewashed. The reports make

IT'S 1980

It’s very important to remember that this scenario takes place in 1980. This means not only are there different social climates (the Cold War is still on, the Soviet Union hasn’t fallen, Thatcher is in her second year as prime minister being significant ones), but different technological climates as well. The Internet and cellular technology haven’t proliferated yet, email is restricted to same-mainframe systems (except for a few hippies), and the Web won’t even be around for another 13 years.

The UK intelligence community runs on a dedicated mainframe, ship-mounted satellite phones, and coded telex messages.

Generate characters with the “Cold War build” (**DH**, p. 330); six such pregenerated, expendable Agents appear on pages 95–101.

Likewise, Directors are encouraged to steep this scenario in 1980 culture: West versus East conflict, mistrust, spiraling social and economic collapse, and hardline nationalism are all safe plays here. The Clash and the Jam are on the radio. (So is ABBA, but not quite in theme.) The Iranian hostage crisis, Northern Ireland, and American elections dominate broadsheet headlines. The tabloids are full of pictures and gossip about Prince Charles’ new girlfriend, the “Sloane Ranger” socialite Diana Spencer.

it appear as though there were barely more than a series of quick scuffles that MI6 or Edom easily managed.

- 2-point **Research** spend: The names of those people killed during Operation AUBREY exist on one handwritten note, but it is unclear whether or not they were MI6-affiliated.

OTHER VECTORS

- Since this occurs in 1980, it's possible that this scenario is the predecessor to the Director's current campaign, and a few decades later, Ruthven contacts the new Agent team to try again.
- **Traffic Analysis or Research:** Conspiracy-theory websites draw very

sketchy and nebulous tethers between these three incidents. Information culled together can be presented to the Agents as a Flashback or as an aside during their current operations.

GATHERING THE TEAM

The Agents for this scenario are a mix of British reprobates and problem children from other military services. Ruthven offers them sanitized and generic records under assumed bland identities while they work for him, as well as promises of expunged records, wealth, and freedom if they're successful. At no time do the Agents know they're walking into their deaths.

Assembling this motley crew can be handled either as a quick sidebar, with people meeting in a single London location and the Ruthven emissary briefing them on IANTHE, or by establishing relationships between teammates and then in pairs or groups gathering for this briefing.

THE RUTHVEN EMISSARY, POLIDORI

Polidori is one of Ruthven's many mortal servitors. He is a young man in his mid-20s, but carries himself as though he is much older. He is genuinely pleased to be in Ruthven's employ and enjoys many benefits as a result. Ruthven uses him throughout the United Kingdom as a

courier. Polidori has no idea of Ruthven's true nature; were he to find out, it would not outwardly faze him in the least. He would simply complete his current mission, then commit suicide by drinking cyanide.

GIVING DETAILS ON RUTHVEN

If pressed, Polidori describes Ruthven as a strong-featured man with expensive tastes, a persistent ambitious streak, and shrewd business sense. He describes Ruthven's wealth in broad terms saying it "comprises a variety of corporations and investments that allow him to pay people well."

More interestingly, no **Research** the team can do before the meet gives any more details. Ruthven stays out of the papers, and especially out of the business sections. Even *Debrett's* is no help: the Scottish peerages are a mares' nest, and there are several different creations under the Earldom of Marsden. The current Lady Ruthven of Freeland, for example, is an 82-year-old doyenne of charity and Conservative member of the House of Lords more normally referred to as the Dowager Viscountess Monckton of Brenchley.

They may possibly uncover the name as that of the lead character in a pair of Regency-era romances, *Glenarvon* and "The Vampyre," both of which (**Art History**) were published only to blackguard Lord Byron. The latter was written in 1819 by one John Polidori, so perhaps "Ruthven" is also a pseudonym, **Tradecraft** suggests.

THE TEAM ITSELF

With one of the team in prison, and two actively wanted criminals, assembling them begins as a matter of bureaucracy and bribery. Polidori arrives at their cell or hideout to make an offer: Complete three jobs for Ruthven, and earn a complete pardon, total anonymity, and enough money to live anywhere in the world comfortably. If the jobs are not completed, they'll be returned to prison and their executions will be expedited. And if they doubt it, Polidori insists that yes, Ruthven is that powerful.

Polidori meets the remaining three Agents at their homes, addresses them by their real names, and makes similar offers of wealth and anonymity.

OPERATION IANTHE

A smash-and-grab mission aimed at weakening Edom's supply chains, communications, and arsenal — and at obtaining the raw material for Ruthven's ultimate objective.

THE IANTHE BRIEFING

SCENE TYPE: Introduction

LEAD-OUTS: Hanging Around,
First Impressions

The briefing occurs in a comfortable London restaurant on Coventry Street after hours (or in the Director's preferred clandestine, high-end but low-profile, destination). Each Agent receives a folder with information, along with a small envelope containing £1,000 to be used to procure their own supplies. Each Agent also receives a Walther PP .32 semi-automatic pistol. Any Agent with **Shooting** and experience in Northern Ireland knows these weapons are standard Royal Ulster Constabulary issue, and therefore common in both British security and Irish terrorist arsenals.

Polidori assures them that if they'd like more hardware for future operations, they are welcome to whatever they can pick up during the strike on "the Abbey."

He then plays a cassette with a message from Ruthven:

PLAYING RUTHVEN

Ruthven's voice drips arrogance and confidence. It is not a nasally sound; it's a patrician giving orders to his subordinates. His voice has a completely neutral Received Pronunciation ("BBC Announcer") accent, which a 2-point **Languages** spend by a native Briton pegs as learned and possibly disguised, not natural.

If in your campaign vampire voices cannot be recorded, the voice is that of a Renfield reading a script. A 1-point spend of **Bullshit Detector** notices the slightly artificial pauses and emphases inherent in non-spontaneous monologue.

I apologize for my inability to meet you personally; I'm attending to the details of your future assignment, and in lieu of my attendance at this meeting, Polidori is authorized to distribute an additional sum of three thousand pounds to each of you upon successful completion of your task. Please remember that you're being hired for three operations, and that while the risks are high, so are the rewards. Information on Operation Ianthé is available in the briefings Polidori has for you, and you'll notice that you have two methods of completing this task — either through deception at the gates or through a more aggressive strategy of infiltration.

No matter which method you choose, your objectives are clear: Eliminate at least half of the supply cache, and retrieve for me the latest intelligence from the Nursery. You may keep whatever supplies you do not disrupt or eliminate. Upon successful completion of this task, you are to return to this place and make rendezvous with Polidori for further instructions on your second assignment. I wish you good luck, and may you work well together. As a reward for your cooperation, each of you who survives the first assignment will receive twenty thousand pounds wired to the bank account of your choice.

THE INFORMATION

The folder contains pages of memos, supply inventories, and timetables for guard duties. The information is roughly on point, and details the personnel and contents of the Abbey.

INFORMATION ABOUT THE ABBEY

- It is an MI6 and Defence Intelligence Staff (DIS) supply cache, communications center, and training post. MI6 field agents and low-ranking military intelligence officers are posted there prior to short-term deployment, or sent there for periodic training and evaluations.
- Both **Tradecraft** and **Military Science** deduce from the foregoing that facility administration is likely to be somewhat confused: uniformed officers (from any branch) and plainclothes operatives may be entering or inside the facility at any time. The short-term

assignments mean the security staff is unlikely to know every face.

- From the outside on the level of Whitby town (below the cliffs), the Abbey looks like a plain government-style office building. It sits 2.5 km west of town along the shore, a glass-and-brick square. An access road winds down off the Sandsend-Lythe road to the facility.
- A pair of alarmed fences rings the perimeter, and two different guard posts act as gatekeepers. The outermost guard checks for identification, whereas the interior guard checks for password designations and appointments. There is fencing along the seaward side, but not along the cliff side; the fences end embedded into the cliff face on both sides of the Abbey.
- The bulk of the facility is underground, tucked into the sea cliffs. It's a pair of parallel corridors with rooms sandwiched between the passageways. Each corridor is wide enough to accommodate vehicle traffic. One corridor leads to the motor pool.
- At the far end of the complex lies a motor pool and weapons storage facility: the Holding Tank. It is one of two primary targets in this operation. A tunnel leads from it through the cliffs to a concealed and counterweighted hangar door that does not open from the outside. According to the briefing packet, it only opens during scheduled maneuvers.
- Only vehicles registered to the Abbey motor pool can enter the Holding Tank. (Other vehicles park on the tarmac outside the Abbey building.) The packet does not contain enough information to forge a motor pool registry pass (**Forgery**).
- The facility also houses a Cessna 172 four-seater prop plane hangared in a Nissen hut on the seaward edge of the base.
- The room at the dead center of the complex, halfway down the

hall, is the Nursery, a Royal Corps of Signals outpost for decrypting messages. A lot of chatter comes into that room, and some of it pertains to Edom. It is the second of two primary targets in this operation.

THE INSTRUCTIONS

Polidori tells the Agents to meet at the Whitby Lighthouse in two days, then call a London phone number he provides and give a simple message.

If the team chooses to infiltrate stealthily (*Hanging Around*, below), they are to say, "It looks like a good day for a hike."

If the team chooses to deceive the guards at the gate (*First Impressions*, below), they are to say, "I think we'll be doing some sightseeing."

WHITBY

Whitby is a port city in North Yorkshire, with a population of about 13,000. It's a fishing and tourist destination as well as an old hub for mining and whaling. The Abbey was dug out in 1940, and recently recommissioned as a signals center following the North Sea oil boom.

The town lives and dies by its fishing economy, though the locals also benefit from the military presence as well. The people are used to many new faces coming and going, assuming they're tourists, military officers, or military contractors posted at the facility on a short term jag.

The team can use this to their advantage, depending on how they choose to enter the base for IANTHE.

HANGING AROUND

SCENE TYPE: Action

LEAD-IN: The IANTHE Briefing

LEAD-OUTS: Reaching the Objectives, Firefight, Escape and Evasion

If the team chooses a stealth infiltration, they need abseiling gear (**Preparedness** Difficulty 4), and need to wait until nightfall. The Abbey posts patrols around the shore area (one man, one dog) but they're not much of a threat to a well-armed team.

Two patrols also sweep the cliff top (a stretch of dunes and grass literally above the base), and the team needs to neutralize them both in order to have an easier time abseiling down the cliffs and into the base.



BRITISH ARMY MP

GENERAL ABILITIES: Athletics 4, Hand-to-Hand 4, Health 3, Shooting 5, Weapons 3

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DAMAGE MODIFIER: -1 (baton), +1 (L9A1 Browning 9mm pistol), -2 (fist, kick)

GUARD DOG

GENERAL ABILITIES: Athletics 7, Fighting 4, Health 3

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +3 (downwind; i.e., from the sea), +1 (upwind)

STEALTH MODIFIER: -1

DAMAGE MODIFIER: +0 (bite)

If the dog gets a round to act, it barks first to attract more patrols before attacking.

Once the guards and their dogs are no longer a threat, the team can abseil down the side of the sea cliff (either as six individuals or in divided teams as they see fit) and bypass the gates. This plan, however, is not without its flaws.

First, there are two guard towers (not mentioned in Polidori's briefings; these are brand new installations) with (high-UV) spotlights. The Abbey won't fire up the lights until there's a problem (as the lights are bright and the town has complained before), but being lit by multiple lights means there's little point in stealth. Each tower has four lights and two guards posted in nine-hour shifts.

Second, once they reach the ground, if the Agents remain dressed for a stealthy climb, anyone in a uniform could stop and question them. This leads to a threat of exposure.

Third, depending on where they abseil from and if they don't coordinate their efforts, it's possible for the entire team to spread out across the facility's campus.

Abseiling down the side of the sea cliff requires a pair of **Athletics** tests against a Difficulty of 6 (it's dark, and the cliff is wet and slick), the first made to start the abseil, the second made at the halfway point. Failing the first test leads to a fall from a 50-meter cliff onto concrete (base damage of 12 Health before Breakfall (*NBA*, p. 80)); failing the second leads to half as much injury.

If the Agents arouse too much suspicion, a *Firefight* happens (p. 80).

FIRST IMPRESSIONS

SCENE TYPE: Hazard

LEAD-IN: The IANTHE Briefing

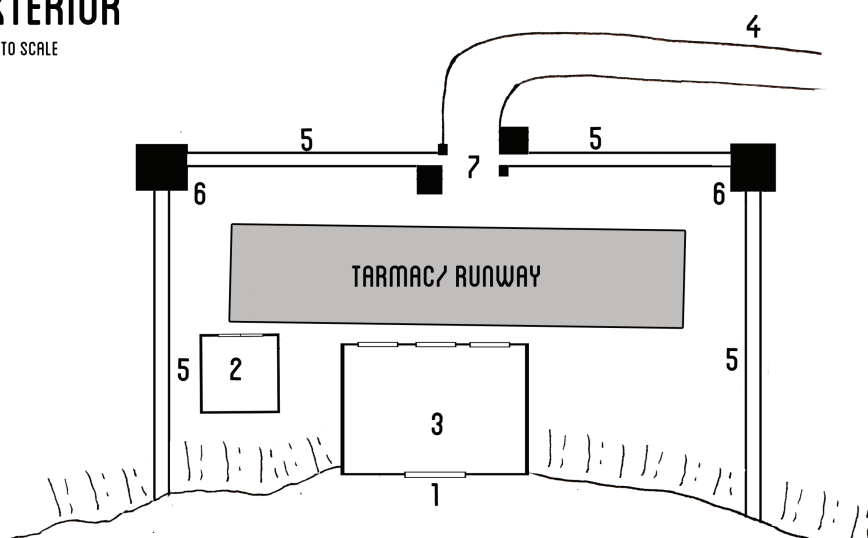
LEAD-OUTS: Reaching the Objectives, Firefight, Escape and Evasion

If the team elects to go through the main gate, the Agents need to secure a few things in advance:

- A vehicle of some kind. The brief they received outlines three types of vehicles most frequently seen on site: jeeps, town cars, and convoy trucks. Any of these are often seen on the roads and in town. The convoy trucks come in off the nearest

EXTERIOR

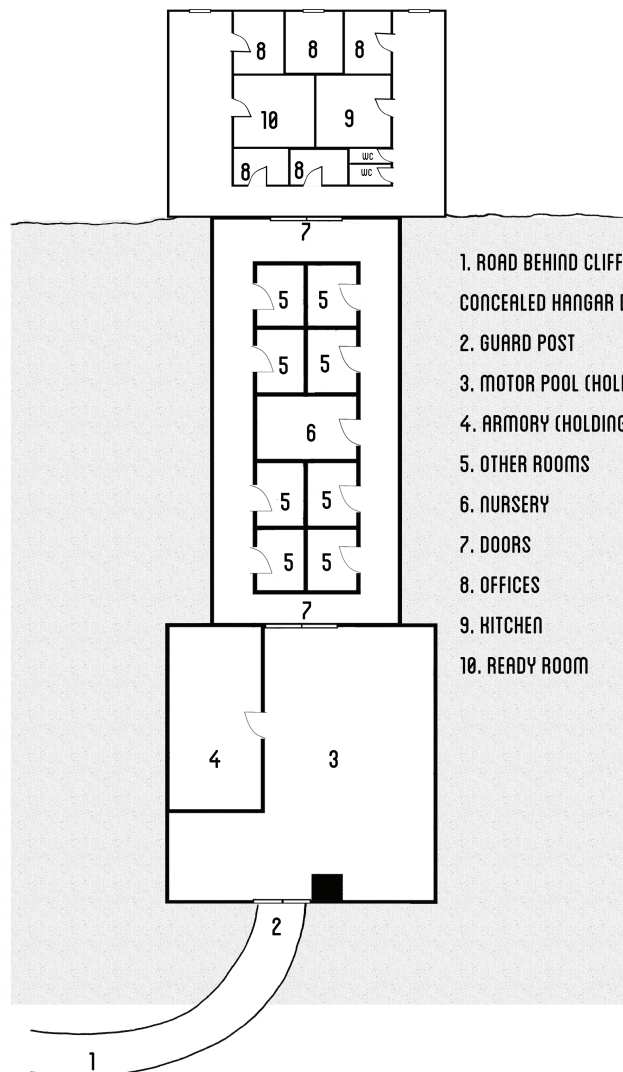
NOT TO SCALE



1. ENTRANCE TO UNDERGROUND ABBEY
2. HANGAR
3. OFFICES/ READY ROOMS
4. ACCESS ROAD
5. ALARMED FENCE
6. TOWER
7. GATE

INTERIOR

NOT TO SCALE



1. ROAD BEHIND CLIFFS/ CONCEALED HANGAR DOOR
2. GUARD POST
3. MOTOR POOL (HOLDING TANK)
4. ARMORY (HOLDING TANK)
5. OTHER ROOMS
6. NURSERY
7. DOORS
8. OFFICES
9. KITCHEN
10. READY ROOM

highway (the A171). A quick test (Difficulty 4 **Infiltration**, Difficulty 5 **Mechanics**) boosts any car they need.

- Plausible cover identities. They can use **Forgery** for any badges or uniforms as needed, but they need to put some **Cover** behind them to make the Difficulty 5 **Cover** test at the first gate.
- With the right vehicle and right identity the team can make it to the second gate, but getting past the guard looking for the code word (it's changed every 24 hours) requires a spend (1-point if the Agents have been subtle until now; 2-point if they haven't). Guards on gate duty either get the job as a punishment (**Intimidation** or **Flattery**) or take it too seriously and see themselves as the first (and best) line of defense (**Bureaucracy** or **Military Science**).

Once past both gates, they are free to park anywhere except the Holding Tank, and assuming they keep their covers intact, have no trouble *Reaching the Objectives* (p. 80).

If the Agents blow their cover, a *Firefight* happens (p. 80).

FIREFIGHT

SCENE TYPE: Antagonist Reaction

LEAD-INS: Hanging Around,
First Impressions

LEAD-OUTS: Reaching the
Objectives, Escape and Evasion

When things get violent, either intentionally or otherwise, the Agents meet with resistance. Initially, the security team offers them a chance to surrender, but should they escalate the situation, it's possible to get into a protracted shoot-out.

ABBAY SECURITY FORCES

GENERAL ABILITIES: Athletics 8,

Driving 3, Hand-to-Hand 5,

Health 7, Shooting 7, Weapons 4

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +1 (L1A1

7.62mm self-loading rifle), +1 (L9A1

Browning 9mm pistol), -1 (Fairbairn-

Sykes combat knife), -2 (fist, kick)

ARMOR: -2 vs bullets (flak jacket)

Edom assets on site carry kukri

knives (+0 damage), but are

otherwise armed the same.

REACHING THE OBJECTIVES

SCENE TYPE: Hazard

LEAD-IN: Hanging Around, First
Impressions, Firefight

LEAD-OUT: Escape and Evasion

If the team successfully breaches the facility, it can achieve its objectives either as smaller teams, or as a group, one objective at a time.

THE HOLDING TANK

The door to this sector of the Abbey is reinforced steel, with one guard (use MP (p. 78), before alert; Security Forces (above), after alert) posted around the clock at the door. Either using the guard's keys or breaching the door (**Explosive Devices** Difficulty 3) grants access.

A narrow corridor leads past the armory to the motor pool. The guard's keys fit the reinforced steel door to the armory from this corridor.

ARMORY

This large room is practically a vault. The team can stock up on any or all of the following supplies, with their only concern being how to get the supplies out:

- L1A1 self-loading rifles (7.62mm, +1; no full auto setting)
- L9A1 Browning 9mm pistols
- Walther PP .32 pistols
- hand grenades
- smoke grenades (smoke covers 8 m radius for 4-6 rounds, +3 to Hit Threshold)
- tear gas grenades (as smoke, +1 to Hit Threshold; *NBA*, p. 81)
- ammunition (7.62mm rifle and pistol, .32 and 9mm pistol)
- armor-piercing rounds (7.62mm rifle and pistol, .32 and 9mm pistol)
- grenade launchers (to be mounted on L1A1 SLR)
- C4 plastic explosive
- M72 LAWS (Light Anti-Armor Weapons System) rocket launcher and rockets (Class 3 explosive; 200-meter effective range; out to 1,000 m with Extended Range (*NBA*, p. 67))
- land mines
- metal hunting crossbows with wooden bolts, for some reason

Some of the equipment is marked in crates as *SIS/EDOM*, and they contain much the same as above, also including ampules of water and chunks of trees. (1-point **Notice** spend: one of the EDOM crates still has a routing sticker on it, a string of three-digit numbers beginning with 611. Poor OPSEC.) The EDOM crates also hold AK-47s (7.62mm, +0; full auto setting possible) and Tokarev TT-33 pistols (7.62mm, +1), all with Romanian armory markings (1-point **Military Science** spend). A 1-point **Notice** spend picks out the scent of garlic from the gun oil and cordite.

Once the team stocks up, destroying the supply cache is possible using its own contents (**Explosive Devices** Difficulty 2; higher for larger or more creative bangs).

MOTOR POOL

The motor pool lies just past the armory and houses not only the same jeeps, convoy trucks, and sedans as those parked by the gates, but also a few boats on trailers to make use of the coastline. A large,

counterweighted hangar door (operated at a guard station to the far rear of the chamber: two guards as page 77) lets vehicles exit on the other side of the cliffs.

THE NURSERY

This room is staffed 24 hours a day, and while there's no guard posted outside, the guard is just inside the door. The rest of the staff are unarmed and won't put up a fight if threatened. The danger here is that since this is a correspondence hub, London can be notified of a security breach and any violence on site.

The files Ruthven is after are scattered throughout the room, in stacks on various desks, on large reel-to-reel recording tapes and 200 mm floppy disks. A quick **Data Retrieval** or **Cryptography** spend reveals that invariably there is false information mixed in with the accurate data, but the team is tasked only with collection, not dissemination.

Once both objectives are complete, the Agents can make good their escape.

ESCAPE AND EVASION

SCENE TYPE: Action

LEAD-INS: Reaching the
Objectives, First Impressions,
Hanging Around, Firefight

LEAD-OUT: Rendezvous With Polidori

If the team has completed its objectives (or needs to abort), it needs an exit strategy. A firefight (above) is one valid strategy, but it likely attracts too much attention. There are easier ways:

- **By Land:** Assuming their covers are intact, or assuming they've reduced the number of obstacles on the ground, it's possible to drive a vehicle right out of the gates like nothing's wrong. If the Abbey becomes aware of their activities, it may be necessary to ram the gates on their way out. This likely leads to a chase through the town of Whitby and onto the highway.
- **By Air:** With luck and a 3-point **Piloting** spend, the Cessna (p. 77) can be used to carry the team and gear out, rather overloaded unless they've lost a couple of Agents. Of course, getting clearance to fly out is essentially impossible, but the Agents can subtly prep the craft (**Mechanics** or **Piloting** tests, Difficulty 3) and

clear the tarmac (half an hour of subtly driving parked vehicles out of the way, or one dramatic ramming job with a convoy truck) and take off by surprise. Then it's just a matter of flying low along the coast and popping up in a radar null zone (**Tradecraft**). There are no pursuit aircraft available, but rifle fire is very likely. And if an alert guard gets a surviving LAWS rocket limbered up ...

- **By Sea:** The third option also utilizes the coast, but involves backing a trailer with a boat down to the beach, then getting offshore. This is the slowest method (it takes a pair of 2-point **Driving** spends to move the trailer into position and hotwire the boat) but the safest. If the team has a head start (and has sabotaged the other boats), there's not enough time to pursue across the water.

If need be, a convenient storm can brew up and disrupt pursuit. The Agents *are* working for a vampire, after all.

RENDEZVOUS WITH POLIDORI

SCENE TYPE: Interval

LEAD-IN: Escape and Evasion

LEAD-OUT: The MALVINA Briefing

Once the Agents have completed their objectives and any and all pursuits are over, they return to London and meet back up with Polidori, who congratulates them, takes possession of their haul from the Nursery, and compensates them for completing IANTHE. If Agents need medical attention, Polidori has a silent, Teutonic-looking doctor standing by: he rapidly patches, splints, sutures, injects, and otherwise mends them (**Diagnosis**

or **Military Science** recognizes the style of a very efficient combat medic) for a die + 4 worth of Health. No hospitalization is offered or provided, but whatever was in those shots (possibly a dilute Seward Serum) proves very effective in the short and medium term at least. In the long term — a month — it's fatal.

Agents can refresh Investigative and General abilities now, as though the adventure were over (**NBA**, p. 92). They do not receive any experience build points.

Polidori asks for a recap of the operation, lauds them for the positives and politely chastises them for any negatives. (**Tradecraft** or **Military Science** can tell he's done this sort of thing before, but even a spend can't determine for which service unless the Director would like to lay a trail somewhere.) He then distributes information on the second operation: MALVINA.

OPERATION MALVINA

A sneak-and-hit operation aimed at sowing distrust of Edom within MI6 and with the Russians.

THE MALVINA BRIEFING —

SCENE TYPE: Introduction

LEAD-IN: Rendezvous With Polidori

LEAD-OUT: Concorde to Athens

Operation MALVINA begins with another recorded message from Ruthven.

Congratulations on your successful efforts in Whitby. While that operation asked for your intensity, this next task asks for your delicacy. I am sending you to Athens, where you will infiltrate a meeting between Russian and British delegates during a party. Your task is to eliminate the British contingent and make it appear as though the Russians orchestrated this attack. I do not care how you make this happen, just that you do, and do so without yourselves getting blamed. Similar to the last operation I will offer money upon completion — fifty thousand pounds to each of you who survives and makes contact with Polidori after the assignment. Polidori will provide you the necessary information. We will speak again when this task is done.

Polidori then breaks down the particulars of this task a little more concretely:

1. The team will travel to Athens, and enter the villa where the meeting is being held. Polidori will provide a liaison and quarters in Athens, and cover and credentials to attend the function.
2. The team will locate the British delegation in attendance.
3. The team will eliminate the British delegation, making it appear as though the Russians lured it into an ambush.
4. The team will exfiltrate via the airport and immediately meet with Polidori back in London.

THE INFORMATION

The provided dossiers this time include blueprints of the villa (Directors are encouraged to make these as simplistic or as complex as they need), the announced schedule of the party (it occurs tomorrow at 10 p.m., black tie), and some light reading on the background of the likely attendees, mostly Greek shipowners and their upper-tier clients in the world of British and European logistics and import companies. It's basically a big, tax-

deductible excuse for a junket to Greece sponsored by the shipowners. A smattering of politicians and bankers plan to meet here to plot the upcoming admission of Greece to the European Community.

If the Director wishes to lay trails or plant clues for the future/present campaign, the attendees might include:

- Hans Axel and Jeremy Paterson talking about a possible merger of their shipping firms this decade (**DH**, p. 141)
- Charles Hapgood IV (**DH**, p. 145), perhaps nervous about his new business partners, be they Edom or Romanian
- the current scion of the Vámbéry family (The Hungarian; **DH**, p. 94)
- a spry 60-ish Former Gehlen Org (**DH**, p. 82)
- or any other interesting survivor of the 1977 mole hunt

Tradecraft (or **Sense Trouble**) notes that the files include no specifics on the British attendees. If the Agents mention this point, Polidori admits that the challenge of this assignment is that no one knows who the British attendees are, or what branch

of government they're from, or the exact reasons they're meeting with the Russians. (A 1-point **Bullshit Detector** spend tells the Agents he's lying, but not about which assertion.)

He can say he's fairly sure there are three people, they'll be staying together in Athens, and they'll likely not be armed. And he knows from a contact on the ground in Greece (who will meet the team at the airport) that there are also three Russians.

Additionally, to a reader with **Military Science** or **Criminology**, the files highlight three methods of eliminating the British attendees:

- taking them out at their hotel in Athens (*Room Service*, below)
- taking them out en route to the villa (*Traffic Jam*, p. 84)
- taking them out at the party before/ during/after the meeting with the Russians (*Meet the Russians*, p. 84)

Polidori closes the discussion by saying each team member has been paid (providing money routing slips if anyone requests proof), and distributes another £5,000 to each Agent for expenses, and to prepare for the assignment as they see fit. He instructs them to meet at Heathrow Airport tomorrow morning for their flight, a Concorde charter to Athens.

CONCORDE TO ATHENS

SCENE TYPE: Travel

LEAD-IN: The MALVINA Briefing

LEAD-OUT: Hotel Grande Bretagne

The team enjoys a 90-minute flight to Athens on the Concorde, providing ample time to discuss tactics and covers from the comfort of the first class lounge. Some of the party attendees (not the Edom delegation) are also flying British Airways' pride to Athens, if the Director wishes to mix things up or foreshadow a bit.

But the Agents spend most of the flight looking over the possible covers that Polidori has provided. The briefing includes three possible cover stories and identity documents (free **Cover** pools) to get the team into the party:

- The Agents are journalists with German and Italian press credentials, covering the party as a social event. (**Cover** 5).

- The Agents are a private security firm from Luxembourg tasked with providing an additional layer of security for the château. (**Cover** 3).
- The Agents are MI6/SAS undercover, dispatched on the trail of the terrorists who struck the Abbey. (**Cover** 2).

They need to decide on a cover before deplaning in Athens' Hellinikon International Airport and meeting Polidori's liaison, "Percy."

ATHENS, GREECE

Athens' population in 1980 is well over 800,000, with over 3 million in the metropolitan area. Even in 1980, it is crowded, polluted, and exhilaratingly corrupt and alive. Even in October, it's still warm, smelling of smog, retsina, and grilling lamb. Athens' port Piraeus is the busiest in the Mediterranean, driving an economy of shipbuilding, exports (particularly agricultural products and fish), and tourism.

MEETING "PERCY"

Ruthven's liaison "Percy" is a gruff fireplug of a man with a Russian accent and a German suit, who looks less like a "Percy" than anyone imaginable. A 1-point spend of **Military Science** or **Tradecraft** identifies him as likely former Spetsnaz. He doesn't talk about his work although his driving is more than professional quality (**Driving** or **Tradecraft**), and he's obviously not here to talk people to death. If they ask about Ruthven, Percy won't describe his employer beyond "good-looking man, sort of Italian, like movie star."

Percy meets the team at the airport terminal, collects its bags, and escorts the Agents to a large but inconspicuous waiting limousine. (There are a lot of them waiting for the Concorde.) He then asks what cover and method of attack they've selected. He distributes invitations to the party and collects the unused cover credentials at this time. Once he gets that information, he tells the team he has tracked both the British and Russian groups to the same hotel, though neither knows the other is staying there. He went ahead and booked the team a suite as well.

He spends the rest of the drive silent.

PLAYING "PERCY"

Percy is tough. He knows he's tough. He's so tough he doesn't have to prove it, even though he condescends to show you toughness just before he finishes you. He has a short temper and prefers to discuss things with his fists in your face rather than by using his words — tendencies beaten out of him by the GRU as bad tradecraft. As a result, he speaks and moves very little, and only when spoken to directly.

HOTEL GRANDE BRETAGNE

SCENE TYPE: Establishing Shot

LEAD-IN: Concorde to Athens

LEAD-OUTS: Room Service, Traffic Jam, Meet the Russians

The Hotel Grande Bretagne is a huge hotel on Syntagma Square just below the Acropolis. The Greek Parliament and National Gardens are just across the street on the other corner. Even with over 300 rooms, this legendary hotel is regularly booked to capacity. Percy has managed to get the team one large suite on the second floor, but does not know where the British or Russians are.

The hotel lobby is crowded at all hours of the day and night, making it difficult to find the specific British or Russian delegates (**Surveillance** difficulty 5 minimum; **Tradecraft** spend *required* to spot intelligence operatives), but the bustle does make meetings slightly more anonymous (-1 to Difficulty of **Surveillance** tests to avoid being seen).

ROOM SERVICE

SCENE TYPE: Action

LEAD-IN: Hotel Grande Bretagne

LEAD-OUTS: The AUBREY

Briefing, Meet the Russians

Upon hearing that the British targets are in the same hotel, the team may want to shift plans and take care of the problem before the meeting with the Russians even starts. Since so many people come in and out of the hotel, it's difficult to pin down which of the many British guests are the ones meeting with the Russians.

There are a few ways to track down the room if they want to set a trap:

- a room-by-room search while posing as hotel staff (Difficulty 4 **Disguise** (failsafe test; *NBA*, p. 184); spend 3 points total from **Notice** and **Tradecraft** to spot the hair on the door frame)
- Suborn the front desk (2-point spend of any: **Flirting**, **Negotiation** (bribery), **Intimidation**; 1-point **Bullshit Detector** spend tells the Agents that the front desk will warn the British ops)
- Spend the afternoon tailing a few Brits and systematically figuring out who it could be (Difficulty 5 **Surveillance** (failsafe test; *NBA*, p. 184); 1-point spend of **Tradecraft**)

Make this hunt substantial, but not difficult — the point is to find the targets and then eliminate them, not to exhaust the Agents with red herrings.

Eventually, the British team can be found on the fourth story in Room 455.

The lock on the door is a standard Yale (Difficulty 3 **Infiltration**). Alternately, the Agents might free climb (**Athletics** Difficulty 5) or abseil (**Athletics** Difficulty 3) down from the roof and enter through the large exterior windows (failure results in a 15-meter fall onto wet stone, and likely a broken limb or two).

A search of the room (**Notice**) uncovers the following:

- A briefcase found in the closet. A tiny metallic-silver stickum star has been pasted to each hinge, almost invisible (1-point **Notice** spend) against the metal. Attempting to open the briefcase detonates a small explosive device inside, releasing a cloud of white phosphorus and seriously burning the opener (+2 damage for two rounds minimum). Once the charge has detonated, it emits a second cloud of grit (powdered potassium), that if washed off deals an additional burn (+3 damage for one round). Difficulty 8 **Sense Trouble** (6 if opener has **Explosive Devices**) to notice the briefcase is rigged before opening it; Difficulty 5 **Explosive Devices** to defuse it without ignition.
- Under one nightstand, one chair, and the desk, a loaded Walther PPK (+1, 9mm) is taped (a total of three guns).

A further 1-point spend of **Notice** lets the Agents know there's something else here to find. After a successful **Conceal** test (Difficulty 6; the Director may choose to run this as a failsafe test as well), the team also discovers:

- A second briefcase, exactly identical except for the absence of little stickum stars, found under a cutout section of carpet. The handle contains a spring-loaded razor that slices open the palm (−1 damage to the palm and a lot of blood) of someone opening it with brute force (**Sense Trouble** Difficulty 7 to spot; Difficulty 5 if opener has **Mechanics**). It's a simple combination lock (the code to open it is 611, or a Difficulty 3 **Infiltration** test). The case is packed with bearer bonds in the amount of \$1.25 million.
- A shaving mirror in the bathroom (from a travel kit) has a false back. Behind it is an Identikit (not photographic) picture of a 40-ish looking man. The name *Yuri Kolchak* is printed on the top in English. Across the picture the words *INDULGENCE APPROVED* have been stamped in red ink; in the margin a note in green ink reads *Only After Box Secured*. In the bottom corners of the picture are two little silver stickum stars. (If the Director would rather put some other Russian vampire's name, or *Dorjiev* (see *The Zalozhniy Quartet*), on the picture, she should feel free.)

If the team waits long enough (until 9:30 p.m. or so, after dinner), the British return to the room. Each is armed with a Walther, and well trained. Also, instead of just three agents, there are six men. Ruthven's intel was incomplete.

EDOM LAMPLIGHTERS

GENERAL ABILITIES: Athletics 12, Driving 6, Hand-to-Hand 12, Health 6, Shooting 12, Weapons 8
HIT THRESHOLD: 4
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +1
DAMAGE MODIFIER: −2 (fist, kick), −1 (combat knife), +0 (chair or lamp), +1 (silenced Walther PPK 9mm pistol)

WHAT'S IN THE BOX?

The “box” the Edom team is picking up from the Russians contains whatever works best to heighten the danger and intrigue in the Director's campaign, or foreshadow events in the later *Dracula Dossier*. It can be anything from Conspiracy intel to nuclear material to “superstitious artifacts” being unloaded from the Hermitage vaults for hard currency to even a coffin ...

We encourage the Director to alter the size and shape of the box as she sees fit.

If one of these three survives, he turns out to be a young Elvis, Oakes, or Osprey (*DH*, pp. 50, 52), just making his bones as a lamplighter.

The other three are hired muscle, part of Edom's local Balkan network. Just who they are depends on the Director's notions of Edom's post-mole hunt activity. They might be second-generation Iron Guard (*DH*, p. 83), remnants of the Dragos network (*DH*, p. 98), Turkish vampire-hunting Red Horses (*DH*, p. 76), or garden-variety Greek fascist leg-breakers.

LOCAL TALENT

GENERAL ABILITIES: Athletics 6,

Hand-to-Hand 8, Health 4,

Shooting 4, Weapons 6

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DAMAGE MODIFIER: −2 (fist, kick),

−1 (combat knife, blackjack); one of them has a silenced Walther (+1)

Once the British agents are eliminated, the Agents can choose to impersonate them and still attend the meeting with the Russians (hope they've got some **Tradecraft** left, although a kindly Director might allow players to swap 3 points of **Disguise** for 1 of **Tradecraft** in this circumstance) or simply contact Percy to take them back to the airport. They need to clean up whatever mess and ruckus they created before they can leave, of course (2-point spend of **Criminology**, a Difficulty 5 failsafe **Conceal** test, and lots of bleach, if nothing else comes to mind).

If the meeting doesn't happen, the Russians (especially that bastard vampire Yuri Kolchak) can survive to become thorns in the players' present-day 21st-century characters' sides, and key links in Dracula's Russian Conspiracy.

TRAFFIC JAM

SCENE TYPE: Chase

LEAD-IN: Hotel Grande Bretagne

LEAD-OUTS: The AUBREY

Briefing, Meet the Russians

The team has arrived early enough in advance of the party that it can scout the best route to the villa (a 1-point Investigative **Driving** spend; the last half of the trip has only one possible route along the coastal highway, Greek National Road 91) as well as acquiring suitable transportation to catch up to and overtake whatever the British are using to reach the meeting. It's Difficulty 4 **Infiltration** or Difficulty 5 **Mechanics** to steal a car, but renting with cash under a false name (Difficulty 2 **Cover** test) or even buying a used (or stolen) car in Athens for cash are simple (1-point **Negotiation** or **Streetwise** spends). Getting a good car is a test of **Driving** (Difficulty 4); souping up (*NBA*, p. 102) a good-enough car takes all evening (Difficulty 5 **Mechanics**) at a garage.

The villa where the party is being held is the Villa Beaufort (named after a French admiral who died defending Crete from the Turks), 40 km from the hotel, near the town of Anavyssos southeast of Athens along the Attic coast. By car, the roads run

through urban Athens, grimy Ilioupoli, glamorous Glyfada (the "Beverly Hills" of Athens), and finally into coastal mountains between fishing towns. National Road 91 (EO91) is only two lanes, winding along the coast through dangerous curves, past sheer drop-offs directly into the Aegean. This makes a tough chase tougher (increase all **Driving** difficulties by +1). Add in the incoming un-seasonable storm (increase all **Driving** difficulties by another +1 — could a vampire be about?), and this chase becomes an action centerpiece.

Elements to be aware of during this chase:

- the roads are at best wide enough for two cars
- there are no shoulders on either side — but the British Range Rover can most likely edge up the mountainside a little better than the Agents' pursuit car
- in many places, there isn't even a guardrail
- there are many blind curves
- the installed overhead lights are few and far between
- the road is frequently congested with local and tourist traffic going the other way: trucks, rich idiots in German sports cars, even the occasional farm cart crossing the highway

The Agents' best bet is to either send the British vehicle (a Range Rover) off the road and into the lake, smash it against the cliff wall at high speed, or shoot to kill. The British, naturally, try to do the same to the team. The local talent drives

ahead of the British team in a banged-up but sturdy-looking Lancia.

Having disposed of the British in what (assuming no shots were fired) resembles a normal traffic accident, the Agents can either go on to the meeting blind or head back to Athens for the midnight flight to London.

MEET THE RUSSIANS

SCENE TYPE: Alternate

LEAD-IN: Hotel Grande Bretagne,

Room Service, Traffic Jam

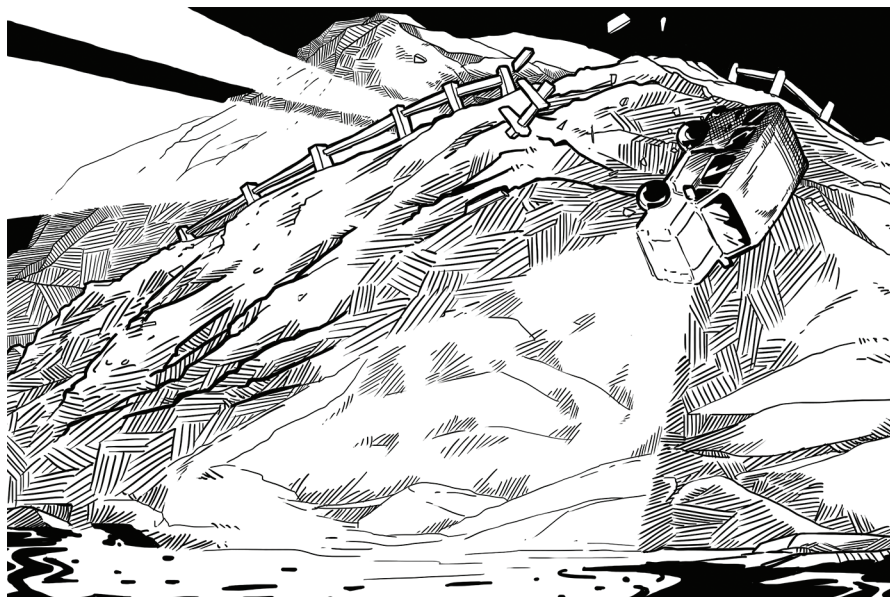
LEAD-OUT: The AUBREY Briefing

If the team cannot eliminate the British operatives beforehand (or chooses to impersonate them at the meeting), they head to the Villa Beaufort that evening. It's a newer building for Greece, all flat slate roof and golden limestone, only dating back to the mid-17th century; **Architecture** predicts there's at least one cellar tunnel leading out of it somewhere. It's got all mod cons laid on: electric lights outdoors, a fountain and a swimming pool, and a radio mast.

The parking areas are full of exotic sports cars, luxury limousines, and sedans. A few yachts float a mile off shore; the dock is festively lit.

The party begins at 10 p.m., which means nobody important arrives until midnight (**High Society** or **Human Terrain**). The Anglo-Russian meetup is timed for 1 a.m. in a library on the second story of the villa — it's the largest and most discreet room available. (Note: Directors are encouraged to move the meeting's location as suits their needs.)

Security at the villa is tight, with guards posted in pairs at the front and side doors and armed guards patrolling the parking areas. Getting a weapon through security requires a simultaneous distraction (suitable Interpersonal byplay perhaps, from one Agent) and a Difficulty 5 **Conceal** test. (Without a distraction, the Difficulty rises to 7; pistols cannot be smuggled through with silencers attached.) The British briefcases are examined but not opened or checked — apparently the British team passed the word (or applied some pressure) to whoever's in charge when it set up the meet.



PLAYING THE RUSSIANS

The Russians are friendly, but deadly. They're armed, have no qualms about killing everyone in the villa, but are otherwise happy to see their friends the British in order to exchange the box for money. There's a sense of lethal confidence in everything they say and do. During the meeting, to underscore their points if need be, one Russian toys with a pistol suppressor.

SECURITY

GENERAL ABILITIES: Hand-to-Hand 5,

Health 4, Shooting 5, Weapons 5

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DAMAGE MODIFIER: -1 (baton),
+1 (9mm Beretta Cheetah
pistol), -2 (fist, kick)

The guards use scrambled walkie-talkies to communicate. Any guard taken down provides one, useful for eavesdropping or disinformation. Hacking a civilian walkie-talkie to match their frequency is a 2-point spend of **Electronic Surveillance**, **Radiotelegraphy**, or **Investigative Mechanics**.

INSIDE THE VILLA BEAUFORT

The party is a formal black tie affair. Indoor security personnel are also in formal wear, with red pocket squares to distinguish themselves (**Notice**).

Décor is French Empire. A string quintet plays in the main ballroom. Two full-service bars (one at either end of the space) keep the many guests hydrated while they chat. Waiters carry silver trays of champagne, caviar, and hors

d'oeuvres; platters of olives, cheeses, *dolmata*, *keftedakia*, *kalamári*, and other Greek delicacies tempt grazers around the various ground floor rooms.

The three Russians can be found clustered next to the fireplace, drinking vodka and holding court with a few fashionable socialists, admiring a painting of Napoleon and describing how Russian winters beat everyone and everything who wanted a piece of the Motherland.

Should the team attempt contact (1-point **Tradecraft** spend to impersonate MI6 approach procedures), one Russian speaks to a waiter and the party excuses itself. The waiter nods, then approaches the team a few minutes later and passes the word that their friends are waiting in the upstairs library.

UPSTAIRS

Once the Agents make their way to the library, the Russians greet them as friends, offering vodka and (coincidentally gun-locating) embraces.

When the talk turns to business, the Russians ask to see the money. If pressed to show the box (and the Director has kept the box smaller than a coffin), they put it on the table and insist on seeing the money before handing it over. If the Director has increased the size of the box, the Russians offer photos with accurate time and date stamps (**Photography** detects no tampering) of the box being stored in a locker at Athens Hellinikon International Airport, and once they see the money they hand over the key.

Between the Russians' focus on the money and their training (+1 Alertness Modifier), switching briefcases at any time inside this room is a Difficulty 7 **Filch** test.

In the event the team's cover is blown, the Russians do not hesitate to draw weapons.

But if they get their money, they don't care too much about the Agents' cover.

The Russians may well include "Yuri Kolchak." If he's a vampire or some other monster, it's up to the Director to set his stats, but he's unlikely to be anything more than a recent assign (*NBA*, p. 145), as making him a full vampire or even a feral (*NBA*, p. 150) risks killing the team before AUBREY can get under way. The Agents may never try killing him (why do MI6 any favors?), in which case they never do discover what that weird stuff behind the mirror was all about.

The Russian party might also include a young KGB agent introduced as "Dmitri" (*DH*, p. 97).

THE RUSSIANS

GENERAL ABILITIES: Athletics 12,

Hand-to-Hand 12, Health 6,

Shooting 12, Weapons 8

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DAMAGE MODIFIER: -2 (fist, kick),
-1 (combat knife), +1 (integrally
silenced 9mm Makarov PB pistol)

Any gunfight longer than a few seconds — even with silencers — attracts armed security and sends the whole villa into a panic as people pour out of doors, bodyguards produce more guns, and everyone stampedes for their cars.

If you need Percy to show up with a Range Rover for an exfiltration over the mountains, he does. This might also be a good opportunity for a combined **Preparedness** (In the Nick of Time; *NBA*, p. 33) and retroactive **Network** spend for a local ally with a speedboat.

If any Agents survive, they return to the Athens airport and fly back to London for the final meeting with Polidori.

OPERATION AUBREY

Ruthven's final master stroke. He plans to conceal his own existence in Edom's records, while covering up the intrusion with a bomb blast. If Edom files and agents get destroyed in the process, all the better.

THE AUBREY BRIEFING

SCENE TYPE: Introduction

LEAD-INS: Room Service, Traffic Jam,
Meet the Russians

LEAD-OUTS: The Diversion,
The Siege, The Infiltration

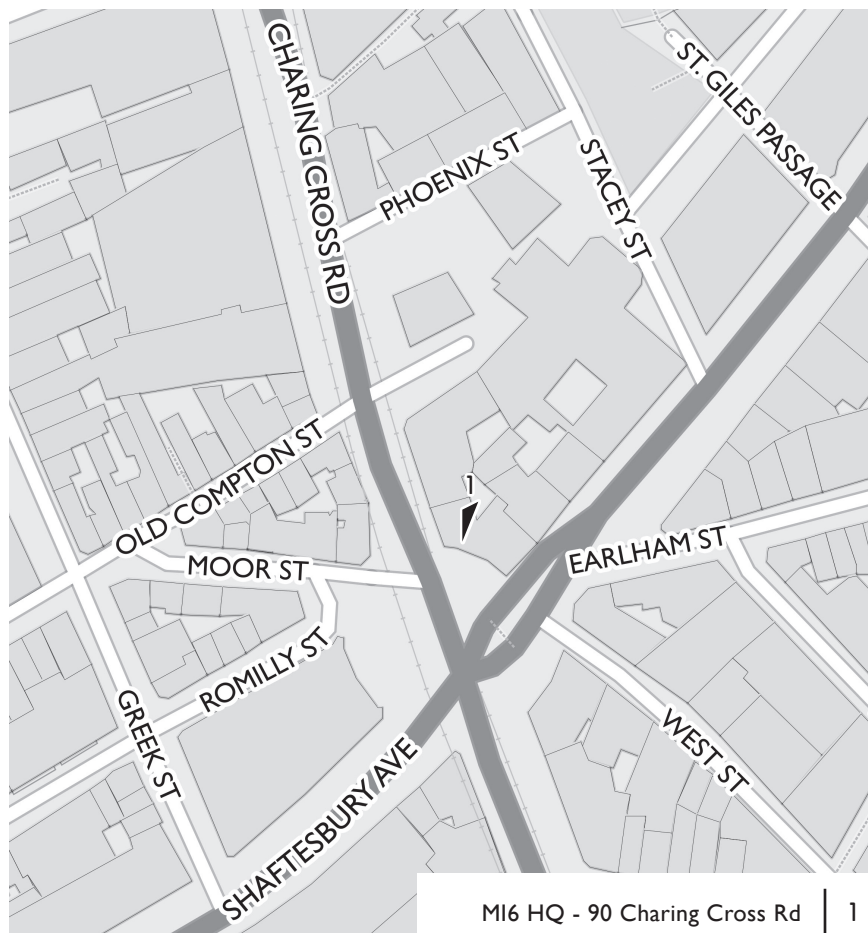
Polidori is happy to see any survivors from Operation MALVINA, and immediately pays them. He also takes full notes "to pass along" and heaps equal amounts of praise and criticism on the team for the events of the last mission. If they need healing, the Teutonic medico is there again, as at the end of IANTHE (p. 81). At the Director's discretion, any new or replacement Agents appear here.

Agents can refresh Investigative and General abilities now, as though the adventure were over (*NBA*, p. 92). They do not receive any experience build points.

When all that is taken care of, he distributes the final dossiers on their last mission: AUBREY.

As the Agents study them, a telephone rings, and Polidori answers it. He speaks a few words in Gaelic (1-point **Human Terrain** to recognize; 2-point spend or **Languages (Irish)** to notice it's archaic Scots Gaelic, not Irish; **Languages (Gaelic)** to decipher, "Yes, they're here. We're ready to begin."), then hangs up and plays the cassette, their final message from Ruthven:

I must congratulate you on your most recent efforts. Polidori and Percy both informed me you did well, and I am eager to see the fruits of your labors. With the Abbey stymied, you've crippled a significant communications hub. With the meeting disrupted and the Russians to blame, you've exposed a weakness that we will now exploit. I challenge you to bring down the Circus. [pause] Specifically, there are two tasks I require. First, you will enter the records room and place into it the two binders that Polidori will provide. Second, I want you to



MI6 HQ - 90 Charing Cross Rd | 1

leave a package behind. It's quite sensitive, so I encourage care when you handle it.

I know this task will not be easy. I know you will face the full might of the Crown's opposition, but having heard what you've accomplished so far, I have every confidence in you. To that end, I have deposited seventy thousand pounds for each of you in an escrow account, to be paid into your designated accounts when I have word of your success. That is in addition to the rewards — adjusted records and final bonuses — promised to those of you who complete this mission, which I shall deliver to you personally.

Unlike other operations where I have trusted your expertise, I would like to make this Herculean task a bit easier for you by sharing with you my suggestion for your strategy and — as I believe the term is — some intel.

You cannot just walk into the Circus. It's heavily guarded, fortified, and has far too many security checkpoints. There are six of you. Two of you will need some manner of diversion to lure

the exterior force away, then join two more of you in a siege to buy time for entry. The final two, under cover of this diversion, deliver the binders and my package to the records. How you divide up these tasks I leave for you. Twice a day, at ten in the morning and four in the afternoon, a messenger service delivers and receives packages; you may find that useful to know. Polidori has photographs of the requisite uniforms and vehicles. Additionally, you may benefit from knowing that a subterranean approach is possible, allowing you to bypass three of the layers of security. It's possible you may wish to perform this operation under cover of darkness; if so, Polidori may make a suggestion to you. I wish you good luck in your efforts, and upon your completion of this task, please contact Polidori so that he may bring you to my home straightaway for my sincere congratulations and your deserved reward.

CIRCUS OR CENTURY?

In the boring old real world, as opposed to the world of John le Carré novels, the SIS headquarters in 1980 is not at the wonderfully neo-Gothic Cambridge Circus, but at Century House in Lambeth. A 22-story glass-and-steel tower in the grim International Style, it is (in the words of a 1985 audit) “irredeemably insecure.” Its (one level deep only) basement car park abuts two Underground tunnels, apartment blocks stare in its windows, and a secluded path runs right behind it. Attackers could easily flee down the nearby Lambeth North Underground steps and, in those pre-ubiquitous-CCTV days, be hidden almost instantly. (Against that, the building has its own concealed Tube station.)

Directors may wish to move Operation AUBREY to Century House as a sop to realism; if so, Polidori points out this vast panoply of weak points. Securing the elevator shafts and *Die Hard*-ing their way up and down becomes the Agents’ priority in a Century House assault.

Directors who prefer a compromise between fiction and history in the spirit of *The Dracula Dossier* may consider this last possibility. Perhaps it is only the Edom offices (and other secret long-running projects) that MI6 based out of Cambridge Circus, and former intelligence officer le Carré deliberately moved “the Service” to the Circus in his novels as misdirection — or as an attempt to out Edom himself.

Once the tape is done, Polidori places pictures and maps of the four-block radius around the Circus on the table, along with the thick D-ring binders Ruthven wants placed in the Circus records.

At first look, the binders just hold pages upon pages of computer-printed numbers, one to three digits long, separated by single spaces. Each binder contains roughly three to four hundred pages. A 1-point **Cryptography** spend (or **Notice** recognizing the format of the raw traffic the group seized in IANTHE) indicates these are MI6 codebooks; a 2-point spend (of **Cryptography** or **Tradecraft**) guesses they are falsified information or transmission logs, possibly dating back to the 1950s. Deciphering them by eye in the time available is sheerly impossible. A 1-point **Notice** spend does pick out the code group “611” repeated at the beginning of a number of the pages: a routing number?

Director’s note: 611 is the kabbalistic value of the word “Edom.” Only if a player asks about the Kabbalah and spends a point of **Occult Studies** should you mention it.

INFORMATION ABOUT THE CIRCUS

The Circus (Cambridge Circus) is the large fortress of a building at the rough intersection of Shaftesbury Avenue and Cambridge Circus. The building actually is two buildings nestled against one another, as well as a below street-level warren of offices and meeting rooms.

- The entrance is at 90 Charing Cross Road, and has a posted armed SAS guard as well as an undercover plainclothes guard nearby. Each man is relieved every ten hours.
- The man in charge of the Circus is referred to as “C,” which might stand for “Chief” or “Control,” though little is known about him beyond his fearsome reputation as a strategist and a high likelihood of military service with the SOE or a similar clandestine group. He is referenced as “C” in two memos in the prepared briefing: first, describing his preferred lunch order

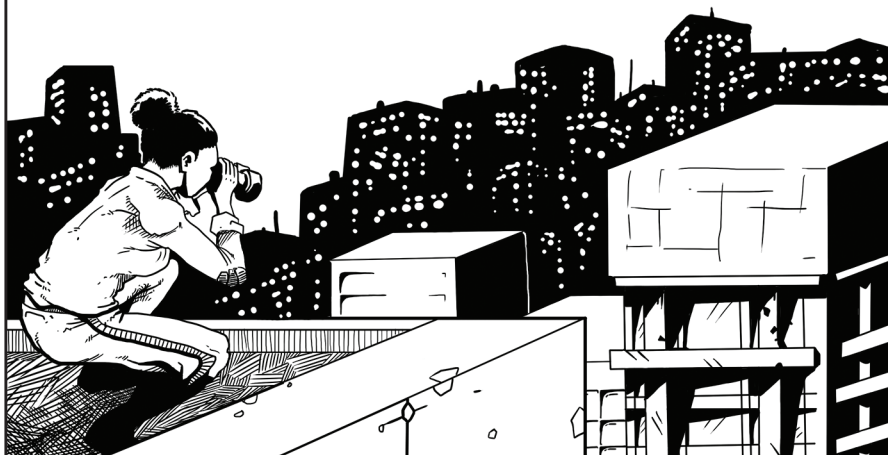
(filet of sole), and second, describing his requisition of a new desk and a pair of “quilted leather doors.”

- The security force that guards the Circus is referred to as “the baby-sitters.” The staff of the Circus is referred to as “intelligence officers,” although the female secretarial pool is called “the mothers.”
- Baby-sitters are incredibly well armed at all times, perpetuating the urban legend that the Circus has an armory to rival Catterick Garrison (the largest UK military installation in the world, in Yorkshire near Whitby).
- The Circus walls are 1 m thick, concrete over steel and lead columns. The windows are glass, but there are interior metal shutters in some offices. No room with windows houses significant work.
- The phone and power lines are subterranean, in their own piping conduits. The Circus has several backup generators in the event of power outages.

PLANNING AND PREPARATION

The briefing concludes with Polidori giving the team two full days to make all the arrangements they need to lure the guards away, keep them occupied, and infiltrate the Circus.

Polidori suggests the first decision should be whether or not the assault is to happen in daylight (when there are people around, leading to more chaos, making it easier to enter or escape) or at night



(reducing the number of guards and the amount of traffic, possibly).

A daytime operation requires more organization, since there are more variables to contend with: civilian traffic, foot traffic, collateral liabilities to name a few. This plan of attack highlights deception and misdirection over stealth.

The nighttime operation, Polidori promises, has far fewer guards to contend with, but is more physically rigorous, valuing stealth over deception. Also, a nighttime operation reduces civilian and collateral liabilities, and Polidori has already determined a suitable entry point.

He leaves the choice up to them, but won't issue monies to make preparations until they choose. Once decided, he hands over £10,000 cash on the spot. He tells them to pick a time and place for the infiltration team to assemble, where he says he will give those Agents Ruthven's other package.

THE DIVERSION

SCENE TYPE: Hazard

LEAD-IN: The AUBREY Briefing

LEAD-OUTS: The Siege, The Infiltration

The diversion's job is to clear a path for the infiltration (p. 90). Any additional information is a bonus, especially if it makes the job easier.

MUDDYING THE MESSENGER

If the team wants to make use of the MI6 messenger service as per Ruthven's message, the service's trucks (including the one in the surveillance photos) can be found hours earlier in a poorly secured lot off Endell Street. Its usual driver (Polidori's intel, or a subtle look at the time sheets in the office) is a decorated Aden veteran, but since then has become an alcoholic who haunts the bars in the area most evenings (an Investigative 1-point spend of **Surveillance** finds which one). Sympathetic **Flattery** gets him talking about his tedious job delivering unread loads of paper to the sort of time-serving bureaucrats who fumbled away the Empire. **Reassurance** that it's just a prank and a hundred quid get him to take the day off; it's Difficulty 3 **Filch** and a 2-point spend of **Forgery** to get his papers and keys lifted, copied, and returned while he's still telling his problems to the face man.

ADVENTURES IN BABY-SITTING

More intel comes from subtly tagging along on after-shift pub crawls (Difficulty 7 **Surveillance**), overhearing various baby-sitters complaining about their jobs and wanting drinks. Splashing some of Polidori's money around can make the evening a bit more interesting (and the hangover the next day more intense).

Making friends with the baby-sitters is best done over numerous drinks. Conversations about the specifics of what they do arouse suspicion (they all talk about their jobs in international finance), but with **Tradecraft** ("I'm one of you"), **Flattery** and **Cop Talk** (impersonating an officer of the rival MI5 "thinking about crossing the street — what's it like doing the real work?"), or even **Shrink**, a few baby-sitters may give up more information than they ought, and some that was not detailed during the brief, including:

- Circus security includes plainclothes officers, or "pavement artists," assigned to follow suspicious people on the street. (+2 Difficulty to any covert, disguised, or stealthy actions near the Circus.)
- Two parts of the roof are flat. They're supposed to become guard posts, but the budget wallahs are still wrangling over which department should pay for them.
- Aside from the messenger service twice a day, there's a food delivery at noon. Other than that, cars aren't permitted to stop or idle.
- There's no truth to the rumor that the street has landmines hidden in it.

WHAT'S THAT SOUND?

Urban Survival determines that the best place to shift focus from the Circus is across the street and slightly down the block, just at the entrance of Moor Street. It's on an angle from the Circus, it's away from the full intersection, and it's a bottleneck made by high buildings and a narrow driveway. A stalled stolen truck or false medical emergency can create a momentary distraction, but it takes something really substantial (like a fake IRA bombing, or a huge colorful antinuclear march) to warrant more than just some angry guards yelling. Reward player creativity here.

The moment the diversion turns violent (when the Agents pull weapons on the guards), move straight onto the siege. It may be necessary to negotiate multiple distractions somewhat simultaneously or staggered over the course of the operation to keep the guards jittery and off balance.

Only one diversion has to work, and it only has to work long enough for one or two Agents to slip into the Circus.

THE SIEGE

SCENE TYPE: Combat

LEAD-IN: The AUBREY Briefing,

The Diversion

LEAD-OUTS: The Infiltration, Exit Vectors

The siege kicks off whenever the team draws weapons or opens fire on the baby-sitters. The Circus guards won't take the first shot without threat or provocation, preferring to defuse situations through intimidation and bullying. There are, after all, police to handle most things: the Circus happily calls the Special Branch on anyone who seems theatrical, insane, or out of the ordinary. Fighting the police makes a great diversion, but a lousy tactic; use Special Police (**NBA**, p. 69) and keep 'em coming.

More likely, a gun battle erupts. During the day, a gunfight can consume a lot of real estate; there are busy streets and plenty of pedestrians. Baby-sitters won't shoot the innocent, though the Agents may not have the same compunction. There's also vehicle traffic on the street, so the shuffle of cars provides cover but also makes targeting difficult (all Hit Thresholds increase by +1).

The advantage to a daylight siege is the panic. People will, despite better judgment, want to see what's going on, and in doing so, catch a stray bullet. This also acts as a secondary distraction for any daylight infiltration.

This is also a good case for snipers mounted on roofs opposite (Difficulty 7 **Infiltration** test to set up and hide in sniper's nest) rather than direct confrontation. Picking off baby-sitters early on makes the unavoidable ground assault less of an immediate massacre.

The team is at a distinct disadvantage in firepower unless it's brought every piece of hardware from the Abbey as well as whatever it's acquired since. But the

goal here is to either winnow down the baby-sitters (there's no way to completely eliminate them; there are always too many) or buy time to let the infiltration happen.

A nighttime siege plays on its unexpectedness. Especially with the smoke grenades from the Abbey (or dare we mention the LAWS rocket), the fight becomes less about going toe-to-toe with an armed opposition and more about guerrilla warfare.

Employing snipers at night is also feasible, though again, it inevitably leads to a firefight against steep odds.

While the siege is happening, infiltration can begin.

CIRCUS BABY-SITTERS

GENERAL ABILITIES: Athletics 12,
Driving 6, Hand-to-Hand 12,
Health 8, Shooting 12, Weapons 8

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DAMAGE MODIFIER: -2 (fist, kick),
-1 (Fairbairn-Sykes combat knife),
+1 (L9A1 Browning 9mm pistol),
+1 (Heckler & Koch MP5 9mm
submachine gun), flash-bang grenade

ARMOR: -2 vs. bullets (flak jacket)

CIRCUS INTELLIGENCE OFFICERS

GENERAL ABILITIES: Athletics 6,
Driving 6, Hand-to-Hand 9,
Health 8, Shooting 7, Weapons 5

HIT THRESHOLD: 3

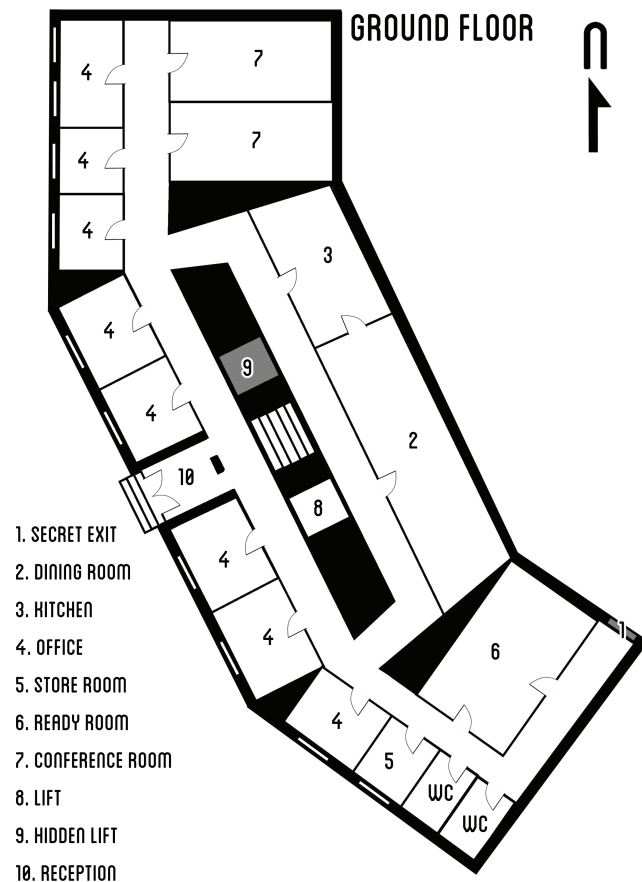
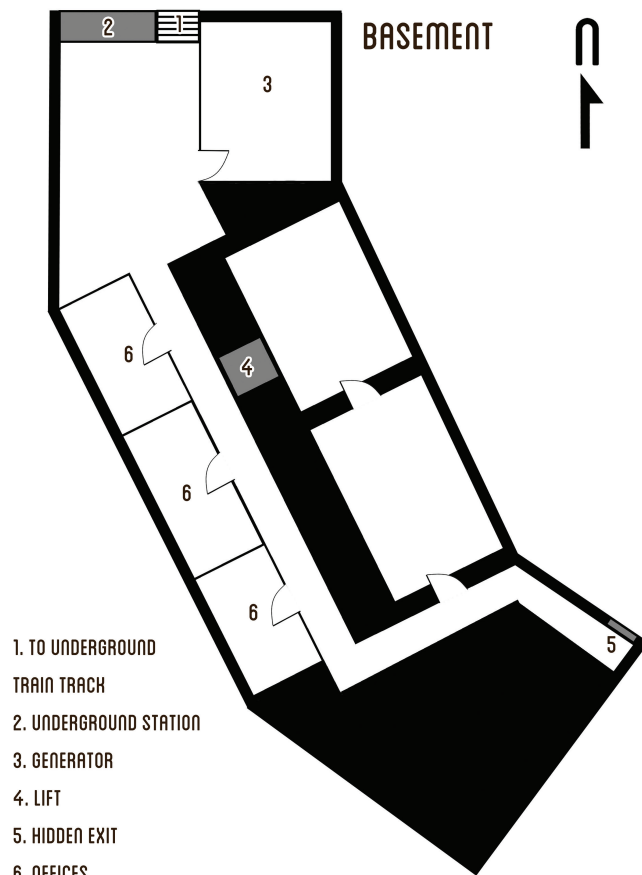
ALERTNESS MODIFIER: +1

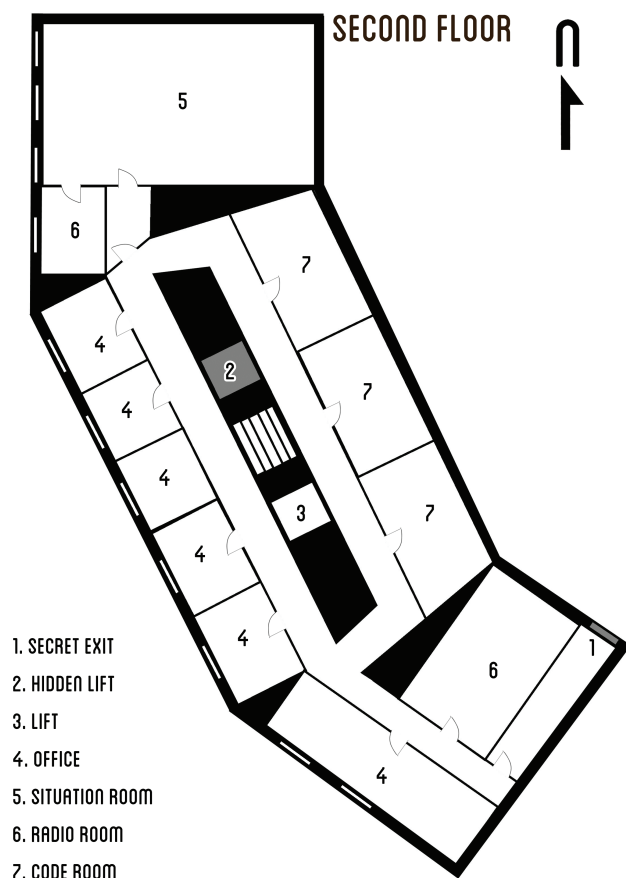
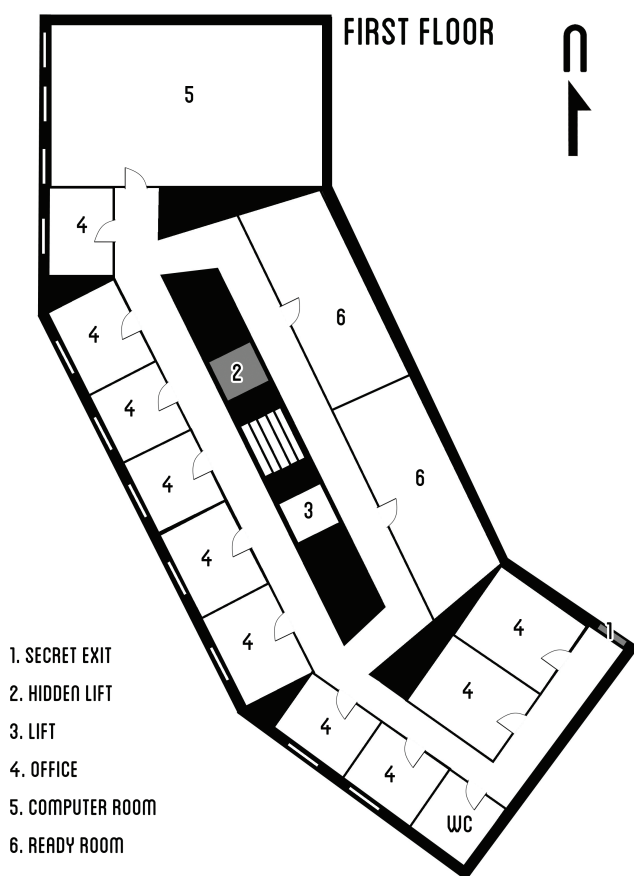
STEALTH MODIFIER: +2

DAMAGE MODIFIER: -2 (fist,
kick), +0 (large improvised
weapon), +1 (silenced Walther
PPK 9mm pistol, 1 in 6 chance
until they reach the armory)

ARMOR: none until they
reach the armory, then -2
vs. bullets (flak jacket)

Given time to reach the Circus' armory, baby-sitters and intelligence officers can appear with any weapons the Director wishes, not least lots of flash-bang grenades (*NBA*, p. 97) and combat shotguns (+1 damage, +2 at Close range)





THE INFILTRATION

SCENE TYPE: Stealth

LEAD-INS: The AUBREY Briefing,

The Diversion, The Siege

LEAD-OUT: Exit Vectors

Using **Notice** while casing the joint reveals a pretty standard men's dress code for the people coming in and out of the Circus — dark suits, drab ties, and brown overcoats. The goal is to appear as unassuming and not-flashy as possible. These clothes are easily purchased from shops in the area.

When the infiltration team meets Polidori, he gives them Ruthven's other present for MI6. The device is about the size of a shoebox, and can be carried under an arm along with a false binder. To activate the device, the Agent needs only to lift the lid and set it back on top; this starts a timer. The device does not tick and shows no outside sign of being anything other than a pair of shoes sent to be cleaned and repaired. "Leave rapidly, and don't tinker with it. It's very delicate."

DAYTIME

A daylight infiltration of the Circus, regardless of the method of distraction, makes use of deception. Most obvious is the idea of using **Disguise** to masquerade as someone and then enter the building. There's no security keycards or ID to show; the baby-sitters know each Circus staffer by sight. (This is why it's vital to get the baby-sitters outside looking somewhere else.) The lack of physical ID is also a security measure — it's hard to replicate human knowledge, even if it's possible to trick it.

Another possibility involves getting yourself shot at the exact moment the siege begins and running into the Circus "to take cover." This has its upside and downside. Someone in the Circus is, after all, expecting some Edom lamplighters, carrying a "box" even, to return from Greece — possibly with murderous Russians following them! Seeding the ground with useful rumors to that effect might lower the baby-sitters' guard, at least as far as the imposture goes.

Once past the initial security, the Agent(s) **Notice** that no doors are labeled — this is an additional security measure. You have to know where you're going and who you need to speak to, as well as have

the chance to compartmentalize and not have any awareness of what else happens at the Circus past your own duties.

If the Agent is carrying the binders openly during the infiltration (and before the siege), a mother asks politely to have additional paperwork “shelved,” code for filed in the records room. With spends of **Tradecraft** and **Flattery**, the Agent can tease directions for the records room out of the mother. Of course, it’s all the way at the rear of the building, and on the fourth story.

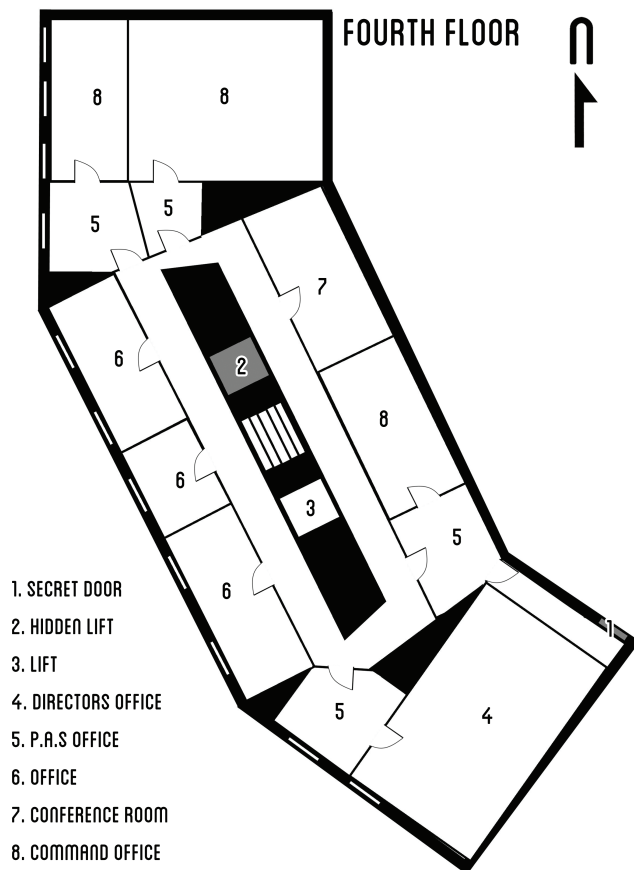
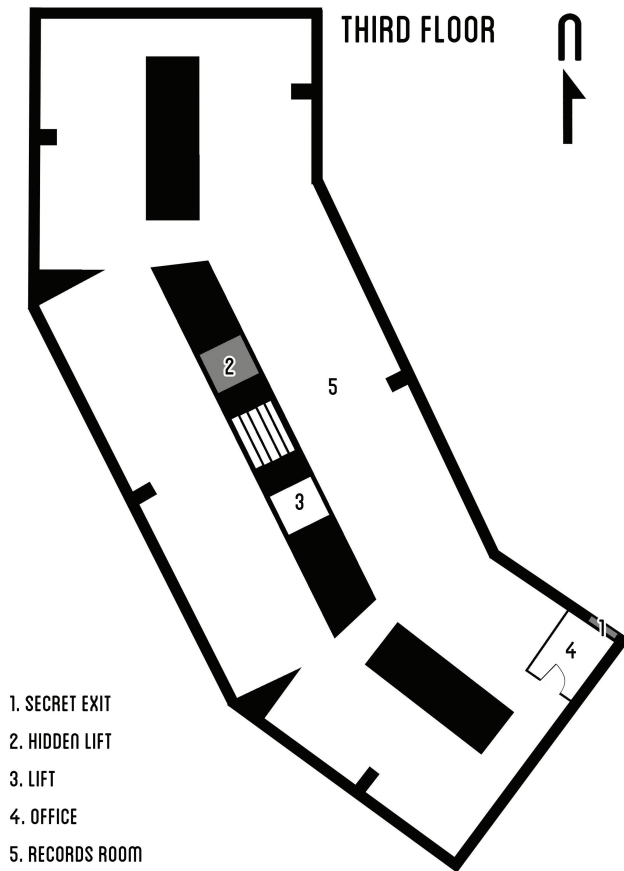
The “records room” is practically the entire floor, a system of conveyors and elevators to ferry documents and material to waiting mothers for delivery to the proper offices, amid stacks of filing cabinets and cubbies holding folders and binders. Dropping off the false documents takes no time: simply hand them to a mother and leave the room.

The danger here is this happening during the siege. Then, a posted baby-sitter stops the Agent and asks for the day’s keyword. The Agent can try to run a bluff with a good story and a 6-point combo spend of **Tradecraft**, **Reassurance**, and **Bureaucracy**. (Mentioning “EDOM” or “611” reduces the required spend by 1 point each.) More likely, the baby-sitter quickly draws a weapon and orders the Agent to his knees. Failure to comply results in a gunshot wound, or at the very least a firefight.

NIGHTTIME

In the event of a nighttime infiltration, Polidori sets up a meet with the Agents at quarter to midnight, on the roof of St. Giles-in-the-Fields church three blocks away. Roof access is simply a matter of climbing a ladder, as the church is constantly under renovation.

Once on the roof, Polidori provides each Agent assigned to the infiltration mission a black balaclava and a large duffel bag, somewhat very happy to do so. Inside the duffel bag, he explains, is the method for entering the Circus — a black, bat-winged, collapsible hang glider. “Given the correct wind conditions,” he says, “which as it happens obtain at present, it is an easy 90-meter glide to the flat part of the Circus roof.” Once landed, the Agents have to free climb down the side of the building, find an unlocked window, and then navigate the halls to plant the files.





"This should be no trouble for operatives of your caliber."

Piloting the hang glider is fairly straightforward, but getting it moving and oriented is a different story. This task comprises three tests:

- First, an **Athletics** test (Difficulty 4) to get up to speed and get airborne.
- Second, a **Piloting** test (Difficulty 4) to stay on the right approach vector.
- Third, an **Athletics** test (Difficulty 4) to land on the roof safely.

Failing the first test means the pilot and glider haven't left the church roof. Failing the second can send the glider off course, either by a matter of a few feet or many feet, maybe even to street level or into the building. Failing the third test can lead to overshooting the landing spot, or causing sufficient noise to bring a baby-sitter to investigate.

Once on the roof, the Agents collapse and hide the gliders; then the climb down can begin. Abseiling ropes would be too obvious, as the building's lighter-colored brickwork shows long shadows cast by the street lighting below. The best plan, as Polidori suggested, is to scale down in stages, open a window from the outside, and get access.

The climb down is difficult but not impossible (**Athletics**, Difficulty 5), but the Agents must take care to avoid climbing past any lit windows. People work at the Circus 24 hours a day, so it's possible to see people inside working (and have them see burglars outside).

Finding a blacked-out window is also not hard, but they're not designed to be easily opened from the outside. It takes a bit of finesse (Difficulty 5 **Infiltration**) to get a window open. Once inside, there's still the matter of **Disguise** to look like a Circus staffer as well as finding the records room.

What Ruthven's intel does not say is that no records get shelved at night, so security is intensified. There are two armed guards on duty (one patrolling the hallway, one at the end of the hallway), and getting stopped by either of them requires giving the evening's keyword as well as providing a signature to be compared to a sample before any additional access is granted. As an additional wrinkle, the signature is not the person's name, but rather a code word specific to each employee, written out and initialed. Failure to provide keyword and signature results in guns drawn and a no-win situation. Should infiltration fail while the siege is still going on, additional forces within the building are mobilized to overwhelm the attackers.

DELIVERING RUTHVEN'S PACKAGE

The other package Ruthven wants brought into the Circus is a small and volatile explosive device. He's paid talented terrorists to craft him a very intricate machine that will burn hot, die fast, and leave a good-looking disinformation payload.

The device is as described on page 90, except the timer is a 20-second timer. Polidori's goal is to give the Agents as little time as possible to investigate the device, for obvious reasons.

The device has two principal objectives:

- First, to deal substantial damage to whatever room it's placed in. It's a Class 3 high explosive (*NBA*, p. 67). There's also a cylinder of compressed air wrapped in several layers of broken glass, metal shards, pulverized aluminum, shredded paper, demagnetized computer tapes, and rock salt. The explosion is designed to cause numerous injuries (double damage within the debris range) and concussive damage as well as leave the shredded paper and tape around.
- Second, the disinformation payload is Ruthven's genius. The paper is bits of memoranda, cut up and torn so that no three pieces can be matched together easily. The tape is likewise demagnetized with just enough data remaining to taunt the investigators. Ruthven plans that following the explosion these paper and tape bits will litter the scene, giving the impression that some valuable MI6 intel has been destroyed — all the better to distract the investigators from his phony data dump.

Twenty seconds is not enough time for an Agent to escape the blast radius without suffering incredible harm. Even if the Agent manages to escape injured (unlikely), the chaos (particularly with the heightened security and siege outside) results in him getting shot or at the very least discovered swiftly.

EXIT VECTORS

On the off chance that there are any survivors, Percy meets them the following evening to escort them to Ruthven's estate in Scotland. The house is large and well furnished. It's also remote, sitting out on a moor, the only building in the area for many kilometers.

Ruthven is pleased to see the surviving Agents, and has Percy pour glasses of 50-year-old whisky. He chats for a bit, toying with them (and letting their blood fill with tasty whisky), then orders Percy to leave the room and lock the door from

the outside. Then Ruthven spends the rest of the night slowly toying with and ultimately killing his hired agents.

MEANWHILE, IN THE NEXT CENTURY —

The ultimate outcome of the 1980 events remains up to the Director.

The main outcome, if Ruthven's plan succeeded, is his removal from all Edom files. Remaining reports of his existence

are put down to Soviet vampire-program disinformation, or to deliberate cover stories created by the 1977 mole.

The Edom files do document the AUBREY assault as an attempt to steal Edom intel by "unknown non-state political actors," possibly the IRA, or Kurds opposed to whatever the Turks are doing with vampires.

MONSTER: LORD RUTHVEN

A scion of Clan Ruthven in Perthshire, Scotland, Patrick Ruthven became a vampire as the result of a magical spell ("a black clout") cast by the witch Christian Stewart in 1596. King James VI hung her for her crime, but Ruthven impersonated and mesmerized his way into the Earldom of Marsden in 1661 by supporting the returned Charles II. In the mid-18th century he attached himself to the 5th Lord Byron ("the Devil Byron"), great-uncle to the poet. This connection (and perhaps another, closer one, to the great-nephew) led Lady Caroline Lamb to use "Ruthven" as a code name for the poet Byron in her roman à clef *Glenarvon* (1816). John Polidori may have learned something of the real truth, but Ruthven forced him to drink prussic acid in 1821. Since then, he has kept a very low profile, having seen witchcraft trials up close and not wanting to attract royal or official attention. He commits his murders on the Continent, where such things belong.

He is a handsome, dark-complected man with curly black hair and grey eyes. His facial expression of condescending ennui almost never changes, save for transports of rage or malicious glee. He is stupendously wealthy, and dresses in fashionable but subtle clothing of black or dark charcoal. Women find him supernaturally attractive. He can manifest a reflection in the mirror by spending 1 Aberrance.

He resents Dracula's primacy, considering him a barbarian. Appealing to his pride without appearing to threaten his safety is likely the best way to bring Ruthven in against Dracula; Agents who

have badly harmed Edom (killed more than one Duke, destroyed a major Edom facility) receive the closest thing to respectful attention he has for mortals.

Ruthven may be a covert director of Burdett's Private Bankers (*DH*, p. 143) or Sotheby's (*DH*, p. 198; his relative Alexander Patrick Greysteil Ruthven, 2nd Earl of Gowrie, was Chairman of Sotheby's from 1985 to 1994) or at least the animating spirit behind the Extraordinary Objects Department (*DH*, p. 161). He's a possible owner of such choice items as the Earth-Disturbance Urn (*DH*, p. 265), the Jeweled Dagger (*DH*, p. 270), or the Anthropologist (*DH*, p. 90), who after all came all the way from Romania to his old hometown of Edinburgh.

GENERAL ABILITIES: Aberrance

41, Hand-to-Hand 27, Health 27, Shooting 16, Weapons 16

HIT THRESHOLD: 7**ALERTNESS MODIFIER:** +3**STEALTH MODIFIER:** +3**DAMAGE MODIFIER:** +3 (sword)

or +1 (bite; extended canines)
or +0 (fist, kick) or +1 (Beretta 70 .22 LR automatic pistol)

ARMOR: -1 (tough skin)

FREE POWERS: Drain, Infravision, Regeneration (all damage from physical weapons regenerates at the next sunset; can regrow limbs or eyes in a year), Resurrection (if exposed to moonlight), Unfeeling

OTHER POWERS: Addictive Bite, Apportation (into any house he has been invited into), Cloak



of Darkness, Control Weather, Dominance, Enforce Oath (mesmeric compulsion), Infection (those who drink vampire blood only), Magic, Mesmerism (eye contact, voice), Mind Reading, Spider Climb, Strength, Turn to Creature (wolf; only at sunset), Turn to Mist, Vampiric Speed

BANES: beheading, crucifixes and holy objects, fire, stake or blessed sword to the heart, sunlight (prevents use of all vampiric powers)

BLOCKS: crucifixes and holy objects, running water, wild roses

COMPULSIONS: foster evil

DREADS: crucifixes and holy objects, horses, garlic

REQUIREMENTS: drink blood, must sleep near a black cloth soaked with the blood of his victims (the "black clout" that made him a vampire)

THE SLAYER ELITE: PREGENERATED CHARACTERS

The player characters are:

- Workname SMILEY: Cuckoo
- Workname THE SWEDE: Muscle
- Workname RED: Bang-and-Burner
- Workname FEATHER: Wire Rat
- Workname HORSE: Wheel Artist
- Workname VRACH: Medic

The characters are built on 22 Investigative points and 85 General points. If you have fewer than five players ...

4 players	+2 Investigative points each
3 players	+4 Investigative points each
2 players	+12 Investigative points each

As it's a one-shot, each Agent has reduced Cover and Network. They're built using the Cold War—era rules described on page 330 of the *Director's Handbook* — using Data Retrieval instead of Data Recovery, Radiotelegraphy as a separate Ability due to its importance, and swapping the less hacker-y Computer Use for Digital Intrusion.

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	1	—
Archaeology	—	—
Architecture	1	—
Art History	1	—
Criminology	—	—
Diagnosis	—	—
History	—	—
Human Terrain	1	—
Languages	1	—
—	—	—
—	—	—

Law	—	—
Military Science	—	—
Occult Studies	—	—
Research	—	—
Vampirology	—	—
—	—	—
—	—	—

INTERPERSONAL

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

TECHNICAL

Astronomy	—	—
Chemistry	—	—
Cryptography	—	—
Data Retrieval	—	—
Electronic Surveillance	1	—
Forensic Pathology	—	—
Forgery	1	—
—	—	—
—	—	—

Notice	2	—
Outdoor Survival	1	—
Pharmacy	—	—
Photography	—	—
Radiotelegraphy	—	—
Traffic Analysis	1	—
Urban Survival	1	—
—	—	—
—	—	—

DESCRIPTION You grew up as a street kid in Marseilles, picking the pockets of tourists and selling fake watches and knockoff jewellery. You graduated from that to seduction, burglary, and elaborate con games. You're the perfect liar, the perfect smiling face.

An MI6 agent in Monte Carlo ratted you out to the flics, and now you're serving time, and waiting for your revenge.

BACKGROUNDS: Cuckoo

PREVIOUS PATRON: None (always freelance)

SOURCES OF STABILITY

- **SYMBOL** Your Rolex wristwatch. It's genuine — unlike all the ones you sold.
- **SOLACE** Your old teacher, Gaspal
- **SAFETY** A hotel in Italy where an old lover of yours works

COVERS

▪

▪

▪

▪

▪

NETWORK CONTACTS

▪

▪

▪

▪

WEAPONS/ARMOUR/GEAR

MOD

▪

▪

▪

▪

▪

▪

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME):

Sense Trouble

DISGUISE 8+ (CONNECTED COVER):

When you create a Cover, you can make your alternate identity be someone personally known to a given NPC

FILCH 8+ (NO SLIPUPS):

Spend points after you roll the die, on a 2 for +1 basis

GAMBLING 8+ (LUCK OF THE

DEVIL): Roll a die at the start of the game. At any point, swap that result for any other die roll

INFILTRATION 8+ (OPEN SESAME):

Open basic locks without rolling

GENERAL ABILITIES

Athletics	4	—
Computer Use	—	—
Conceal	—	—
Cover	8	—
Digui	8	—
Driving	—	—

Explosive Devices	—	—
Filch	8	—
Gambling	8	—
Hand-to-Hand	4	—
Infiltration	8	—
Mechanics	—	—
Medic	—	—
Network	7	—
Piloting	1	—

Preparedness	5	—
Sense Trouble	2	—
Shooting	2	—
Shrink	4	—
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

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	_____	_____
Archaeology	_____	_____
Architecture	_____I_____	_____
Art History	_____	_____
Criminology	_____I_____	_____
Diagnosis	_____	_____
History	_____	_____
Human Terrain	_____I_____	_____
Languages	_____I_____	_____

Law	1	_____
Military Science	2	_____
Occult Studies	1	_____
Research		_____
Vampirology		_____

INTERPERSONAL

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

TECHNICAL

Astronomy	_____	_____
Chemistry	_____	_____
Cryptography	_____	_____
Data Retrieval	_____	_____
Electronic Surveillance	_____ _____	_____
Forensic Pathology	_____	_____
Forgery	_____ _____	_____

Notice	1	
Outdoor Survival	2	
Pharmacy		
Photography	1	
Radiotelegraphy		
Traffic Analysis	1	
Urban Survival	1	

DESCRIPTION You served with the Swedish Army, where you learned to the virtue of self-discipline, and the will to power. The Army could not contain you, nor satisfy you, so you became a mercenary, a one-man army. In the eternal recurrence of combat, you impose your will over others through directed force. Yours is the philosophy of the bullet and the strong arm. Strength is truth; avoidable weakness is a moral failing.

You have no particular animus against British intelligence save that it is one more tool of the weak to keep the strong from seizing their rightful place, in Rhodesia most recently.

BACKGROUNDS: Muscle

PREVIOUS PATRON: Various small groups in the Balkans and Africa

SOURCES OF STABILITY

- **SYMBOL** Your well-thumbed copy of *Thus Spake Zarathustra*
- **SOLACE** The grave of your buddy Karl
- **SAFETY** Your remote hunting cabin in northern Sweden

COVERS

NETWORK CONTACTS

■			
■			
■			
■			
■			

WEAPONS/ARMOUR/GEAR

- _____
- _____
- _____
- _____
- _____
- _____

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS I/GAME): Athletics

ATHLETICS 8+ (HARD TO HIT):

+1 Hit Threshold

HAND-TO-HAND 8+ (EYE OF THE TIGER; THRILLER COMBAT):

Spend 1 Hand-to-Hand to ascertain opponent's fighting ability; access special combat moves

SHOOTING 8+ (THRILLER COMBAT):

Access special combat moves

GENERAL ABILITIES

Athletics	8	_____
Computer Use		_____
Conceal	2	_____
Cover	5	_____
Diguiſe		_____
Driving	4	_____

Explosive Devices	4	_____
Filch	_____	_____
Gambling	_____	_____
Hand-to-Hand	8	_____
Infiltration	4	_____
Mechanics	2	_____
Medic	2	_____
Network	7	_____
Piloting	2	_____

Preparedness	6	_____
Sense Trouble	4	_____
Shooting	8	_____
Shrink		_____
Surveillance	2	_____
Weapons	4	_____

HEALTH

			10	9	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	_____2_____	_____	_____
Art History	_____	_____	_____
Criminology	_____1_____	_____	_____
Diagnosis	_____	_____	_____
History	_____	_____	_____
Human Terrain	_____1_____	_____	_____
Languages	_____1_____	_____	_____

Law	I	
Military Science	I	
Occult Studies	I	
Research		
Vampirology		

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

TECHNICAL	Astronomy	_____	_____
	Chemistry	<u>2</u>	_____
	Cryptography	_____	_____
	Data Retrieval	_____	_____
	Electronic Surveillance	_____	_____
	Forensic Pathology	_____	_____
	Forgery	<u>1</u>	_____

Notice	1	
Outdoor Survival		
Pharmacy		
Photography	1	
Radiotelegraphy		
Traffic Analysis	1	
Urban Survival	1	

DESCRIPTION You're a former IRA bomb-maker. You were ratted out to the British, so you had to flee to Europe to avoid arrest. You've been arseing around on the continent for a few years now, trying to stay one step ahead of Interpol and bloody MI6. You're rapidly running out of friends and cash ...

BACKGROUNDS: Bang-and-Burner

PREVIOUS PATRON: Ex-Provisional IRA

SOURCES OF STABILITY

- **SYMBOL** A crucifix your mother gave you
- **SOLACE** Your uncle Michael
- **SAFETY** Michael's cottage in Ireland

COVERS

NETWORK CONTACTS

- _____
- _____
- _____
- _____
- _____

WEAPONS/ARMOUR/GEAR

- _____
- _____
- _____
- _____
- _____
- _____

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS I/GAME): Conceal

ATHLETICS 8+ (HARD TO HIT):

+1 Hit Threshold

EXPLOSIVE DEVICES 8+ (BIGGER

BANG): Spend an extra 3

points for more boom

MECHANICS 8+ (SWISS ARMY PREP):

Spend Mechanics as Preparedness

SHOOTING 8+ (THRILLER COMBAT):

Access special combat moves

GENERAL ABILITIES

Athletics	8	
Computer Use		
Conceal	4	
Cover	5	
Diguiise	2	
Driving	4	

Explosive Devices	8	_____
Filch	2	_____
Gambling	2	_____
Hand-to-Hand	2	_____
Infiltration	2	_____
Mechanics	8	_____
Medic		_____
Network	7	_____
Piloting	1	_____

Preparedness	_____	_____
Sense Trouble	2	_____
Shooting	8	_____
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	6 5 4 3 2 1												
	0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	1	—	—
Archaeology	—	—	—
Architecture	1	—	—
Art History	—	—	—
Criminology	1	—	—
Diagnosis	—	—	—
History	—	—	—
Human Terrain	1	—	—
Languages	1	—	—
	—	—	—
	—	—	—

Law	—	—	—
Military Science	1	—	—
Occult Studies	1	—	—
Research	1	—	—
Vampirology	—	—	—
	—	—	—
	—	—	—

INTERPERSONAL

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

TECHNICAL

Astronomy	—	—	—
Chemistry	1	—	—
Cryptography	—	—	—
Data Retrieval	1	—	—
Electronic Surveillance	1	—	—
Forensic Pathology	—	—	—
Forgery	1	—	—
	—	—	—
	—	—	—

Notice	1	—	—
Outdoor Survival	—	—	—
Pharmacy	—	—	—
Photography	1	—	—
Radiotelegraphy	1	—	—
Traffic Analysis	1	—	—
Urban Survival	1	—	—
	—	—	—
	—	—	—

DESCRIPTION You followed your brother into the Army, and into clandestine ops, although you were better suited for the technical side of things and he was always on the sharp end. He was KIAed a few years ago; you did some digging, and found his death to be suspicious. When you tried to get some real answers, they tried to kill you too, and you've been on the run ever since. There's something rotten within MI6, but you haven't got close enough to find out what it is yet.

BACKGROUNDS: Wire Rat

PREVIOUS PATRON: Ex-Defence Intelligence

SOURCES OF STABILITY

- **SYMBOL** A photograph of your brother in uniform
- **SOLACE** Your psychologist and counselor
- **SAFETY** Your parents' house in Manchester

COVERS

▪	—	—	—
▪	—	—	—
▪	—	—	—
▪	—	—	—
▪	—	—	—

NETWORK CONTACTS

▪	—	—	—
▪	—	—	—
▪	—	—	—
▪	—	—	—
▪	—	—	—

WEAPONS/ARMOUR/GEAR

▪	—	—	—
▪	—	—	—
▪	—	—	—
▪	—	—	—
▪	—	—	—

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME):

Preparedness

PILOTING 8+ (GRAND THEFT AERO/

AQUA; GEAR DEVIL): Steal any standard vehicle automatically for 1 point; access Thriller Chase rules

PREPAREDNESS 8+ (IN THE

NICK OF TIME): Put schemes in place retroactively

SURVEILLANCE 8+ (THE WIRE):

+1 Electronic Surveillance

GENERAL ABILITIES

Athletics	4	—	—
Computer Use	2	—	—
Conceal	3	—	—
Cover	5	—	—
Digui	—	—	—
Driving	2	—	—
	—	—	—
	—	—	—

Explosive Devices	2	—	—
Filch	2	—	—
Gambling	—	—	—
Hand-to-Hand	4	—	—
Infiltration	4	—	—
Mechanics	4	—	—
Medic	—	—	—
Network	7	—	—
Piloting	8	—	—
	—	—	—
	—	—	—

Preparedness	9	—	—
Sense Trouble	2	—	—
Shooting	4	—	—
Shrink	—	—	—
Surveillance	8	—	—
Weapons	6	—	—
	—	—	—
	—	—	—

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

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

INVESTIGATIVE ABILITIES

ACADEMIC	1	2
Accounting	1	
Archaeology		
Architecture		
Art History		
Criminology	1	
Diagnosis		
History		
Human Terrain	1	
Languages	1	

Law	<u>1</u>	_____
Military Science	_____	_____
Occult Studies	_____	_____
Research	<u>1</u>	_____
Vampirology	<u>1</u>	_____

INTERPERSONAL

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

TECHNICAL

Astronomy	_____	_____
Chemistry	_____	_____
Cryptography	_____	_____
Data Retrieval	_____	_____
Electronic Surveillance	_____	_____
Forensic Pathology	_____	_____
Forgery	_____	_____

Notice	1	
Outdoor Survival		
Pharmacy		
Photography		
Radiotelegraphy		
Traffic Analysis	1	
Urban Survival	2	

DESCRIPTION You worked as a driver and enforcer for the Italian mafia for many years, sinning outside the church and confessing your sins inside it. The heat was getting to you — the police were too close to identifying you — when your old parish priest slipped a note through the grill of the confessional. On it was a phone number, and that led you here ...

BACKGROUNDS: Wheel Artist

PREVIOUS PATRON: Mafia getaway driver

SOURCES OF STABILITY

- **SYMBOL** Your lucky coin
- **SOLACE** Your confessor, a priest in Turin
- **SAFETY** A holiday home in Sardinia

COVERS

NETWORK CONTACTS

- _____
- _____
- _____
- _____
- _____

WEAPONS/ARMOUR/GEAR

- _____
- _____
- _____
- _____
- _____
- _____

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS I/GAME): Weapons

DRIVING 8+ (GRAND THEFT

AUTO; GEAR DEVIL): Steal any car automatically for 1 point; Thriller Combat moves

WEAPONS 8+ (QUINCEY MORRIS'

BOWIE KNIFE; THRILLER COMBAT):

Throw a knife without penalties;
access Thriller Combat moves

GENERAL ABILITIES

Athletics	4	_____
Computer Use	_____	_____
Conceal	2	_____
Cover	5	_____
Diguiise	2	_____
Driving	8	_____

Explosive Devices	2	_____
Filch	2	_____
Gambling	2	_____
Hand-to-Hand	4	_____
Infiltration	4	_____
Mechanics	4	_____
Medic	2	_____
Network	7	_____
Piloting	1	_____

Preparedness	<u>2</u>	_____
Sense Trouble	<u>2</u>	_____
Shooting	<u>4</u>	_____
Shrink	_____	_____
Surveillance	<u>4</u>	_____
Weapons	<u>8</u>	_____

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

ACADEMIC

Accounting	_____	_____
Archaeology	_____	_____
Architecture	_____	_____
Art History	_____	_____
Criminology	_____	_____
Diagnosis	1	_____
History	_____	_____
Human Terrain	1	_____
Languages	2	_____

- **SYMBOL** Your grandfather's hunting knife
- **SOLACE** The bartender at your favorite café in Paris
- **SAFETY** An abandoned Soviet weapons testing ground in the Ukraine — you know where the safe zones are

■			
■			
■			
■			
■			

- _____
- _____
- _____
- _____
- _____
- _____

+| Bullshit Detector

Athletics	8	_____
Computer Use		_____
Conceal	2	_____
Cover	5	_____
Diguise		_____
Driving	2	_____

Filch	_____	_____
Gambling	_____	_____
Hand-to-Hand	4	_____
Infiltration	8	_____
Mechanics	4	_____
Medic	8	_____
Network	7	_____
Piloting	3	_____

Sense Trouble	2	_____
Shooting	6	_____
Shrink	8	_____
Surveillance	2	_____
Weapons	4	_____

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

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

INTERPERSONAL

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

TECHNICAL

Astronomy	_____	_____
Chemistry	_____I_____	_____
Cryptography	_____	_____
Data Retrieval	_____	_____
Electronic Surveillance	_____	_____
Forensic Pathology	_____I_____	_____
Forgery	_____	_____

Notice		_____
Outdoor Survival		_____
Pharmacy		_____
Photography		_____
Radiotelegraphy	_____	_____
Traffic Analysis		_____
Urban Survival		_____

DAY OF THE WEHRWOLF

February, 1981. The talking heads on the television know best. The political landscape in Europe is tense, but manageable. Russian aggression can be contained by patience, or at most by a few targeted sanctions. Terrorism is a legitimate tactic of rebellion, and occurs spontaneously to resist Western influence. Change the channel; it's all the same. We know what's happening, the heads say. You're just chasing shadows.

Operation Edom chases those shadows, and many others. Working in the half world between spying and the supernatural, they encounter wolves in many forms. Not all wolves, says the fairy tale, show their fur on the outside.

EYES ONLY BRIEFING

Romanian dictator Nicolae Ceausescu — possibly encouraged in his mania by Dracula — decides to end the stream of warmongering, capitalist propaganda from the so-called Radio Free Europe (RFE) station in Munich. The Romanian Securitate Directorate for Foreign Intelligence (DFI) contracts with a freelance (but socialist freedom-loving) terrorist named Carlos, “al-Deeb,” to destroy RFE in a bombing.

There are two werewolf packs in play — one is a local pack from Bonndorf, Germany, that has dominated the Black Forest and lower Alps area, including Zurich, for centuries. The other is Carlos’ cell, a group of a dozen brash, loud young men who have been sniffing and growling around the next-nearest pack for months, clashing in Zurich. They use the Silbertal ski lodge in Lenzerheide, Switzerland, as their base of operations; Carlos doesn’t want to risk a BND investigation by staging his operation out of Germany.

Switzerland also has another asset that Carlos knows about — there’s an Edom station there, a small listening post that monitors telluric currents running through the Alps. That listening post gives Carlos the second vector for his plan — and his second target. Dracula wants Carlos to strike at Edom, so he’s kidnapped an Edom officer and secretly infected her with the werewolf curse. He intends to trade her back to Edom just before the full moon, so she transforms into a slaving killing machine while being debriefed at Ring or another key Edom facility.

If Carlos’ plan works, then both Radio Free Europe and Edom will be crippled by simultaneous surprise attacks.

CARLOS, “AL-DEEB” —

Carlos is a Venezuelan revolutionary, an idealist, an international terrorist, and ... a moon-cursed werewolf, the alpha of his pack. He is brilliant and romantic about everything — his guns, his women, his political ideals. He works for pay, to be sure,

but never for anyone he doesn’t respect or whose politics support capitalism, Westernism, or the American Way.

By appearances, Carlos is a tall man with sandy-brown hair, well built, with a disarming smile. He has the chiseled chin of a model, and often uses “international playboy” as his cover identity. In truth, he grew up in slums and poverty, and has fought his entire adult life to change the world.

Carlos was not born a werewolf, but was bitten early as part of his initiation into the PLO, for whom he has worked for years. They gave him the code name al-Deeb, which translates as “golden jackal” or “grey wolf” depending on how you read it. His current mission is to support the Ceausescu regime through revolutionary acts in Munich.

The “revolution” that Carlos is constantly fighting is always a binary “us vs. them” scenario, and he’s incapable of seeing the world as anything else. The idea that he is being used to further a different agenda than what he’s been sold is both

incomprehensible and repellant to him. He is a true idealist, which makes him especially dangerous.

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

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2

DAMAGE MODIFIER: +2 (bite in hybrid form) and worrying (see ghoul; *NBA*, p. 150); +0 (bite in wolf form) and worrying (see ghoul; *NBA*, p. 150)

ARMOR: -1 vs. any (fur)

FREE POWERS: Pack Tactics (see ghoul; *NBA*, p. 150), Regeneration (all damage refreshes next scene, except silver damage).

OTHER POWERS: Extra Attacks (in hybrid form; see *NBA*, p. 74; first extra attack is free, further attacks in a round cost 2 Aberrance or Hand-to-Hand points each)

BANES: silver

CARLOS' PACK

Al-Deeb has a pack of fellow werewolves, all of whom share his curse. They're all young men, mostly from Spain (former ETA separatists) and Italy (former Prima Linea Marxist-Leninists), recruited from communist or radical socialist groups. They're all under the sway of al-Deeb, and are incapable of questioning his orders or acting against him. He's their alpha—their leader, their messiah. They'd die for him.

Assume Carlos has a number of werewolf goons equal to the number of Agents. So, if you've got four player characters, opposition at the Silbertal Lodge would be four wolves, plus Carlos, plus Raul, plus optionally the Blau sisters.

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

HIT THRESHOLD: 4

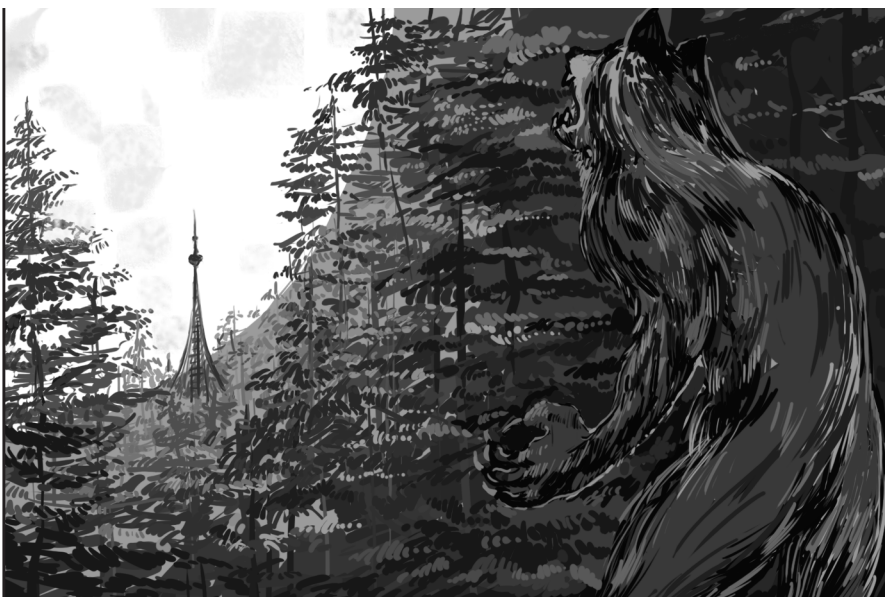
ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +2

DAMAGE MODIFIER: +2 (bite in hybrid form) and worrying (see ghoul; *NBA*, p. 150); +0 (bite in wolf form) and worrying (see ghoul; *NBA*, p. 150)

ARMOR: -1 vs. any (fur)

FREE POWERS: Pack Tactics (see ghoul; *NBA*, p. 150), Regeneration (all damage refreshes next scene, except silver damage).



OTHER POWERS: Extra Attacks (in hybrid form; see *NBA*, p. 74; first extra attack is free, further attacks in a round cost 2 Aberrance or Hand-to-Hand points each)

BANES: silver

In addition, he has a small number of other followers, code-named Team October. Team October is composed of entirely human and mortal revolutionaries who are ideologically in line with Carlos and his group, but either hail from countries that Carlos doesn't trust or simply haven't proven themselves to the pack as a whole. For the most part, they know they are on the lower rung of the hierarchy, but are anxious for the opportunity to show their loyalty and competence.

Because they are human, Team October has little chance of surviving the full onslaught by the werewolves on the 21st. Their mission objectives are to set the primary explosives, which the werewolves will use as a signal to start killing anyone fleeing the building.

Use the generic terrorist stats on *NBA*, p. 70, for Team October.

THE ORTENAU PACK

The other pack of wolves in this scenario is made up of natives of the Swiss town of Lenzerheide. Twenty years ago, a "wild dog" attacked four children in a playground. One of the children was killed; the other three survived despite their injuries. They survived, but they were not unchanged—all three contracted the curse of lycanthropy, although the

symptoms would not become evident for years. (Depending on your campaign and your choice of horror, the first change might be triggered by hormonal changes during puberty, by the loss of virginity, by a shift in the telluric currents, by Dracula's awakening in the 1977 quake ...)

The three survivors are Mala Ortenau, now a manager at the Silbertal Lodge, and the sisters Angeline and Frangelica Blau. The boy who died was Mala's brother Stefano. Mala had the guidance of her eccentric great-aunt, Baba Windeck, who attempted to cure her lycanthropy; the two Blau girls ran wild, although as pack alpha, Mala discovered she was able to command them to a degree.

Mala considers herself to be cursed, and chains herself up at the full moon. The Blas use the curse to justify whatever hedonist or illegal things they want to do, but—usually—stop short of killing, out of a desire to avoid attracting the attention of the authorities if nothing else.

GENERAL ABILITIES: Aberrance 12,
Hand-to-Hand 6 Health 12

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2

DAMAGE MODIFIER: +2 (bite in hybrid form) and worrying (see ghoul; *NBA*, p. 150); +0 (bite in wolf form) and worrying (see ghoul; *NBA*, p. 150)

ARMOR: -1 vs. any (fur)

FREE POWERS: Pack Tactics (see ghoul; *NBA*, p. 150), Regeneration (all damage refreshes next scene, except silver damage).

OTHER POWERS: Extra Attacks (in hybrid form; see *NBA*, p. 74; first extra attack is free, further attacks in a round cost 2 Aberrance or Hand-to-Hand points each)

BANES: silver

CARLOS & MALA

Carlos' choice of the Silbertal Lodge as his base of operations was no coincidence. He wants to recruit the Blau sisters to his pack — the sisters are hedonistic and apolitical right now, but Carlos believes he can awaken them to the international struggle against capitalism, or at least use them as weapons. Angeline Blau has already proved her worth — she seduced Evan Kolinsky and got him to spill Edom's secrets, which allowed Carlos to select Genevieve MacDougal as his Trojan wolf to strike at Edom.

Mala's unhappy about a pack of international terrorists descending on her quiet lodge, and doesn't appreciate her "sisters" being taken by another alpha. However, she's not willing to risk fighting back against Carlos on her own, especially as Carlos might threaten her beloved great-aunt, Baba Windeck.

The Agents may be able to change that equation.

RUNNING THE OPERATION

This adventure seems fairly complex, mostly because of the many possible side trails, possible guest stars, and optional scenes. Don't worry about those unless you want to.

SHORTENING THE SCENARIO

The real "super-spine" of the scenario goes like this: *Trade-Off* (p. 108), *Debriefing* (p. 108), *Eis Disco* (p. 112), *Silbertal Lodge* (p. 113), *Radio Free Europe* (p. 120). That's it. Five scenes, done in four hours.

Other tricks to shorten *The Day of the Wehrwolf* in play:

- Start with pregenerated character sheets to reduce time at the start of the session.
- Skip *Scalp-Hunting* entirely and start the scenario with the prisoner exchange in Zurich (*Trade-Off*, p. 108). This introduces Raul so the Agents know what kind of person they're dealing with later.

IN THE HISTORY OF WOLVES

In real history, terrorists paid by Ceausescu did indeed detonate a bomb at the Radio Free Europe complex in Munich on February 21, 1981. The bomber was Bruno Bréguet, a Swiss terrorist and member of the Organization of the Armed Arab Struggle — better known as "the Carlos Group," after its leader, the Venezuelan terrorist Ilich Ramírez Sánchez, himself better known as "Carlos the Jackal." The police named him "Carlos" after the name on one of his false passports; *The Guardian* named him "the Jackal" in 1975 after a reporter spotted the Frederick Forsyth spy thriller *The Day of the Jackal* in an apartment Carlos had been using.

(It belonged to the apartment's owner; Ramírez Sánchez never read it.)

Whether the Carlos in this adventure is the same person as Ramírez Sánchez — whether Ilich Ramírez Sánchez is "really" a werewolf in the campaign universe — is the Director's call.

But *something* made our history's Carlos suddenly throw away four months of meticulous preparation, and at the last minute move the date of the RFE bombing from February 14 to February 21 — to the last night of the full moon.

LINGUISTIC NOTE

The Arabic word *al-deeb* can either refer to the golden jackal, or to the grey wolf.

- Genevieve openly volunteers information about her capture and her injuries in *Debriefing* (p. 108), so the Agents do not need to spend too much time interrogating her.
- Kill Kolinsky off during the ambush: MacDougal caught him with a bullet before the pack brought her down, or the wolves got hungry, or Carlos sent Dracula a message.
- Assume a certain reasonable Edom-training level of preparation for fighting werewolves: a magazine of silver bullets per Agent, for example, is reasonable. For wolfsbane or other stuff, that's why there's Preparedness.
- Employ a montage sequence for interrogating the terrorists rather than roleplaying hormonal Marxist shapechanging thugs each time.

TIME PRESSURE

The clock is ticking in this adventure! The Agents get involved in the plot just eight days before things come to their dramatic climax.

Absent any interference from Edom or the BND, the timeline plays out as so:

- November 1980: Carlos sends elements of Team October to Munich to begin surveillance of the Radio Free Europe building, while his pack remains at its lair in Hungary, planning the attack on the Edom side of the operation.

- December 1980: The Romanians supply Carlos with the location of Edom's Chain Home Deep station in Switzerland; Carlos starts looking for a way to infiltrate that station, and finds Angeline Blau. He convinces her to seduce Evan Kolinsky.
- January 1981: Carlos smuggles explosives supplied by the Romanian SRI to Raul, his Spanish bomb-maker.
- February 1981: Carlos' pack move to Lenzerheide to put the Edom phase of the plan into operation.
 - February 13: *Scalp-Hunting*, arresting Raul, halts the bomb-making that would have been used to blow up Radio Free Europe as initially scheduled on February 14. Carlos raids the Edom base at Zermatt.
 - February 15: Raul is returned to Carlos in Zurich during a prisoner exchange.
 - February 17: Carlos and his team leave the ski lodge in vans and sports cars to drive to Munich to get into position.
 - February 18: Full moon.
 - February 21: Carlos, the werewolves, and the human bomb team all descend on Radio Free Europe in Munich, causing an enormous fire and great chaos. The werewolves kill several journalists and technicians. Radio Free Europe doesn't recover before the fall of the Berlin Wall in 1989.

WEREWOLVES OF EDM

Why hasn't Edom (or another vampire program) recruited werewolves? Werewolves may not be as powerful as vampires, but they're much easier to handle, and don't have the same drawbacks or dietary issues. Where are the dog soldiers?

For one thing, not everyone can become a werewolf. Maybe there's a genetic component. Maybe only those who have sinned in a particular way can be cursed. Maybe you need a little animal in your soul to start with. Everyone else can still be *infected* with the curse, but they don't survive the first transformation. Some turn into wolves, but can't turn back again or die in a frenzy of violence. Others don't transform at all, but just die of seizures and heart attacks.

Whatever the cause, acquiring a werewolf soldier isn't as simple as injecting Sergeant Jenkins with werewolf blood and waiting until the next full moon. Rest uneasy; they have top people working on it. Top people, like "Dr. Drawes."

Other options for added complexity:

LEADER OF THE PACK: Dracula is the alpha of alphas, the king of the werewolves. All werewolves instinctively and utterly obey his commands. If Edom created its own army of werewolves, then Dracula could take control of them all with a thought.

NOT DISCOVERED YET: It took Edom years to find Dracula, and decades afterwards to work out where it'd gone wrong in trying to control him. Werewolves are even harder to find than vampires, as they're completely human most of the time, and they don't necessarily leave a neat trail of bloodless corpses to follow. Give Edom a live specimen, and it'll get to work on extracting and bottling the curse.

WIPE OUT: There aren't many werewolves left. Were they hunted to death in medieval pogroms? Maybe the Nazis or Soviets feared that lycanthropy would be used against them, and so they purged Eastern Europe of every werewolf pack they could find. The wolves in this adventure, near peaceful and well-

governed Switzerland, are one of the few packs lucky enough to have escaped the hunters.

RIGHT HERE, RIGHT NOW: Edom *has* werewolves — either the Seward Serum is really a distilled form of lycanthropy, or there's a den of wolves on Dartmoor (near Exeter, by the by — *The Baskerville Dossier*, anyone?). Its wolves aren't suited to the current mission of assassinating terrorist targets, but it has them in reserve if things get ugly — or desperate. Consider adding *Release the Hounds* to the Edom pyramid as a Row Three response.

OPERATION WERWOLF: No discussion of weird science, secret military programs, and werewolves can go by without a mention of Operation WERWOLF, the last-ditch plan by the Third Reich to prepare guerilla resistance forces in Germany in advance of the Soviet invasion. If you're running with *They Saved Hitler's Blood*, (**DH**, p. 320) then of course the secret Nazis have werewolf shock troopers.

■ The other ticking clock is MacDougal's transformation into a werewolf, which happens when the full moon rises. She might start to change on any day from the night of the 16th onwards; spending **Reassurance** or **Pharmacy** can delay her change, but if she hasn't received a full cure by the 18th, she's doomed (see *Rabid Dog*, p. 119).

CHYRONS

To reinforce the time crunch, introduce each new scene (or at least each dramatic scene) with a chyron written on a note card. A chyron is that cool place-and-time slug that introduces a scene in the *Bourne* trilogy or the TV show *Alias*. For example, before *Scalp-Hunting*, hold up a card labeled:

BARCELONA
13 FEB 1981
7:03 P.M.

Have cards already labeled *LONDON*, *ZURICH*, *ZERMATT*, *LENZERHEIDE*, and

MUNICH, and as the scene opens write the current game date and time below them. Don't sweat exact times, and it can only help if you nudge the elapsed time up by an hour or so. (Dry erase boards work even better, or Pelgrane's own Noteboard; ask for it by name.)

TRAVEL TIMES

When the Agents travel somewhere or spend time preparing for something, it consumes some of their lead time against Carlos' plan. Approximate travel times by car in 1981 are as follows:

- Barcelona to Zurich: 12 hours
- Silbertal Lodge (Lenzerheide): 90 minutes southeast of Zurich
- Zermatt: 4 hours south of Zurich, 5 hours west of Lenzerheide
- Zurich to Munich: 4 hours

The middle of winter in Germany and the Swiss Alps has unpredictable, cold weather. Many of the travel and driving obstacles can be overcome with a sufficiently

skilled driver, of course. All that said, if the Agents look like they might short-circuit the scenario, or you need to soak up some time, have a winter storm blow in and double all drive times in Switzerland and the Alps. (Perhaps Dracula has noticed them.) Driving test Difficulties in a storm increase by +2.

WELCOME TO THE UNDERWORLD

The Day of the Wehrwolf makes an excellent "cherry scenario," with the Agents starting as regular MI6 operatives who discover the existence of the supernatural, and of Edom, as it plays out. In this version, add an Edom NPC out of CHD Zermatt (p. 111) who brings the silver-lined handcuffs to the *Scalp-Hunting*. Ideally, he dies in the fight. If not, he plays the delicate role of luring the Agents in by warning them off: "*You don't understand what's involved. Get out now while you can remain safely ignorant.*" Another possibility: choose one player character for Edom to soften up beforehand. Her Edom handler

I SING THE WEREWOLF TELLURIC

If your vampires are unambiguously damned or supernatural, your werewolves can be equally impossible — they are cursed to transform into hideous beasts when the moon is full. The sins staining their souls become manifest in their flesh, and they become savage wolf-people, and it's all “oh no, silver” and pentagrams and Lon Chaney until dawn.

However, if you're going with our pseudoscientific telluric vampires, or want to mix things up a little, here are some alternate takes on the werewolves:

- **INFECTION:** Werewolves are what you get when someone is infected with both the rabies virus and the telluric bacteria. Rabies causes an inflammation of the brain, which disrupts the bacteria's natural connection to telluric currents, limiting the bacteria's ability to mutate the host. A bite from a werewolf passes on the infection, but in most cases the bacteria gets burnt out in a few weeks after only a single agonizing change at

the full moon. Only those with a genetic susceptibility to the bacteria become permanent werewolves (and if the Ruvári Szgany have this condition, it might explain Dracula's interest in the clan).

- **INJECTION:** “Werewolves” are just long-term (ab)users of the Seward Serum. Edom didn't create the serum so much as rediscover it from clues in old Romanian folk tales and alchemy texts. In centuries past, vampire slayers brewed “magic potions” from the blood of their foes to give them the strength and speed they needed for the next fight. Over the generations, the effects of the serum became hereditary, but the werewolves retain the knowledge of how to brew up the potion. MacDougal was forced to drink the potion by her captors — making her a werewolf would put her under the dominance of Carlos, the alpha wolf.
- **INCEPTION:** Werewolves don't transform into wolf-people. The curse makes them faster, stronger, hairier, yes, but it doesn't turn them

into beasts. Instead, it releases pheromones that trigger an instinctive predator/prey response in humans. Those meeting a werewolf must make a **Difficulty 2 Stability** test immediately; those who fail feel unaccountably twitchy and fearful, and cannot use Intimidation or Interrogation for the rest of the scene. If you lose Stability in an encounter with a werewolf (for any reason) you remember the werewolf as being a hideous wolf-monster, not a human being.

- We're assuming that werewolves can change form at will (if you want to bother tracking Aberrance, say they've got to make a test to change; **Difficulty 2** at the full moon, **4** at other times, **+1** **Difficulty** during the day). More thematic werewolves might only change form at moonrise, or you could tie it to Dracula's shapeshifting in the novel and say they can change only at sunset/sunrise, midnight/midday, and the slack of the tides (whatever *that* means in landlocked Switzerland).

passes her the handcuffs before the snatch mission: “You'll be wanting these.”

MacDougal is likewise a “straight” MI6 analyst, grabbed by Carlos to get Raul back, and you can skip *CHD Zermatt* and *Rabid Dog* as she's not being aimed as a weapon against Edom. The Director can use her to feed “this must be werewolves” lines to the Agents if they unaccountably remain skeptical. If you wish, formally introduce Edom either in *Edom Meddles* (p. 111) or as a doomed NPC team from CHD Zermatt that attacks the Silbertal Lodge just in time to let the Agents escape Carlos' pack.

The Agents who survive the operation return to London expecting a normal debriefing in the Circus (or Century House; p. 87). Instead, a car with tinted windows takes them into the countryside to a near-abandoned stately home called Ring. Here, their NPC Edom contact congratulates them on stopping (or at least mitigating the impact of) Carlos' plan. “Welcome to Operation Edom, chaps. Now that

you've met werewolves,” he says as we fade out, “let me tell you about the vampires ...”

THE SPINE

Assigned to grab a terrorist described as “supernaturally strong,” the Agents duly go **Scalp-Hunting** for Raul, a bomb-maker in Barcelona. But Carlos, “al-Deeb,” werewolf terrorist, needs him back and forces a **Trade-Off** by snatching an Edom analyst, Genevieve MacDougal. In her **Debriefing**, she fingers her partner Evan Kolinsky as a double agent, and provides a lead to the **Eis Disco** in Zurich. (Following The Kolinsky Trail to **Find the Traitor** provides an alternate path to Munich.) At Eis Disco, the Agents find Carlos' pack moving in on the local werewolves' territory, and making enemies and mistakes enough to reveal their own den, the **Silbertal Lodge** in Lenzerheide, Switzerland. (**A Meet With Mala** might get the same result.) In the **Blood and Snow** the Agents have a

chance to kill Carlos and stop his plot — the bombing of **Radio Free Europe** in Munich. If they don't, they have to do it in **Munich**, while the timer is ticking ...

ENTRY VECTORS

The bad guys provide a convenient entry vector into this scenario. Raul Rodriguez is under orders to get caught by Edom in Spain, so they have informants leak information about a bomb-maker with possible IRA connections to MI6, with enough supernatural spice to suggest that Edom should be involved.

If the player characters aren't part of Edom, then consider introducing Petrie (p. 111) as an old contact of the Agents. When the wolves kidnap MacDougal, he captures Raul to trade for her, and calls in the Agents for support. Start with *Trade-Off* instead of *Scalp-Hunting*.

As a Flashback, the NATO Liaison (**DH**, p. 125), Former Gehlen Org (**DH**, p. 82), Retired KGB Agent (**DH**, p. 97), or any

ex-MI6 or ex-Securitate NPC could give the story of what happened, as might Leon Ortenau (p. 122).

SCALP-HUNTING

SCENE TYPE: Action/Introduction

LEAD-OUT: Trade-Off

Barcelona, 13 February. It's a cold, wet evening, with a chill wind whipping through the city from the north-east.

In a one-bedroom apartment in Barcelona, the Agents operate a sting to bring down a "supernaturally strong" suspect.

The yellowing plaster walls of this student apartment in Barcelona, Spain, are covered with posters of Che Guevara and Zapata. An acoustic guitar leans against a battered sofa which holds a jumble of sheets and pillows, in the living room. A kitchenette (with window fire escape) leads to the bedroom and a tiny bathroom beyond. The bedroom dresser and sad twin-sized bed, stripped of its sheets, are easily overshadowed by the room's heavy wooden desk, two desk lamps, and a mess of wires, components, and explosive materials. A duffel bag next to the desk holds several pipe bombs, while the "main bomb" appears to be in the process of being installed in pieces into a dark green footlocker on the bed. Raul's inside listening to music.

The Agents are ... well, their approach is up to them. Their orders are to capture Raul Tomás Rodríguez; they've been issued with a sedative syringe and a pair of handcuffs (silvered, if Edom already knows about werewolves in your campaign), along with whatever other gear they might need for a smash-and-grab (6-point **Preparedness** pool for kidnapping gear). They're operating without the sanction or knowledge of the Spanish authorities, by the way, so they need to keep this quiet. There's an Edom outpost on Gibraltar they can retreat to if necessary. Once Raul is in custody, they're to bring him to the airport, where there's a charter plane waiting to bring him back to England (or maybe some

other black site — handling him after that is Edom's problem, not the Agents').

So — kick in the door, punch Raul in the face / jam a syringe in his neck, and render him out to the airport.

- **Pharmacy** gives a 4-point Tactical Fact-Finding Benefit to Hand-to-Hand here, as the Agents are ready to sedate Raul. He'll go down after a round of struggling once injected.
- **Explosive Devices** recognizes the equipment on the table as bomb components. It looks like he's working with blocks of plastique manufactured by the Bulgarian company Leutner Fabrichen (*DH*, p. 146); from the discarded wrapping, he had access to forty or fifty *kilos* of plastic. That's a lot of boom. Most of the explosive is gone though — already shipped out.
- **Bullshit Detector** or **Tradecraft**: Raul went down a little too easy. You'd have thought a tough guy like him would put up a better fight.
- 1-point **Notice** or **Astronomy** spend: There's a calendar on the wall with the 18th circled. The 18th is the next full moon.

RAUL TOMÁS RODRÍQUEZ

A Spanish-born student with revolutionary ideals and boot-camp level training in explosives, Raul was recruited into Carlos' pack only three years ago, at age 19. He's an excellent soldier for the pack, however, eager to learn everything he must to support the revolution.

Raul is short, stocky, with dark brown hair and a dark complexion. His eyes are black but always appear to be mirthful, even when that humor is not lighthearted or kind. Use the generic werewolf stats for Raul (p. 103).

INTERROGATING RAUL

While the Agents aren't supposed to interrogate Raul, they may do so after grabbing him or on the flight to Zurich.

Interrogation gets the following clues:

- He's a bomb-maker by trade. It takes time (**Interrogation**) to get the name of his employer (al-Deeb) out of him.
 - And a **Tradecraft** or **Languages** spend to know who al-Deeb is and what the code name means.
- He was building a bomb for an upcoming attack. He doesn't know where or when al-Deeb will strike, other than "soon."
- He gave the bomb to a courier; he doesn't know where the courier's going.
- **Bullshit Detector**: Raul's much, much too confident. Either he's sure that he's going to be released soon, or he thinks he'll be able to break out.

CHANGE OF PLANS

When the Agents make contact with Edom the next morning (either at the airport, or by calling in — remember, this is 1981, so no one has mobile phones), they're informed of a sudden change of plans. They're told the following:

- Last night, a secret listening post in Switzerland was attacked. It's believed the assailants are part of the same cell as Raul Rodríguez. At least one of the MI6 staff there was taken prisoner.
- The assailants have made contact with MI6 and want to make a trade — Raul for their prisoner. Edom doesn't know how they know that Raul was captured, but they suspect that Raul's apartment must have been under surveillance. (Optionally, drop heavy hints that Edom's going to blame the player characters for this whole mess — *"If you'd been more careful trailing Raul, we wouldn't be scrambling to make a trade under duress."*)
- The Agents are to bring Raul to Zurich immediately, and then follow instructions from the Swiss airport. Securing the safe return of the MI6 prisoner is their new top priority.

ZURICH, SWITZERLAND

TRADE-OFF

SCENE TYPE: Introduction**LEAD-IN:** Scalp-Hunting**LEAD-OUT:** Debriefing, Silbertal Lodge

If this is a one-shot or convention game, start with this scene.

A day or two after capturing Raul, the Agents find themselves in Zurich airport to make the exchange. Ask the players if they flew from Barcelona to Zurich, or if they went via London, or if they drove across France to get to Switzerland.

The Zurich Kloten Airport is a bustling airport in Switzerland, the largest airport in the country. It is sleek and “modern” (for 1981), having been recently renovated in the 1970s. Huge swathes of glass architecture, balcony overlooks, and curving hallways give it a somewhat retro-futuristic look. Swiss guards armed with machine guns serve as security in this airport — a stance against the rise in terrorism that has plagued the air industry over the past decade.

On arrival, the Agents hear a tannoy announcement calling for Raul Rodriguez to visit the car hire desk. There's a car rented in his name, and in the glovebox there's a map with an isolated mountain road marked, as well as a time — midnight tonight. Clearly, it's the time and place for the exchange. Getting there means some tough driving across the mountains. If the Agents want to get there ahead of time, they'll need to make a **Driving** test, Difficulty 4 (this is a failsafe test, so they can't fail; if they don't beat the Difficulty, they pick up a point of Heat from the Swiss police).

At the rendezvous, there's no sign of anyone until just before midnight, when a car identical to the one the PCs are driving shows up. In it are four young men; they look similar to Raul, and he clearly recognizes them. The captured MI6 officer, Genevieve MacDougal, is tied up in the trunk.

The plan is for the Agents and the terrorists to get out of their cars, swap car keys, and then both drive away. **Military Science** or **Sense Trouble** guesses



they've got a dead man's switch or some other security measure to ensure that if the Agents try double-crossing them, they'll be able to kill their hostage. (There's a small radio-controlled bomb under the car, and one of the goons has a detonator in his pocket. Disarming it needs **Explosive Devices**, Difficulty 3; **Notice** sees him keeping one hand in his pocket.)

The goons don't give names, and have the same alpha-dog swagger as Raul, all young, immortal, and virile. The leader arrogantly tosses the keys of his car towards one of the Agents, deliberately aiming the throw short so the player character has to scramble in the snow. “Better get her somewhere warm quick,” he says, jerking a thumb towards the car. “Don't fucking follow us.”

If the Agents fucking follow them at a distance, then it's a Difficulty 6 **Driving** or **Surveillance** test (driver's choice) to keep them in sight without being spotted. Snow on the road makes the drive even tougher. The goons head towards *Silbertal Lodge* (p. 113); if the Agents lose them, then **Urban Survival** spots the same car in Zurich outside the *Eis Disco* (p. 112).

THE HOSTAGE

MacDougal's tied up in the trunk of the second car, bound and gagged. **Pharmacy** suggests that she's also been sedated;

Diagnosis tells the Agents she's been roughed up but not severely beaten, and is suffering from hypothermia after being locked in the boot of the car for a few hours in the middle of winter. They can't fly her back to England until tomorrow, so they should find somewhere to hole up or drive back to Zurich and rest. Run *Debriefing*.

DEBRIEFING

SCENE TYPE: Core**LEAD-INS:** Trade-Off, The Smoking Gun**LEAD-OUTS:** Bibliothek Vordenburg,*Eis Disco*, Silbertal Lodge, CHD

Zermatt, Boucherie Zalita

Genevieve MacDougal is understandably under a great deal of stress and anxiety. In the last few hours, she's been betrayed, ambushed, assaulted, drugged, and then imprisoned. She's not a field operative; her idea of spying is sitting in nice Swiss coffee shops meeting informants, not shooting people. She's shaken; spending **Reassurance** or **Shrink** and making her endless cups of tea calms her nerves enough to get her to explain what happened.

While tending to her injuries, both mental and physical, the Agents may also pick up on some other clues:

THE EDM SAFE HOUSE

The obvious place to go is Edom's safe house in Zurich. This is a two-story home of newer construction in a nice neighborhood in Zurich's suburban area. The brick exterior's large windows face the street. A small garden in the front provides a setback from the road. A fat yellow tabby cat lounges on the porch, coming and going as it pleases. The water and electricity are both on, and the kitchen is stocked with shelf-stable food. Two bathrooms serve for the house; one of them has stainless steel countertops and bathtub (easily sterilized) and a field surgeon's first aid kit. There is far too much bleach in this house, and

the garden shed out back has a rather significant amount of stored lye.

Three bedrooms upstairs appear fairly normal except for the walk-in closets with extremely strong doors and locks. The closet off the master bedroom also has a pair of shackles bolted into the wall, which is one of the shared walls with the neighbor's house.

In the attic are four footlockers containing various conventional guns and weapons — this counts as a free cache (**NBA**, p. 94; it can be a haven, too, if the Agents have managed to spend enough points to need a refresh).

- **Diagnosis:** She's been punched and kicked, and even bitten on one shoulder. None of her injuries are life threatening, and she hasn't been raped.
- **Pharmacy:** She's been injected with both sedatives (probably a phenobarbital) and some sort of stimulant, possibly an amphetamine. That's a CIA interrogation technique discovered in the MKULTRA experiments.
- **Vampirology or Occult Studies:** There's weird silver threading around her wounds. It's not a vampire bite ... it reminds you of something you've read about werewolves. Maybe you should check out the *Bibliothek Vordenburg* (p. 110) for texts on this matter.
- **High Society, Human Terrain, or Tradecraft:** MacDougal ... you know those features, and from her behavior and accent, you're guessing she's from a wealthy background. She's got serious family connections — she's the niece of the current Lord Chancellor. No wonder Edom wants her back so urgently.

MACDOUGAL'S STORY

She tells the Agents the following information (redact as necessary if you're keeping Edom offscreen for the most part):

- She works for Edom. She's part of a three-person team operating a listening post in the town of

Zermatt, in the southwest of Switzerland (*CHD Zermatt*, p. 111).

- Her supervisor there is David Petrie; the third member of the team is Evan Kolinsky.
- Petrie was always very cold and distant, and was often away for long periods without warning. She got to know Kolinsky very well; she thought of him as a friend.
- Kolinsky spent a lot of time in Zurich. She suspects he had a girl there.
- Kolinsky convinced her that Petrie had switched sides and is taking bribes from the Soviets, and that they should follow Petrie to a meeting with his handlers.
- He mentioned that a contact in the Boucherie Zalita tipped him off about Petrie's treachery
 - (core) **Streetwise:** The Boucherie is a place to pick up illegal weapons.
- (core) **Streetwise:** She also knows that Kolinsky spent a lot of time at the Eis Disco in Zurich.
- That meeting was an ambush — an excuse for Kolinsky to lure her into the woods, where she was ambushed by the men who kidnapped her.
- She doesn't know what happened to Kolinsky, but the Agents can follow up on either of the core clues (*Boucherie Zalita* (p. 110) or the *Eis Disco* (p. 112)). Alternatively, if you want to cut the Kolinsky side trail, then she can remember Kolinsky running into the forest, pursued by a huge silver

wolf with piercing blue eyes, and a few moments later she heard him scream. (The wolf was Angeline Blau.)

- Everything's a blur after that. They brought her to a basement — she remembers seeing old ski gear and broken chairs with a silver V on them.
 - (core) **Research** lets the Agents tie that logo to the *Silbertal Lodge* (p. 113).
- **Languages:** They spoke English, but she also heard some of them using Spanish, Italian, German, and Romanian, suggesting a mixed group. They may have asked her questions — she doesn't remember.
- She got the impression that they were planning something big, and that "the others have gone ahead already," and that "Raul is preparing the bomb."
- She feels responsible for Raul getting away — if she hadn't been so stupid to listen to Kolinsky, then the Agents would still have Raul, and they'd know what the attackers are planning.

MEDICAL TREATMENT

If the Agents want to examine MacDougal's wounds more closely, they can break or bluff their way into a local hospital. The sounds of monitors and patients murmuring, and footsteps on the cool, white tiled floors, mingles with a pervasive antiseptic smell. The emergency department of the hospital is only slightly faster-paced, mainly with car accidents and drunks on this mid-February visit.

Diagnosis confirms that the silvery threads around the injection site are unnatural — and expanding. It looks like MacDougal has been infected with some supernatural contagion or curse. She's also showing signs of an allergic reaction to silver.

The hospital has a few lecture rooms, which contain historical artifacts from past medical eras. Among these is an injectable solution of silver sulfadiazine (SSD). There are only a few vials of the stuff in a display case with some other curious historical medical artifacts and devices. **Filching** it is Difficulty 4.

One dose of SSD injected into a werewolf kills it in a matter of minutes (although the wolf will be very dangerous in the meantime!).

MOVING ON

Edom wants the Agents to bring MacDougal back to England immediately, or at least put her on a plane so she can be reunited with her influential family. MacDougal wants to stay and help the Agents track down Kolinsky and the kidnappers. If the Agents go with this option, they need to find a place to stash her — if she's seen by any of the other werewolves other than Mala, then Carlos realizes that the Trojan-wolf part of his plan has failed, and he goes to his plan B on that score, which is murder the Agents in *Blood and Snow* (p. 117).

If the Agents decide to accompany MacDougal home, or put her on a plane back to London, run *Edom Meddles* (opposite), then *Rabid Dog* (p. 119).

BIBLIOTHEK VORDENBURG —

SCENE TYPE: Alternate/Pipe

LEAD-IN: Debriefing, Edom Meddles

LEAD-OUTS: Baba Windeck

The Vordenburg collection was founded by Baron Vordenburg, a German occultist and alleged vampire hunter (**Vampirology** connects him to Carmilla). Parts of the library were lost during WWII (looted by the Nazis, or the Soviets, or the Nazis got it first and then the Soviets grabbed it from them), including several artifacts like the baron's vampire hunting kit, but some of the books survived and form the core of this collection. This research library (not a lending library) is located in any large city, such as Zurich, Munich, or Freiburg. The library contains several major collections, including an extensive history of the region, a sizeable occult and "alternative religions" section, and numerous works of art and historical artifacts. One current exhibit showcases the art and history of Romania, up to the end of World War II, when it joined the Soviet bloc.

Research confirms that MacDougal's injury resembles a werewolf bite. There are rumors of a ritual that can remove the curse — but only if performed before the victim changes for the first time.

Research also turns up a newspaper article from the early 1960s, describing a horrific attack on a playground in Lenzerheide by a "wild dog." Three children were injured in the attack, and a fourth died from his wounds a few days later. The naked body of a man was

discovered in the woods several days later, killed by a gunshot wound. The man was later identified as a former German soldier who was believed to have been killed in 1945; the authorities were baffled as to how he remained at large for more than fifteen years.

■ (alternate core) **Flattery or Occult Studies:** Chatting to the unexpectedly personable librarian, you learn there's a woman in the Lenzerheide region who dabbles in the occult, a kind of "hedge witch" who used to visit the library a lot. He digs up her contact details — *Baba Windeck* (p. 118).

WORD FROM EDM

If the players need a hint, or don't want to risk a detour to find the library, then Edom can give them the key facts in a phone call.

BOUCHERIE ZALITA —

SCENE TYPE: Hazard

LEAD-INS: Debriefing, Find the Traitor, Silbertal Lodge

LEAD-OUTS: Silbertal Lodge

Alexis and Marta, a large man and his equally large wife, operate the Boucherie. They sell drugs and guns on the side. They don't keep any weapons or contraband at the Boucherie itself — it's all stored in lockups and hidden caches around the city. By default, the Boucherie is in Zurich, but it can be moved elsewhere. If the Agents use **Network** to source weapons or equipment, point them here.

The place reeks of blood and refrigerated raw meat. Numerous cuts of ham and beef are on display in the refrigerated counter. In the back, a large meat locker has enormous sides of beef hanging in cold storage, ready to be cut and presented for sale. Behind the shop, a pack of four guard dogs keeps watch, preventing interlopers from interrupting its supply of delicious scraps.

OBSERVING THE BOUCHERIE

Neither Kolinsky nor Carlos' pack have any direct contact with the Boucherie for the rest of the mission — they've already done their business here. Still, tapping phones or watching the visitors here gives the following clues:

■ **Streetwise:** The owners of the Boucherie have arrangements with

several Swiss border guards, allowing them to smuggle illegal goods in and out of the country. Knowing about their operations gives ammunition for blackmailing them into cooperating.

■ **Criminology:** The Zalitas are scrupulously fair, selling to anyone. They're not part of Carlos' gang, nor are they aligned with any other terrorist or criminal groups. They're Swiss organized crime — as neutral as the rest of the country.

BREAKING IN

The Agents need to get past the dogs in order to get in (Difficulty 4 **Infiltration**, **Pharmacy** spend to drug them, **Outdoor Survival** spend to know how to calm them). Inside, the Agents find the following:

■ **Accounting:** Someone purchased a large number of guns — if the Agents know the size of the team at the Silbertal Lodge, they can tell that Carlos bought more guns than that team could reasonably use. He's got a second squad out there (*Team October*, p. 103).

■ **Notice:** There's a map under the counter; it was used recently, and the Silbertal Lodge in Lenzerheide is circled.

QUESTIONING THE BUTCHERS

Alexis and Marta refuse to discuss their business with outsiders. You can buy meat, or you can buy drugs and guns, but their client list is not for sale. A **Negotiation** spend gets some information, as does uncovering their arrangement with the cops and threatening to expose it (leveraged clue). Straight Intimidation is ignored; if the Agents escalate to violence, that's certainly an option, but Alexis and Marta have scrupulously maintained their identities as upstanding citizens, so killing them is worth 4 Heat. Use Thug stats (*NBA*, p. 70) for the pair — Alexis counts as a gym rat, and he's got Special Weapons Training with his cleaver for +1 damage.

■ If the Agents get them talking, they admit they delivered some merchandise to the Silbertal Lodge.

■ They have never heard of Kolinsky, or Petrie, or Edom. (Kolinsky lied when he told MacDougal about his source.)

CHD ZERMATT

SCENE TYPE: Alternate

LEAD-IN: Debriefing

LEAD-OUTS: Find the Traitor

Edom's station in the small Swiss town of Zermatt looks unremarkable from the outside — a little chalet in the mountains, overlooking the valley below. Only (**Electronic Surveillance**) the radio aerial nestled among the chimneys, or (**Mechanics**) the heavy-duty generator at the back, or (**Military Science**) the unusually thick walls and the windows with excellent fields of fire hint that it might be anything more than it seems.

In the basement of the chalet is a Chain Home Deep station, part of Edom's telluric monitoring network. This particular station normally has three staff members — supervisor David Petrie, and technicians MacDougal and Kolinsky. All three are missing when the Agents arrive; Kolinsky's fled, MacDougal is in the Agents' custody or back in England, and Petrie is simply missing.

There's no sign of forced entry, but the front door is unlocked and the interior has been quickly and efficiently searched (Carlos' men came here after capturing MacDougal.) Examining it picks up the following clues:

- **Electronic Surveillance:** There's an Edom flash-transmission device in the basement; the kidnappers used it to tell Edom they had MacDougal and to arrange the trade for Raul. That implies they knew a great deal about Edom's operations.
- If you're using the optional *Find the Traitor* plotline, then Kolinsky returned here after MacDougal was kidnapped and grabbed his belongings; he packed a bag and left. In his haste, he dropped a clue (**Notice**). In the living room, there's a bookcase, and on one shelf there's a row of phrase books (carefully alphabetized — there's little else to do here). The Romanian phrase book is missing.
 - **Criminology** or **Tradecraft** suggests that if Kolinsky left in a panic, he might try defecting to the Romanians via the embassy in Bern (veteran Edom agents may know that the infamous traitor, Nicholas Loman, the Alleged Mole (*DH*, p. 89),

tried to do the same thing, but ended up running across country). Following this clue brings the Agents to *Find the Traitor* (p. 112).

While the Agents are here, the phone rings — it's David Petrie, observing them through a spyglass. See *Edom Meddles*.

EDOM MEDDLES

SCENE TYPE: Antagonist Reaction

LEAD-OUTS: Find the Traitor,

Bibliothek Vordenburg, Eis Disco

David Petrie is the head field officer at Zermatt. He's an Edom veteran; he was in Romania when the fangs came out back in 1978, and this assignment is an informal furlough for him to recover from the injuries he suffered there. He walks with a limp, and is blind in one eye. He wears a scarf to hide the ugly wounds around his neck, and gloves to hide the missing fingernails. He kept both MacDougal and Kolinsky in the dark about his history and his current activities, and neglected the running of the station. He blames himself for not spotting that Kokinsky had fallen for a swallow, and for letting MacDougal get kidnapped, and is determined to redeem himself. At the same time, he knows that he's not half the man he was, so he's going to use the Agents as his pawns and muscle.

A **Tradecraft** spend lets an Edom Agent have met Petrie before, and know the outline of his dossier — veteran field operative, part of the Romanian section under Alvah, barely made it out alive in 1978, refused to retire, sent to Switzerland to recover, formerly respected now considered unreliable and hard to work with.

The Agents might encounter him at *CHD Zermatt* (above); otherwise, he picks up their trail from the *Trade-Off* (p. 108).

Petrie uses all his considerable tradecraft and experience to stay ahead of the Agents, and communicate through phone calls, dead drops, and the occasional deep throat meeting in some alleyway in Zurich or shadowy mountain wood in Lenzerheide. He'll begin his first conversation with the Agents using an Edom call/response code ("Watchman, what of the night?" / "The morning cometh"/"And also the night"), but he'll work with non-Edom spies if he has to.

Use Petrie to push or pull the players depending on the needs of your scenario. Some options:

- As a note of caution: If the players latch onto the idea that getting MacDougal back to England is their objective, then he warns the Agents to take a closer look at the case, insisting that they ignore Edom's demands to return the young officer immediately. *"This stinks. They must have been watching Zermatt for weeks; why blow it all in a panic? What's their real endgame?"*
- As encouragement: Conversely, if the players are hesitant about investigating, then Petrie can hint that the Agents are on the right trail. *"You've seen it, haven't you? Keep going. The only way out is through."*
- As a clue dispenser: Petrie can point the Agents at the *Bibliothek Vordenburg* (opposite) (*"If we were back in England, I'd send you down to Ring to read CASE TALBOT, but here ... there was an old German hunter named Vordenburg ..."*), or at the *Eis Disco* (p. 112) (*"Kolinsky, the idiot boy ... got picked up by some whore of a girl working for the enemy, and couldn't keep his mouth shut afterwards. Find her at the ice club,"* or at *Find the Traitor* (p. 112) (*"He's run to Bern. Quick, and you can catch him at the Kirchenfeldstrasse ..."*))
- As a guardian angel: If the Agents get into trouble, then Petrie can step in, either with advice (*"Here's a map to a buried Edom cache; you'll see a cup-and-drop blaze on the rock on top of it. It's got guns / passports / silver bullets / handcuffs / money"*) or a silver bullet sniper shot at just the right moment.
- As the real villain: Optionally, this whole scheme is Petrie's doing. He didn't escape from Romania — he was allowed to leave after swearing eternal loyalty to the Master. His aim now is to get back into Edom's good graces and put himself back on the fast-promotion track to a Dukedom, maybe even the directorship. He's therefore arranged this high-profile threat that he can help thwart, repairing his reputation with MI6.

DAVID PETRIE

GENERAL ABILITIES: Athletics 6,
Driving 5, Hand-to-Hand 5,
Health 6, Shooting 9, Weapons 5

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +3
(professional paranoia)

STEALTH MODIFIER: +2
(Bucharest Rules survivor)

FIND THE TRAITOR

SCENE TYPE: Alternate

LEAD-INS: CHD Zermatt,
Edom Meddles, Eis Disco

LEAD-OUTS: Eis Disco,
Boucherie Zalita

Evan Kolinsky's birthday is in March. He's pretty sure he's not going to live to see it.

A few weeks ago, he met a girl, Angeline Blau, at the Eis Disco. She was wild and liberated and exciting, and Kolinsky was completely unable to resist her. He drank too much, talked too much, and didn't notice when she expertly moved the conversation onto Kolinsky's co-workers. She picked holes in his cover story, then smiled as if to say "*It's all right, your secrets are safe with me.*" And when Kolinsky finally realized how much he'd given away and tried to stop seeing Angeline, Carlos and the rest of the pack strongarmed him into returning to the Eis Disco, where they blackmailed him into leading MacDougal into a trap.

So, he's given away Edom secrets to a woman, and helped a gang of international terrorists kidnap one of his fellow officers. Kolinsky knows that if he goes back to England, the best he can hope for is a very long prison sentence; more likely, it'll be a sudden heart attack or a traffic accident. They're good at traffic accidents. He's therefore on the run, and has the vague plan of defecting to Romania. The Romanians know about Edom; there was the whole mole hunt flap a few years ago. Surely he can buy safety there with what he knows.

Intercepting Kolinsky before he defects is a simple matter of putting a watch on the Romanian Embassy in Bern for a few days. Kolinsky plans on walking in through the front door once he's shaken any pursuers, like Petrie (even if Petrie isn't chasing him, Kolinsky's paranoia has overwhelmed him, and he's seeing Edom kill squads everywhere). It's a **Surveillance** test

(Difficulty 4) to spot Kolinsky in Bern; if the test fails, he spots the Agents and it's a foot race to get to the embassy in time. Shooting or assaulting Kolinsky openly draws a lot of Swiss Heat; better to grab him quietly.

INTERROGATING KOLINSKY

Interrogation breaks Kolinsky instantly, and he blurts out everything he knows.

- He identifies Angeline Blau as the girl who seduced him at the *Eis Disco* (below).
- He told Angeline and her friends about the Zermatt station, and Petrie and MacDougal. They already knew about Edom, he swears (**Bullshit Detector** confirms that he's telling the truth, although he's obviously trying to play down how much he gave away).
- Angeline has a sister, Frangelica, and a close friend called Mala. There are also some men, mostly Spanish he thinks, led by someone called Carlos. He suspects they're criminals — he knows they were buying supplies from the *Boucherie Zalita* (p. 110).
- Petrie isn't a traitor, as far as he knows.
- Please let him go — Edom will kill him. He knows he was stupid, but look, MacDougal's safe, no harm done, everything's worked out, please let him go ...

The smart play may be to let Kolinsky go, but only after **Intimidating** him into becoming a double agent for Edom.

Alternatively, if you want an action scene and to foreshadow *Rabid Dog*, then **Diagnosis** spots that Kolinsky was also infected with the werewolf curse, just like MacDougal, and the stress of being caught triggers his transformation.

EIS DISCO

SCENE TYPE: Core

LEAD-INS: Debriefing, Edom
Meddles, Find the Traitor

LEAD-OUTS: A Meet With
Mala, Silbertal Lodge, Find the
Traitor, The Smoking Gun

This nightclub in Zurich is about 11 degrees colder than the outside air, being kept at a frosty 4.5°C). The bar itself lines the walls and is made of curved and sculpted blocks of ice, illuminated from below by

fluorescent lights that shine up through the carved ice. Four bartenders and three waitstaff keep the drinks flowing. Two women in skintight ice blue dresses are seated at the bar, near the entrance. There are roughly a dozen young men from all over, plus a small pack of more local boys. They wear polyester and velour with lots of gold jewelry.

In the center of the dance floor is a stage in the round where live bands and DJs perform electro-disco pop music for the masses. Lights from the stage spin out to the dance floor regularly, as well as smaller flashing blue and white lights from above. The music is loud and has a strange, unsettling undertone to it, a steady, primal beat.

Run *A Meet With Mala* as part of this scene if the Agents haven't encountered her yet.

■ **Human Terrain** or a description from Kolinsky identifies the two girls as the Blau sisters. **Flirting** also draws their attention.

➤ **A Diagnosis or Notice**

spend spots old scars on their forearms and legs; they look like very old bite marks.

➤ If asked about Kolinsky, they pretend to be bored — he's old news. One of the pair starts aggressively flirting with their interrogator to deflect attention, while her sister signals to any of Carlos' men in the bar that there may be a problem here.

➤ If there aren't any of Carlos' men nearby, then **Interrogation** gets Angelina's side of the Kolinsky story, including the fact that he's fled to Bern (*Find the Traitor*, above).

➤ They laugh and dismiss any insinuations that they're werewolves. **Bullshit Detector** confirms they're lying — press them on this, and it'll lead into *Blood and Snow* (p. 117) as soon as the sisters can manage it.

➤ Following the sisters leads to the *Silbertal Lodge* (opposite) in Lenzerheide.

■ If the Agents show up unannounced, then some of Carlos' men are here too — call for a **Surveillance** or **Disguise** test (Difficulty 5) to avoid being spotted. If spotted, run *Blood and Snow* (p. 117).

- If the Agents aren't spotted, they can follow Carlos' goons back to the lodge, or **Filch** a room key out of a werewolf's pocket. Alternatively, they could try grabbing one of the werewolves — that leads to *The Smoking Gun* (p. 118), or *Blood and Snow* (p. 117) depending on how successful the snatch attempt is.

A MEET WITH MALA

SCENE TYPE: Alternate

LEAD-INS: Baba Windeck, Eis Disco, Silbertal Lodge, Blood and Snow

LEAD-OUTS: Silbertal Lodge, Baba Windeck

Mala Ortenau is in her mid-20s. Despite her height, she manages to be unassuming, quietly slipping away or blending into the background. She works behind the desk at Silbertal Lodge, although she's doing a correspondence course in art history with a university in Lucerne. She lives in a loft apartment above a bakery in Lenzerheide, where the smells of fresh bread and pastries float up through the air ducts (she regularly brings fresh-baked pastries to her great-aunt, Baba Windeck). A spiral iron staircase leads to a trap door in the ceiling, granting roof access. The loft itself is spacious and well lit with a dozen wide windows and balconies. The floors are hardwood, and sound echoes throughout the loft. Mala is an amateur artist herself, so nearly every wall is covered in canvases.

- **Art History:** The canvases are mostly abstract images, suggesting lurking shadows in the woods dashed with blood-red marks of violence. They speak of trauma in her past. The only non-abstract piece is a portrait of an old woman, Baba Windeck.
- **Conceal** test, Difficulty 5: Stashed behind the vent in the bathroom, Mala has a single revolver loaded with silver bullets.
- **Notice:** There's a bright red ski jacket hanging up in Mala's closet, which mostly hides the heavy-duty manacles hanging from a hook.

ENCOUNTERING MALA

The Agents can run into Mala at the Eis Disco, at Baba Windeck's house, or at the lodge. She might also show up to rescue the Agents if they're in trouble.

If encountered at the lodge or the disco, she tries to deflect the Agents away from the scene for their own protection ("*Sorry, the hotel's full*" or "*They're closing the bar in a minute — if you want a drink, there's a late-night bar down the street*"); **Bullshit Detector** picks up what she's trying to do. If encountered at her great-aunt's house, she's much more aggressive and demands to know who the Agents are and what they want with Baba Windeck.

- If the Agents get a chance to observe the interplay between Mala and Carlos at the lodge, then **Human Terrain** gives an impression of the relative power structure — she resents him, but isn't willing to risk challenging him without support, and he's taking the Blau sisters away from her.
- Asking around Lenzerheide with **Reassurance** or **Streetwise** (or checking records with **Research**) turns up Mala's backstory. She was one of four children attacked by a wild dog twenty years ago, and her younger brother died shortly afterwards. Her parents never really recovered from the trauma, and her great-aunt *Baba Windeck* (p. 118) really raised her.

To get Mala's cooperation, the Agents might use:

- **Cop Talk** or **Tradecraft** to convince her they are secret agents who know what they're facing. The Agents need to walk a fine line — if they claim to be wholly mundane police, then Mala assumes they don't know what they're up against and warns them off. If they come on too strong and pretend to be fearless werewolf slayers, then Mala assumes they're here to kill her pack too, and flees at the first opportunity.
- **Negotiation:** You want Carlos gone; we want him dead. In this approach, the Agents need to show they're capable of defeating Carlos, and must promise to protect Baba Windeck no matter what happens.
- If the Agents have Genevieve MacDougal with them, and suggest that Mala can help Genevieve find a cure and thus avoid the same curse that haunts Mala, that also convinces Mala to cooperate.

Mala wants Carlos gone, the safety of Baba Windeck guaranteed, and to be left alone once all this is over. She'd like to protect the Blaus, but knows that possibility may already be closed off. Everything else is off the table.

Mala can:

- introduce the Agents to *Baba Windeck* (p. 118), and help them use the ritual to cleanse MacDougal
- warn the Agents not to send MacDougal back to England before the full moon
- supply them with maps of the lodge
- tell them about Carlos, his movements, his gang, and what she knows of his plans (she knows they're planning something, but doesn't know Radio Free Europe is the target)

SECOND CHANCES

If the Agents blow their first shot at allying with Mala, then you can give them a second chance at *Baba Windeck's* house or during *Blood and Snow*. If they really screw up, then add Mala to Carlos' retinue.

SILBERTAL LODGE

SCENE TYPE: Core

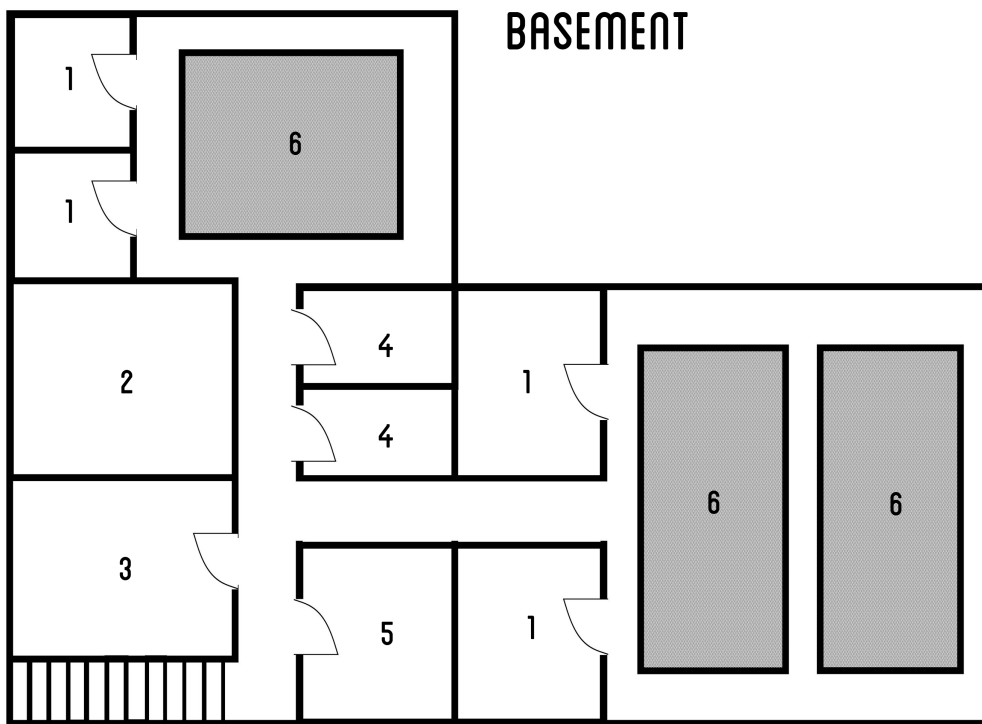
LEAD-INS: Debriefing, Eis

Disco, Boucherie Zalita, Bibliothek Vordenburg, A Meet With Mala, Trade-Off

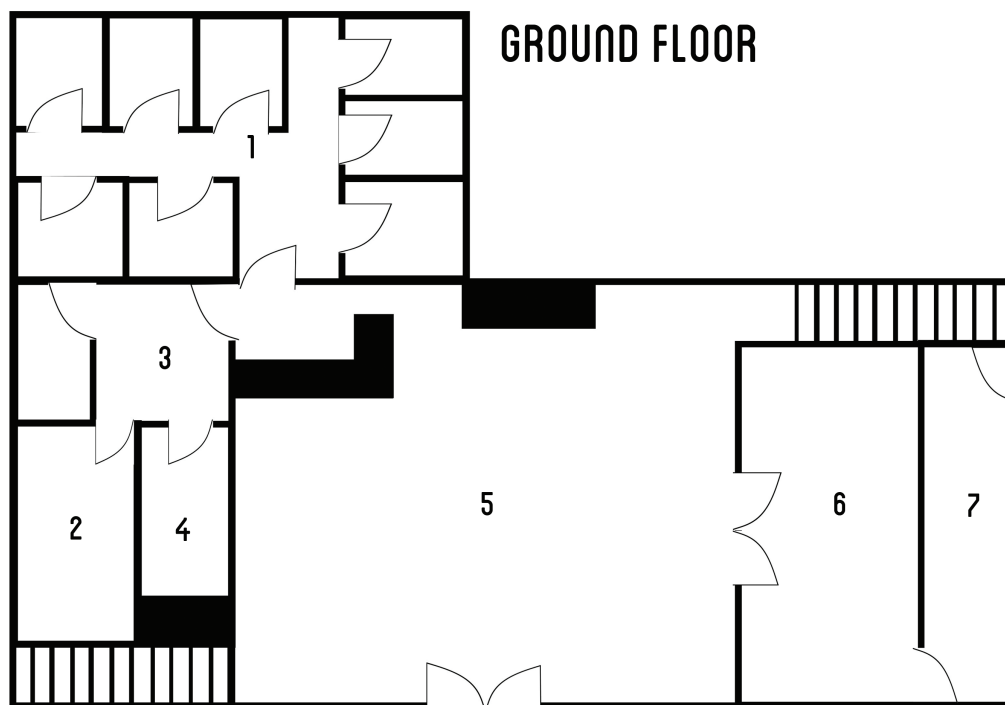
LEAD-OUTS: The Smoking Gun, A Meet With Mala, Evening Attire Appropriate, Boucherie Zalita, Munich

The Silbertal Lodge is a 200-year-old building in the Swiss Alps. The building is an aging beauty, in dire need of modernization. It still has a wired switchboard telephone system, with a phone operator.

The large, open foyer is the only part of the lodge that's been recently renovated, and boasts a warm, wooden floor and a marble-topped registration desk. Keys on fobs hang on a board behind the counter, numbered by room. Directly across from the entrance is a large fireplace, flanked by silk-upholstered sofas. Stairways lead upwards to the left and right. The dining room to the right serves a prix-fixe dinner and a "tea" at midday. There are no elevators, other than a dumb waiter for room service meals.

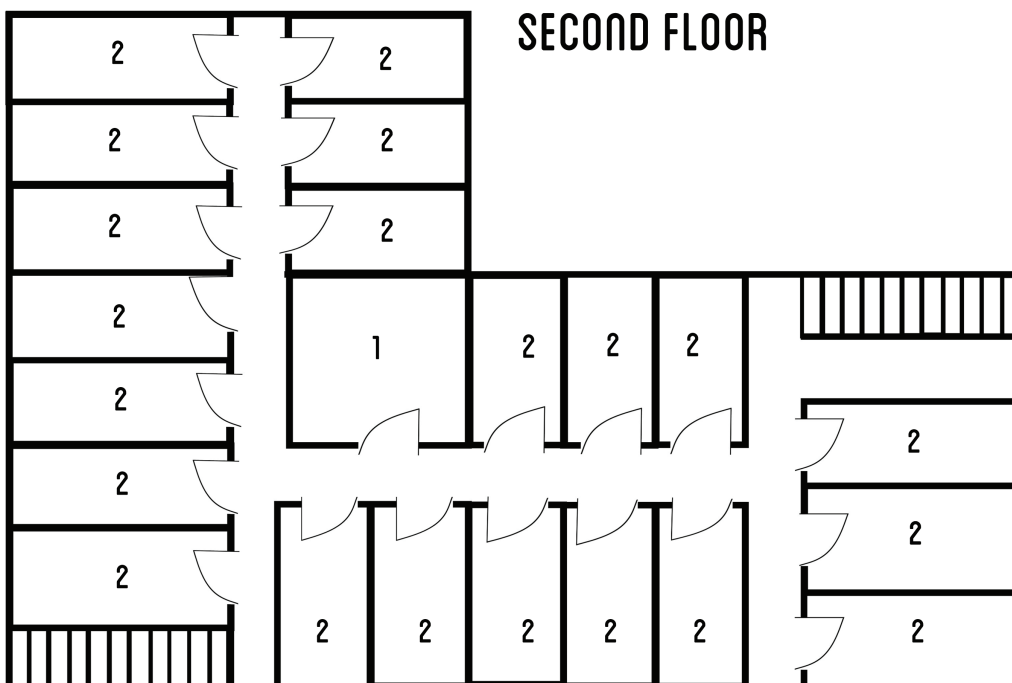
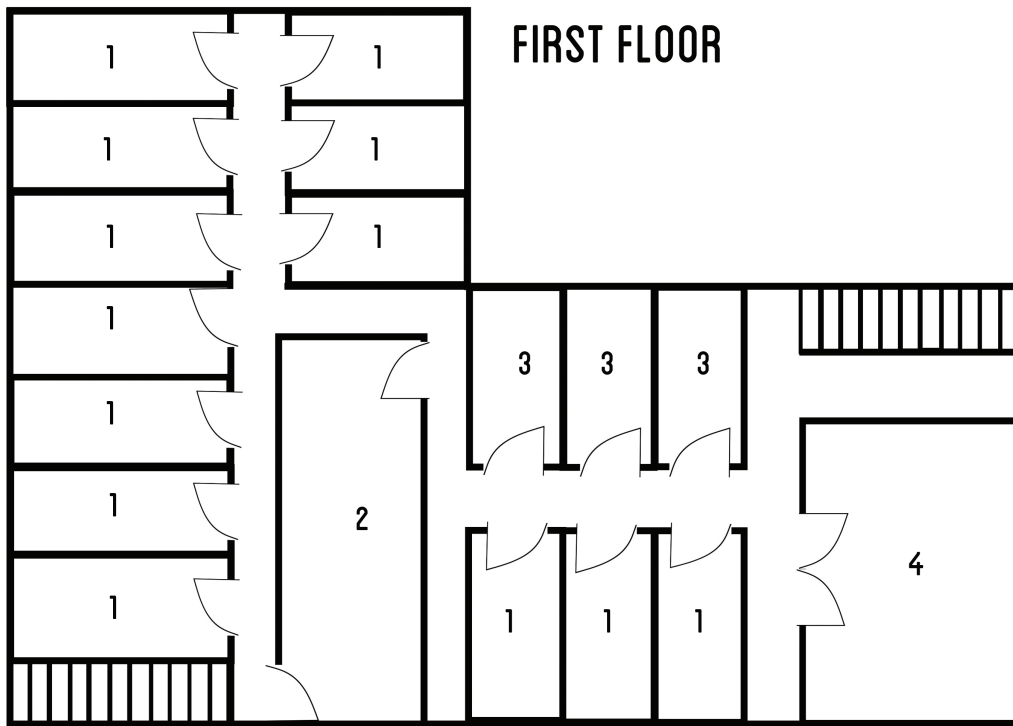


- 1. CHANGING ROOM
- 2. LOCKED ROOM
- 3. SERVICE ROOM
- 4. SAUNA
- 5. STEAM ROOM
- 6. POOL



- 1. STAFF QUARTERS
- 2. LAUNDRY
- 3. SWITCH ROOM
- 4. SECURITY
- 5. RECEPTION
- 6. DINING ROOM
- 7. KITCHEN





Mala Ortenau may be behind the desk when the Agents arrive; run *A Meet With Mala* (p. 113).

Behind the registration desk is the “back of the house” portion of the lodge, with the staff quarters (mostly unused, though there is an elderly groundskeeper who still has quarters here), laundry, switchboard, security room, and the safe deposit boxes. If the public-facing portions of the lodge are an aging beauty, the back rooms are a senile hoarder who keeps all her broken furniture and old newspapers. There are balconies outside each suite, although it’s a bit of a climb to get between them. Every two suites is connected with a lockable door.

The gang itself stays on the fourth level, with Carlos and Raul. There are only a handful of other guests; normally, the lodge would be quite full during the skiing season, but Mala’s deliberately “lost” a number of reservations to keep people away from the werewolves. The werewolves eat in the lodge — see *Evening Attire Appropriate* (below).

Checking with the switchboard (**Traffic Analysis**) gives a core clue pointing to *Munich* (p. 119) — Carlos makes multiple calls there every day to members of Team October.

The werewolves don’t socialize in the lodge during the day. They prepare in their rooms, or train in the mountains, or make supply runs to Zurich or the *Boucherie Zalita* (p. 110). The best time to approach them is during dinner (see *Evening Attire Appropriate*, below).

GUARD DOGS

Remember that as far as the pack knows, the Agents should be back in England with the about-to-wolf-out MacDougal. If any of Carlos’ pack spots the Agents or MacDougal, they realize that their plan has failed and switch to the backup



strategy of “eat the pesky spies.” If any of the Agents stayed out of sight during Raul’s capture and subsequent trade to the werewolves, then they can enter the lodge freely. Otherwise, the Agents need to use **Disguise** (Difficulty 6, as you need to disguise your body odor too) or whistle up a **Network** contact to spy on the lodge. They could also cultivate Mala as a spy (*A Meet With Mala*, p. 113) or try ...

SNEAKING IN

Getting into the lodge is easy. The only secure area is the fourth level, where the werewolves are staying. At all times, there’s at least one guard patrolling the floor or watching the stairs (**Infiltration** Difficulty is 7 — a base of 5, +2 for the werewolf’s Alertness. If the Agents have Mala’s help and keys, the base difficulty drops to 2 for a total of 4).

A search of the rooms turns up:

- **Explosive Devices:** Bomb-making equipment, identical to the components found at Raul’s apartment in *Scalp-Hunting* (p. 107). There’s about ten kilos here.
- **Streetwise:** Weapons bought from the *Boucherie Zalita*.
- **Photography:** Surveillance photos of CHD Zermatt and the staff there.
- (core) **Photography + Urban Survival:** Lots and lots of surveillance photos of the Radio Free Europe / Radio Liberty building in *Munich* (p. 119). That’s got to be the bomber’s main target.
- **Military Science:** These sketch maps also depict the building. A note here in the corner gives a “20 plan” and a “5 plan.” It looks like the numbers refer to the size of bomb — in the 5 plan, they blow open an entrance from the sewers below and then werewolves storm the building. In the backup 20 plan, they just blow the building to pieces.
- **Astronomy:** A page of some detailed calculations, with annotations in Romanian, calculating the exact time of the full moon over certain places in England (Ring (*DH*, p. 172), Exeter (*DH*, p. 167), Whitby (*DH*, p. 177), Slains Castle (*DH*, p. 176), central London, Heathrow Airport, and the home of the Lord Chancellor, Genevieve MacDougal’s uncle).

EVENING ATTIRE APPROPRIATE

SCENE TYPE: Alternate

LEAD-INS: Silbertal Lodge

LEAD-OUTS: The Smoking Gun, Munich

If the Agents choose not to engage Carlos and his pack during the day, dinner is served at night, with seating at 8 p.m. Carlos eats in the lodge with at least one other werewolf; the rest of the pack may make trips to Zurich, as the nightlife in Lenzerheide is lacking. As the date of their departure to Munich approaches, the trips to Zurich stop as the pack gathers.

This scene is rife with Interpersonal opportunities, some of which can be core clues.

- (alternate core) **Flirting** with Carlos or one of the other werewolves might let an Agent get close enough to observe Carlos making calls to Team October in *Munich* (p. 119).
- (alternate core) Similarly, **Flattery** coupled with **Human Terrain** or a **Cover** as a fellow-traveler communist gets the hint that “something big” is going to happen in both *Munich* (p. 119) and London soon.
- **Human Terrain** works out that there’s a pre-existing but strained relationship between Mala Ortenau the receptionist and the Blau sisters, that Carlos is running the show, and that the Blau sisters are falling into his orbit.
- **Languages** overhears one of the terrorists talking to himself in German; he’s clearly giving himself a crash course in the language. Offer to tutor him, and you’ve got a friend.
- **Streetwise** spots a deck of cards in the pocket of one of the werewolves, which leads into **Gambling** as a way to spy on the pack.

If the Agents lure one of the wolves away from the pack, run *The Smoking Gun* (p. 118) if they can subdue him, or *Blood and Snow* if it all goes wrong.

Poisoning the dinner is an option for amoral Agents. Normal toxins aren’t enough to take down a werewolf, but something exotic like silver sulfadiazine might do the trick.

BLOOD AND SNOW

SCENE TYPE: Antagonist Reaction

LEAD-OUTS: A Meet With Mala,
The Smoking Gun

You've got a pack of angry hormonal trigger-happy Marxist terrorist werewolves. There's going to be a fight. Let's run through the various ways that Carlos and his team might strike back at the player characters.

Some ground rules first:

- While Carlos has no compunction about killing the Agents, he wants to avoid heat. He's days away from carrying out a major terrorist operation in the heart of Germany, and the Swiss are notoriously security conscious. Fistfights, "wild animal attacks," and muggings in alleyways are fair game, but not running gun battles on the streets of Zurich. In Lenzerheide, he's got a freer paw to cause carnage, but still tries to keep a leash on his minions.
- His goons are overconfident — being able to heal from near-lethal damage overnight does that to you. They're more likely to go for brawls and beatdowns than shootouts. They've got plenty of guns in the lodge if they need to tool up, but they aren't routinely armed.
- Werewolves are very, very good at tracking, and Carlos likes to plan his strategies in depth. If a situation doesn't suit the pack, have it retreat and stalk the Agents for a while before choosing the optimum time to attack. **Outdoor Survival** or **Urban Survival** spends allow Agents to avoid leaving scent trails.
- If the players are in big trouble (and given how tough werewolves are, that's quite likely), you can use Mala (*A Meet With Mala*, p. 113) or Edom Meddles (p. 111) to have a convenient NPC pull the Agents out of danger, or else tell them with **Military Science** that they should retreat. Let the Agents fall back and regroup, mark a day or two off the timeline, and then let them come at the mission from a new angle.
- If the Agents manage to capture one of the wolves, run *The Smoking Gun* (p. 118).

So, possible attack vectors ...

ALLEYWAY BRAWL

LOCATION: Anywhere urban or indoors — Zurich, Lenzerheide, in the Silbertal Lodge, Munich

OPPOSITION: Two to three werewolves

TACTICS: The werewolves attack using Hand-to-Hand. They go for Reckless Attacks (*NBA*, p. 76) and lots of Called Shots and Smashes (*NBA*, p. 72 and 76, respectively) to deal lots of damage. Even if they get hit themselves, they know they'll heal. Murder isn't the goal — it brings too much heat. They'll be satisfied with just putting the Agents down for a few days.

LA BELLE DAME

LOCATION: Lenzerheide or Munich

OPPOSITION: One or both Blau sisters (or Mala if she's turned against the Agents), or a sexy Italian werewolf

TACTICS: Attempt to seduce an Agent; lure the victim somewhere private. Turn into werewolf form and attack. **Flirting** or **Bullshit Detector** (or **Sense Trouble**) realizes what's going on and gives the Agent a chance to flee.

THE CURSE

LOCATION: Anywhere

OPPOSITION: A single werewolf, in wolf form

TACTICS: A large dog — maybe a wolf — leaps out of the shadows, sinks its teeth into the calf of an unfortunate Agent, and then flees. A **Sense Trouble** test (Difficulty 6) lets the Agent flinch away from the threat and avoid the bite. A bitten Agent is infected with the curse, and needs the same treatment as MacDougal to survive.

DOGS CHASING CARS

LOCATION: The Agents are driving on a twisty country road, anywhere in Switzerland

OPPOSITION: The full pack — one werewolf per player character, plus Carlos and Raul

TACTICS: Even a supernatural werewolf can't keep pace with a car for long, but they can scramble up and down steep slopes and take short cuts. The Agents glimpse pale hungry shapes in the moonlight, slipping in and out of the shadows. They howl to one another, telling the rest of the pack that the prey is coming. Run this as a chase sequence;

if the Agents get caught, then one or more of the wolves manage to leap onto the roof of the car and start ripping through it — cue a fight scene.

If the Agents beat the pursuers, then suddenly the car's headlights reflect off the yellow eyes of a wolf charging towards them, right down the road. It leaps towards them, aiming to smash through the windscreen. Avoiding the oncoming wolf takes a **Driving** test at Difficulty 8; if the test fails, give the player a choice between "*Okay, you dodge the wolf, but you spin out of control and end up getting stuck in a snowbank. You've got to get the car back on the road before the rest of the pack show up — someone's going to have to get out and dig the wheels out*" and "*Okay, you keep control of the car even as a 70-kilo wolf smashes through the windscreen and ends up in the back seat*." In the latter case, the werewolf takes +3 damage, but hey, broken bones heal, and now it's at very close quarters with its prey.

CROSS COUNTRY RUN

LOCATION: Anywhere in the wilderness.

One especially nasty option might be for the werewolves to sabotage the Agents' cars at the Silbertal Lodge, forcing them to stay the night (cue a retelling of "Little Red Riding Hood" — "*What a convenient room key you have, granny*" — or maybe Mala saves their bacon) or else walk or ski back.

OPPOSITION: Not quite a full pack — say two wolves per three player characters

TACTICS: A straight chase across country. For extra nastiness, the howling of the wolves attracts more enemies, or Raul uses some of that leftover Romanian plastic explosive to trigger a small but perfectly formed avalanche in the path of the Agents.

SURROUND AND KILL

LOCATION: Wherever the player characters have holed up — likely locations are Baba Windeck's house, CHD Zermatt, a chalet or lodge near Lenzerheide

OPPOSITION: The whole pack

TACTICS: The pack surrounds the building, waiting until they've all gathered. They use both wolf and human forms — some of them provide covering fire with assault rifles, while their brothers advance in wolf form. Carlos treats this

as a dry run for the assault on Radio Free Europe; he has one of his goons scurry forward with a small demolition charge to blow open the barricaded door or take down a side wall. The whole pack then wolfs out and charges in.

THE SMOKING GUN

SCENE TYPE: Alternate

LEAD-INS: Silbertal Lodge, Eis Disco, Evening Attire Appropriate

LEAD-OUTS: Munich, Debriefing

(For a short-format or one-shot game, shorten this scene to a montage.)

All the wolves in Carlos' pack know the basics of the attack on Radio Free Europe, and **Interrogation** (alternate core clue) forces them to reveal what they know. They're going to attack the Western capitalist propaganda machine in *Munich* (opposite). They have agents in place already, but the preferred plan is to blow open the building and devour everyone inside. However, only Carlos has contact details for the Team October cells in Munich — he's scrupulous about information security.

They also know that MacDougal was captured, but don't know why she was targeted and infected. All of them lost comrades to the curse, although they believe that those deaths were the result of insufficient understanding of Marxist theory. It's clear, though, that kidnapping MacDougal wasn't just a snap reaction to Raul's arrest. If the players haven't done so already, they should question MacDougal more in *Debriefing* (p. 108).

If the Agents somehow manage to capture Carlos himself, then he calls the pack to rescue him (run *Blood and Snow*, p. 117). He's able to resist **Interrogation**, but suitable pressure such as threatening to cure his werewolf powers or hand him over to Mossad can eventually break him. He spills the names of the Team October members in Munich, but then starts ranting about how *He* will be angry and how *He* commanded the attack on Edom, and nothing that the Agents do can stop His dread will!

"He will suck out your blood and brains, and hurl them into His alchemist's stewpot, and bring an end to the corruption of the Western imperialists! Your capitalist system, which survives by drinking the blood of the workers,

shall itself be drained and hollowed out! You have called into being the vampire of capitalism to destroy the workers — but I tell you they shall be avenged by the power your decadent overseers thought to control! Your opiate god and weak vampires of capital cannot save you from the implacable forces of history — forces born of history, forces driven by history, forces that are history!"

BABA WINDECK

SCENE TYPE: Alternate

LEAD-IN: Bibliothek Vordenburg,

A Meet With Mala

LEAD-OUTS: A Meet With Mala

Baba Windeck is a woman in her mid-60s, still spry, who tends a backyard garden of herbs and flowers. She is called "Baba" affectionately by the locals because she keeps a small coop of chickens in her backyard. No one is quite sure where she gets her money or what she does for a living. Wild stories about her digging up buried treasure or telling fortunes for certain exceedingly wealthy bankers and politicians are, of course, nonsense, and no one remarks on the fact that she's careful never to tread on consecrated ground.

She's Mala's great-aunt. When Mala and her brother Stefano were bitten by a rogue wolf, she tried to find a way to remove the curse. Her researches in the *Bibliothek Vordenburg* (p. 110) uncovered a ritual, but she was unable to complete it before Stefano died and the curse took hold in Mala. She helped Mala survive her own transformation and hide from the authorities.

WINDECK'S HOUSE

Baba Windeck lives in a modest two-story farmhouse outside Lenzerheide. The house always smells slightly of cabbage and root vegetables, although it's not unpleasant. Decorative bric-a-brac cheerfully clutters the many shelves in her house, providing many small, breakable objects if there's any serious action in the house. Baba Windeck's rarely used occult library and tools are stored in the attic for safekeeping.

If the Agents haven't met Mala yet, she's here visiting her great-aunt; run *A Meet With Mala*.

Carlos knows about Mala's relationship with Baba Windeck, but doesn't know about Windeck's occult expertise or curse-

removing rituals. He's subtly threatened to kill Windeck if Mala doesn't cooperate,

Occult Studies or **Reassurance** gets Baba Windeck's assistance.

THE RITUAL

The ritual requires:

- the heart of a werewolf
- a circle of at least three participants, not including the targets of the ritual, each of whom needs to spend a point of **Occult Studies** or else 3 points of **Stability**
- a sacrifice — something of great value from each participant; the sacrifice needs to be something uniquely *human*, something that might remind the soul of the target of their essential humanity
- a brightly burning bonfire — the flames turn blue as the ritual takes hold
- If any of the Agents have been bitten, this ritual can also cure them with an additional heart. The ritual must be performed at moonrise — ideally on a mountaintop, but somewhere with a connection to telluric energies works too (Edom's Zermatt station, for example).
- Aberrant creatures can sense the gathering of power associated with the ritual, so if the Agents haven't deal with Carlos' pack (or else waited until Carlos and company depart for Munich on the 17th), then run *Blood and Snow* (p. 117) as the ritual draws the attention of the terrorists.
- Obtaining a heart is up to the Agents. The obvious solution is to kill one or more of Carlos' goons. Another option, albeit a disturbing one, is to disinter the remains of either Stefano Ortenau or the nameless vagrant, both of whom have been dead for decades, and see if any usable fragments of heart tissue have avoided decay. Baba Windeck tried using a bottled heart she obtained from a dealer in occult artifacts, and that didn't work, but the Agents may have better contacts or more luck. As a last resort, Mala might hurl herself into the flames, sacrificing her own life to free another.

HEAT IN GERMANY

Any Edom agents operating in Western Europe must be wary of possible exposure as foreign agents by the German Bundesnachrichtendienst (BND), the intelligence agency for West Germany. The BND is persistent; if local authorities get involved or the Agents engage in a loud or showy encounter inside German borders, it alerts the BND, which raises the Heat by +2. Elsewhere, the BND has little sway, but still monitors situations closely; normal rules for increasing Heat apply.

If the Director decides the Conspiracy has a major presence in Munich (**DH**, pp. 226–228), apply the Heat and Difficulty increases for Romania here as well (**DH**, p. 203).

If the players have Edom sanction, then a 2-point **Bureaucracy** spend (or **Network**, or a Difficulty 6 **Bureaucracy** test if you're using

the Bureaucracy-as-a-General ability rules from the *Edom Field Manual*) gets them the cooperation of the German authorities.

GERMAN BND AGENTS

The BND represents the intelligence agency in Germany, while the BKA are the investigative law enforcement (think CIA/FBI, for the USA). While the BND is involved in surveillance and intelligence-gathering on Edom activities, the BKA (below) is more likely to be called in to make formal arrests.

GENERAL ABILITIES: Athletics 6, Conceal 2, Driving 6, Hand-to-Hand 9, Health 8, Shooting 7, Weapons 5
HIT THRESHOLD: 3
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +0
DAMAGE MODIFIER: –2 (fist, kick), +1 (pistol or shotgun), tear gas grenades

ARMOR: –2 vs. bullets, –1 vs. other (tactical vest)

ORDINARY COPS, BKA AGENTS, AND EMERGENCY PERSONNEL (MOOKS)

Ordinary local police and emergency personnel are called in for normal arrests and inquiries. These people are completely unequipped to deal with international terrorists and werewolves.

GENERAL ABILITIES: Athletics 5, Conceal 2, Driving 4, Hand-to-Hand 5, Health 3, Shooting 4, Weapons 4
HIT THRESHOLD: 3
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +0
DAMAGE MODIFIER: –2 (fist, kick), +1 (pistol or shotgun)
ARMOR: –2 vs. bullets, –1 vs. other (tactical vest)

RABID DOG

SCENE TYPE: Antagonist Action

Run this scene only if the Agents fail to cure MacDougal by the 18th.

If she's still with the Agents, she's unable to resist the siren song of the moonlight. She turns into a werewolf and attacks in a frenzy of claws and teeth. She's not one of the lucky — or unlucky — ones who can survive the transformation. If she's not killed by the Agents when she attacks them, then she runs off into the forest in wolf form, never to be seen again. (She'll only turn back into human form when killed, so in a few years some Swiss farmer is in for a shock.)

If the Agents followed Edom's orders and put her on a plane back to England, then it's a lot messier. She transforms either while being debriefed at an Edom stronghold like Ring or Exeter, or at the home of her uncle, the Lord Chancellor. Either way, it's a disaster for Edom, a wound that won't heal for decades.

MUNICH

SCENE TYPE: Action

LEAD-INS: Silbertal Lodge, Evening Attire Appropriate, The Smoking Gun
LEAD-OUT: Radio Free Europe

If the Agents do not arrive in Munich to stop the bombing of Radio Free Europe on the 21st, they arrive in the aftermath.

If they arrive before the bombing, then they need to stop any remaining werewolves, plus Carlos' human-but-still-dangerous Team October crew. Team October has split into three independent cells to evade detection.

HUNTING THE WOLVES

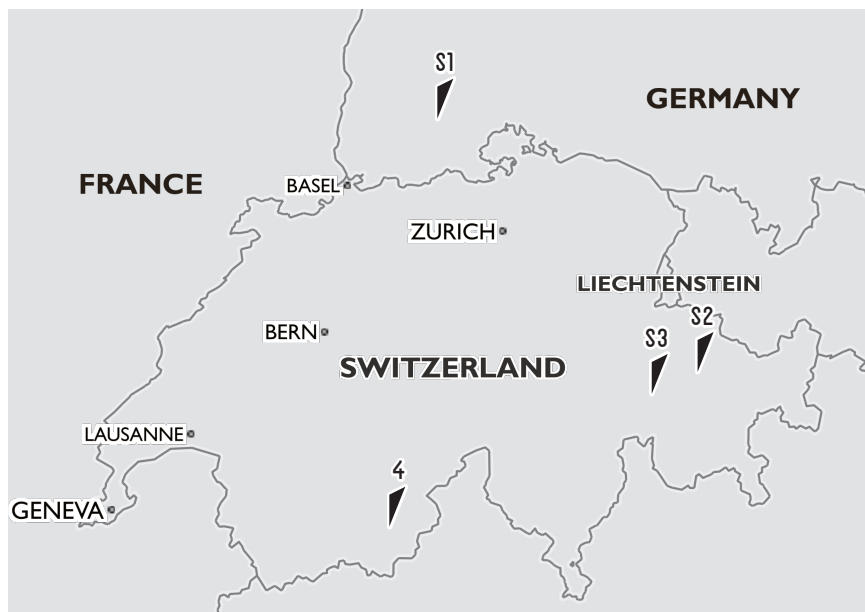
Hunting Carlos in Munich is nearly futile — he and his men have turned into wolves and could be anywhere in a city full of German shepherd dogs.

- Mala could track them by scent if the Agents can somehow convince her to come along (she might agree if Carlos has the Blau sisters with her, or if Carlos killed Baba Windeck). A kind Director might allow the use of **Hypnosis** on MacDougal to track down the wolf who infected her.

- **Bureaucracy** or **Streetwise** picks up rumors or complaints about wild animals in particular parts of the city.
- **Urban Survival** can find Carlos' cars and vans, giving the Agents a starting point. The terrorists can hide in wolf form, but they can't carry guns and supplies in the mouths, can they? Stake out the cars with **Surveillance** and pray you get lucky.
- If the Agents capture any of the Team October cells, then Raul might have to come out of hiding to make another bomb.
- Carlos is smuggling his bomb across the border with help from the criminal contacts at *Boucherie Zalita* (p. 110) — **Interrogate** them for a lead, then track the van carrying the bomb to Munich.

HUNTING TEAM OCTOBER

- A **Surveillance** test (Difficulty 6) spots Team October cells watching Radio Free Europe. If the test fails, the Agents still spot the cells — but Carlos' wolves also spot them ... run *Blood and Snow* (p. 117).



SWITZERLAND

Bonndorf, Germany	S1
Davos, Switzerland	S2
Silbertal Ski Lodge, Lenzerheide	S3
Zermatt CHD	S4

MUNICH, OPPOSITE

Radio Free Europe | B1

- If the Agents have the phone records from the lodge, then **Bureaucracy** or **Data Retrieval** lets them work out the locations of the phones that Carlos used. In every case, he called a payphone or a friendly's phone as opposed to phoning the Team October cell directly, but a little **Surveillance** or **Streetwise** lets the Agents work out likely suspects or suspicious activity in the vicinity.
- If the Agents stole surveillance photos from Silbertal, then **Photography** lets them work out where the photos were taken, leading them to some of Team October's apartments.

Another option is to stage their own attack on Radio Free Europe or a similar site — if the Agents raise Heat in Munich, the added police activity and surveillance impede Carlos just as much as them.

STOPPING THE BOMBING

Team October have rented three apartments across the city, some of which are close enough to the Radio Free Europe building to keep watch on it. The others apartment is some distance away. These apartments are reminiscent of Raul's student flat at the beginning of the scenario. The Team October cells are not in contact with one another — they communicate through Carlos.

Team October is organized into three small cells of two to three operatives (see page 103 for the Team October mook stats). One cell has a 20-kilo explosive

device, enough to cause terrible damage. The second cell has a smaller breaching charge, intended to open a breach for the werewolves to attack the building. The third cell has no explosives, just firearms, but Raul the werewolf has another 10-kilo bomb with them that can be combined with the other charge for a larger bomb if needed.

The amount of explosive available to Team October and the availability of the werewolves determine which plan Team October uses in the final attack on *Radio Free Europe*.

RADIO FREE EUROPE

SCENE TYPE: Finale

LEAD-IN: Munich

MUNICH
21 FEB 1981

Radio Free Europe. A sprawling office complex in the midst of a pastoral park. Boasting multiple sound rooms, bullpens, and control rooms, this enormous building is the headquarters for the pro-Western propaganda machine, broadcasting, smuggling pamphlets, and even floating messages over to East Berlin on balloons. Some of the most creative thinkers in media communications work in this building. The complex is vast, and it is difficult to tell where Carlos' team has planted their devices.

On Saturday, 21 February, 1981, there are a decent number of employees working at RFE, even though it's the weekend

(the work of media never really stops). Issuing threats or warnings does not deter the employees, who simply report on it and send "nonessential" personnel home. Security here is light; there are only two guards outside the complex, and one of those is also the parking lot attendant.

So, what's the bad guys' plan? Plan A is to use a smaller 10kg bomb to blow open a wall and then have the werewolves storm the complex and kill key journalists. Plan B is to use a bigger bomb to just damage the complex — it's less precise and less terrifying, but easier to pull off.

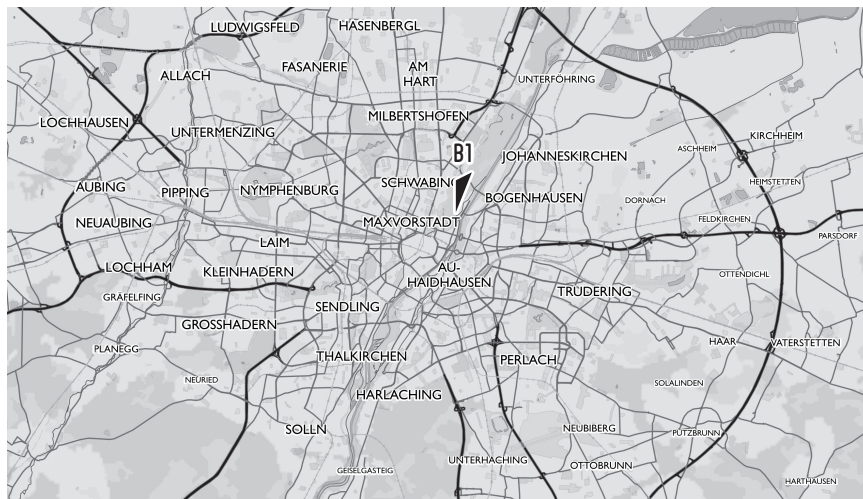
Werewolves & Bomb Available: If both options are available — if most of the werewolf pack made it to Munich, and the Agents haven't tracked down the Team October cells — then Carlos goes for Plan A.

Just Werewolves Available: If the Agents or the German authorities have stopped Team October, then Carlos might consider a direct assault on Radio Free Europe. He'll just walk in the door, shoot the place up, kill his targets, and then flee in wolf form, trusting to the fact that the BKA doesn't routinely carry silver bullets.

Heat Too High / Only Bombs Available: Carlos isn't suicidal — if there's too much heat on him, or the Agents are too close, he'll pull back to Hungary and just plant a bomb. This is close to the "historical" bombing of Radio Free Europe, within a margin of error that includes, well, werewolves.

High Heat and No Big Bomb: If the Agents have defeated both the werewolves

MUNICH



and most of Team October, then they've thwarted the attack entirely! Huzzah! Jump straight to *Exit Vectors* (below).

PLAN A - WOLVES IN THE HALLS

The breaching charge opens the path from the sewers. In the cover of smoke and dust, the urban equivalent of a snowstorm, the wolf pack slips in, and the killing begins.

■ **Architecture** coupled with the plans of the building from Silbertal Lodge lets the Agents determine the entry point. If they get into Radio Free Europe ahead of the pack (**Cover** to bluff their way in, **Network** for a convenient ally who works in journalism, **Cop Talk** to masquerade as BKA agents), the Agents can ambush the werewolves.

► **Military Science or Urban Survival** identifies a killing ground in the main cafeteria (−1 Hit Threshold against ranged attacks, as there's less cover)

► **Human Terrain or Traffic Analysis** identifies the journalists that Ceausescu wants eliminated. If the Agents escort them to safety outside, they render the attack toothless.

■ If the Agents aren't ahead of the werewolves, then they can get in themselves in the chaos after the bomb goes off, and hunt down Carlos and his pack. This is a riskier proposition, as there's no time to set up a kill zone or extract the journalists. It's pure cat-and-mouse. Or werewolf-and-spy, which is even more one-sided.



PLAN B - THE BOMBING

Assuming the Agents have the building under surveillance, this is the easier of the two plans to thwart. Team October drives up as close as it can to the building, then carries a bomb out of the trunk of the car and plants it against the wall. Disarming the bomb needs **Explosive Devices** (Difficulty 5). If there are any werewolves left, then they might try to stop the Agents from disarming the device.

EXIT VECTORS

No Bombing, No Rabid Dog: Stopping both parts of Carlos' plan is a total victory for Edom. Not only does the organization survive unscathed, but Radio Free Europe's transmissions are uninterrupted. As a reward, the Ceausescu regime is weakened. When you run the modern-day part of *The Dracula Dossier*, let the players pick any one Romanian NPC to benefit from this; that NPC is assuredly *not* a minion and can be trusted.

History Takes Its Course: If the Agents stop the Trojan wolf, but don't stop the bombing, then we're following the "real" history. This is the expected outcome from the mission.

Just the Wolves, Ma'am: Stopped the bombing, but let a rabid wolf into the Edom fold? Turns out the Conspiracy took advantage of the damage to Edom. Increase Dracula's hold over Edom, or add werewolves to the Satanic Cult of Dracula (*DH*, p. 55).

Complete Failure: If the players fail to stop their part of Carlos' plan, then the cruellest thing to do is assume that Dracula turned Carlos as a reward for his success. Add a legendary vampiric terrorist who knows the Agents' scent to the Conspiracy's ranks in the present day.

PERSON: LEON ORTENAU

POSSIBLE ROLE: Local muscle, mountain guide, ally against supernatural threats

DESCRIPTION: early 40s, scruffy beard and long hair tied back, tanned and lined face, wears skiing jackets and outdoor gear, toughened hands marked by many old scars and scratches, walks with his head down, back hunched

INNOCENT: Leon is the son of Mala Ortenau, the werewolf pack leader in *Day of the Werewolf*. He doesn't know who his father is; depending on how *Day of the Werewolf* turns out, he may not know much about his mother either. He does know that she passed on her curse to him; like her, Leon is a werewolf.

He used to chain himself up on nights of the full moon, but he's learned that a cocktail of barbiturates works just as well. Once a month, he shoots up with enough pentobarbital to kill a grizzly bear — it keeps him sedated until the change passes. The rest of the time, he does odd jobs around Lenzerheide. He's a ski instructor when it's tourist season, a veterinary assistant, a mechanic, a bouncer, a truck driver — even a burglar when times are tough, or when he can't get hold of drugs through legal channels.

His condition forces him to be a quiet loner. Outsiders don't understand werewolves, and he just wants to be left in peace. He doesn't have a pack, and since Baba Windeck died, he's had no one to talk to about his supernatural nature. **Flirting** annoys him — **Notice** spots a photograph of a woman in his cabin, suggesting a love affair that went wrong. She's smiling in the photograph, but **Diagnosis** spots a bandage on her arm, poking out from the sleeve of her heavy sweater. Looks like it might have been a dog bite. **Negotiation** quickly cuts a deal with Leon; drugs or cash for his assistance.

Criminal contacts like the Arms Runner (*DH*, p. 102), Smuggler (*DH*, p. 131), or Drug Boss (*DH*, p. 113) might recommend Leon's isolated mountain cabin as a good place to hole up when running from Heat. Just bring

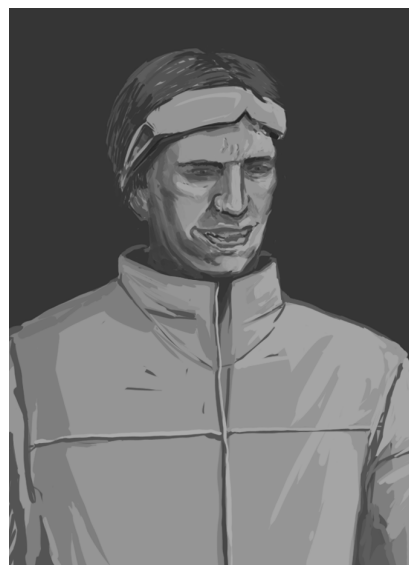
the big guy his fix, and he'll let you stay for a week or two, no questions asked. The Agents might also run into Leon by chance; he'll intervene to protect people, especially a lone woman who's in trouble, and he's not perturbed by supernatural threats.

ASSET: Leon has an unofficial arrangement with the Swiss Federal Intelligence Service. He's their hunting dog when it comes to supernatural matters. They partner him with a handler and send him out to sniff around crime scenes — literally. He can smell the traces of the Un-Dead. Leon doesn't know if he's dealing with an officially sanctioned team within the FIS, or if it's a small number of FIS staff who are running their own off-the-books vampire-hunting program. He hasn't considered the possibility that his handlers aren't Swiss at all, so maybe he's really working for Edom or the German vampire program or some other third party.

It wouldn't make much of a difference to him either way — he considers it all “wolf shit,” not part of his real life. It's like how most Swiss men have to serve in the army for a while. He's got a condition that makes it impossible to perform regular duties, so they found something else for him to do. He doesn't ask questions; he just goes where they tell him to go, and occasionally turns into a giant monster and rends who they tell him to rend. Most of these jobs are in Switzerland, but he knows they've brought him across the border into Germany on occasion.

His FIS handlers carry tranquilizer darts, but they also pack silver bullets, just in case.

Tradecraft spots he carries two mobile phones: one for his human life, one for the wolf. **Occult Studies** spots a tattoo on his arm of a pentagram, but the serial number beneath it suggests it's not just a memento of teenage nihilism. Threaten him with **Cop Talk** or **Interrogation**, and he'll demand to talk to “Agent Magda from FIS” instead of his lawyer. If the Agents have allies in



Swiss intelligence, Leon may get loaned to them as a special asset when going up against supernatural threats.

MINION: His mother tried to warn him. Baba Windeck even tried to protect him, making him drink foul-tasting, stinging purgatives and forcing him to wear a silver crucifix around his neck, even though it burnt his skin. It wasn't enough to keep Leon from hearing the voice of the Master. When Dracula awoke in 2011, he called to Leon, and Leon answered.

Leon is a troubleshooter and assassin for the Conspiracy. If they need muscle — 225 kilos or so of fur and muscle and claws — then he drives down from the mountains in his battered old truck. He doesn't ask questions. All he needs is the scent of his prey, and a place to curl up afterwards while he digests a heavy meal.

His isolated mountain cabin is protected by booby traps and guard dogs; the Conspiracy might stash a prisoner there. There's room in the basement, in the cell next to Baba Windeck. Leon keeps the old woman locked up down there, and sometimes forces her to perform occult rituals at the Master's behest.

Criminology matches Leon's description with that of an elusive assassin (and suspected cannibal);

Streetwise fills you in on Leon's reputation as a criminal troubleshooter, and also tells you that this guy isn't going to respond to any other Interpersonal abilities except **Negotiation**, and you probably don't want to make a deal with a monster like him. **Bureaucracy** confirms that he's still collecting his great-aunt's pension on her behalf, but she hasn't been seen in years.

DEFINING QUIRKS:

- sniffs the first time he meets you
- always has a bag of tools with him or in the back of his truck
- sits awkwardly hunched, like he's not sure how big he is

INVESTIGATIVE ABILITIES: Notice, Outdoor Survival, Pharmacy

GENERAL ABILITIES: [second set of ratings is for wolf form]
 Aberrance 0/14, Athletics 8/0, Driving 6/0, Hand-to-Hand 4/12, Mechanics 4/0, Shooting 4/0, Surveillance 2/0, Weapons 4/0

ALERTNESS MODIFIER: +2
 (+3 in wolf form)

STEALTH MODIFIER: +0
 (+1 in wolf form)

DAMAGE MODIFIER: -2 (fist, kick), +0 (heavy crowbar), +1 (rifle); +1 (bite in wolf form) and worrying (see ghoul; **NBA**, p. 150)

ARMOR: -1 vs. any in wolf form (fur); all damage other than silver refreshes when he changes form

FOUR DAYS OF THE BAT

IT IS 6 NOVEMBER 1989, FOUR DAYS BEFORE THE FALL OF THE BERLIN WALL, AND A MYSTERIOUS man has defected with a briefcase full of odd classified Romanian documents to a secret MI6 outpost in Berlin — Listening Station ED13.

Within hours, the station is destroyed and all but one of its operatives killed. You must bring in the sole survivor of ED13, a mild-mannered clerk who has proven herself far beyond her clearance, before the unknown force which destroyed her colleagues finishes the job.

What was in that briefcase that was worth the lives of four people?

EYES ONLY BRIEFING

On 30 August 1986, a 7.1 Richter scale earthquake rocked communist Romania. Once again, the creature known as Dracula woke from a brief slumber, stirred by the telluric forces of his home soil. His plans, masterful and far reaching, had continued during his rest, and now, he redoubled them. He spent two years assessing the situation from his network of agents throughout the world, who had spread like a cancer in his absence. Piles of data had been amassed from sleeper agents, dead drops, and various information dumps.

The news was telling.

Dracula's inhuman intellect, capable of great leaps in both time and human thought, saw the writing on the wall. Within months, perhaps, and years certainly, the Soviet Union would collapse. Unsupported, the regime in Romania would eventually follow. All scenarios pointed towards the regime of the Ceausescu collapsing within -/+15 months of the end of the Soviet Union.

He took steps to safeguard his property. In his immortal life, he has acquired castles, fortresses, laboratories, place of power — and one of these is especially vital to his plans. He had his lawyers ensure that this property would remain in his control even if the Communist government fell.

But a Romanian agent acted first. The ripples in the ranks caused by Dracula's probing had been noted, though misidentified as American or even Soviet agents.

It became clear to one Romanian clerk, Apostol Sala, that the focus of this unknown intelligence probe was directed at pre-revolution documents of an old (even ancient) property.

Sala knew precisely where the files (including an ancient "deed") for it were kept. He naïvely believed someone in the West wanted them, though he had no clue why. Sala had long pined for life in the West. He collected what documents he could, and fled on 3 November 1989, traveling to East Berlin. There, he made contact

with an old Stasi colleague of his, who arranged for him to cross into West Berlin, hiding in the boot of a government car.

By the time Sala made it to Listening Station ED13 in West Berlin — known to the Romanian Securitate as a lackluster, quiet radio post — he was certain something inhuman was hunting him.

He turned the documents over to the agents there, and collapsed, leaving the staff there to examine them. One of the MI6 staff there, Simon Bonaventure, was Edom's man at the station, responsible for the old Chain Home Deep telluric listening device in the basement. He recognized the potential importance of Sala's information, and had the station's translator, Emily Grant, set to work translating it into English. He then sent a flash message to Edom, alerting them of the incident.

Within the hour, Dracula's agents struck ED13. Only Emily Grant escaped as carnage ripped through the three-level station, slipping out a secret (and quite

BERLIN



U-Bahn Bernauer Straße	1	Cafe Kranzler,	8	Tempelhof Airport	15
Park Ruhwald	2	Kurfürstendamm 18		US Mission Berlin, Clayallee in	16
Pension Mintplatz,	3	U-Bahn Wittenbergplatz	9	Zehlendorf	
Luisenstraße		Bernburger Straße	10	Lichterfelde	17
U-Bahn Friedrichstraße	4	Feilnerstraße	11	The Catholic Church of Mater	18
Pariser Platz	5	ED13 Listening Station,	12	Dolorosa (Our Mother of	
Süßigkeit-Spitze	6	Berlin Police HQ, Platz der	13	Sorrows)	
British Consulate,	7	Luftbrücke			
Uhlandstraße		Der Kerker	14		

unofficial) exit through an old tunnel, bringing the briefcase Sala had delivered and which she had only half digested.

She has gone to ground quite effectively, disappearing into the night of Berlin, terrified, holding the papers that grant ownership to Dracula's Castle and its lands, neither understanding who, or what, hunts her, or why.

This is the situation agents of Edom find themselves in, as the rhetoric flies on both sides of the wall, and a completely independent juggernaut of history rushes towards Berlin.

The agents of Edom must find Emily Grant before Dracula's creatures locate her and the papers she possesses.

On 9 November 1989, the Berlin Wall will fall.

THE QUARRY

Emily Grant is a run-of-the-mill analyst for MI6 responsible for translating radio intercepts from East Berlin police in plain German, and writing reports on interesting snippets for filing up the chain of command. She has been employed at Listening Station ED13 for two years. In that time, she has neither stood out, nor provided any breakthroughs, though she has kept a very fast pace, filing three to five reports every day. Her file is nearly empty of any career insight.

She is 29, unmarried, a bit overweight and relatively spry, and, though her superiors do not know it, her character holds a level of determination and grit not seen very often. Her assessments placed her as psychologically sound, but she is something more, and now, on the run, her training has kicked in.

She lived in a walk-up one-bedroom apartment on Bernburger Straße, with a view of the Berlin Wall, above a butcher's shop. Since her escape from ED13, she has not been sighted in the vicinity. Her car remains there, also untouched. She is not stupid enough to turn up there. (See *Finding Grant*, p. 134)

Using an assumed identity, she has gone to ground on the western edge of Berlin. On Day Two, she contacts the main Berlin office and asks to come in (see *The Call & The Answer*, p. 138).

PSYCHIC PROJECTION

Nenorocit is powerful, but extremely limited. He has to spend Aberrance to project his spirit. You'll need to keep track of his Aberrance throughout any scene he appears in. We've listed the base cost in each scene for what he has to do to fulfill his part of the plot; the player characters may force him to spend more.

The costs for his abilities are as follows:

- 1 point to begin projection
- +1 point/round to project out to beyond visual range of his coffin.
- +1 point/round to project in daylight or bright light

He needs a blood anchor to home in on; if his anchor is destroyed (say, by washing it away with holy water), then it costs him +1 point/round to linger in place.

SUSTAINING DAMAGE: Any successful attack on Nenorocit costs him 1 point of Aberrance, regardless of what the

attack was — shooting, weapons, hand-to-hand, or even harsh language (attacking with Stability) works, as long as there's sufficient hostile intent behind it. A successful attack with fire or a bright light like a flashlight or flare does 2 "damage" to his Aberrance total; a flare or other extremely intense light costs him 1–6 Aberrance. If he's reduced to 0 Aberrance, he's cast back into his body (he can hang around by spending Health instead of Aberrance, but that costs him dearly).

REGAINING ABERRANCE: Nenorocit regains all his Aberrance after a day's rest in his coffin. He regains 1–6 points if he kills someone and sucks their dying breath away — or if someone willingly sacrifices their life to feed him. Downed thugs, for example, may spontaneously expire to fuel their master's powers.

INVESTIGATIVE ABILITIES: History, Languages, Research, Tradecraft

GENERAL ABILITIES: Athletics 3, Hand-to-Hand 1, Health 6, Infiltration 2, Shooting 2, Surveillance 6

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DAMAGE MODIFIER: –2 (fist, kick), +0 (small caliber automatic pistol)

THE OPPOSITION

Dracula's plans are complex, and in most cases, beyond even the most clever human to unravel. He has dispatched several members of his Conspiracy to recover Sala's documents; when they fail to find the stolen papers on Sala's body, they start hunting for Emily Grant.

ADAM LUNGU / NENOROCIT

(the Poor Devil; Experiment 9, a Murony "Spirit Vampire")

He — it? — is the corpse of a squat, ugly man with a scarred face, receding hair, and yellow teeth, dressed in a German military uniform from the First World War (8th Royal Bavarian Cheveau-légers). Both legs

are missing and have been replaced with iron dummy limbs; an examination of the corpse shows that it has been embalmed and operated on repeatedly.

To his creators in the old German vampire program, he was Experiment 9. He was stolen by Dracula's servants sometime during WWII, and is now a devoted servant of the true Master.

He exists in a fugue where he sleeps, feeds, and waits for the call — there is nothing else. He cannot leave his coffin, or even move anything other than his eyes. Instead, he projects his spirit out of his undead body as a sort of ghost. The "glory" of un-life has not healed his wounds or granted him any of the beauty other vampires find there. His spirit form is somewhat idealized but still recognizable (assuming an observer somehow managed to get a good look at a face made of moonlight, dust, and swirling mists).

His corpse rests in a coffin lined with soil pulled from the foundation of Castle Dracula. The Conspiracy thugs drove his coffin from Romania to East Berlin by road in a minivan. However, Elena Dimitru has yet to arrange a travel permit to bring the van across into West Berlin. He can project



a ghostly form over a range of several kilometers, and haunt the dreams of his prey — he used this ability to track Sala across Europe. When he needs to act, as opposed to dimly perceive, he can manifest more fully over a shorter distance, but this is extremely taxing for him. As his body is currently stuck in the minivan in East Berlin, his ability to act effectively in the first part of this scenario is limited (see *Targets of the Vampire*, p. 138).

On Day Four, when the crossings between the two halves of the city are opened, he can act much more freely.

To his associates, he is known as Nenorocit, “the Poor Devil,” a name he tolerates simply because it was given to him by his “adoptive father.”

To project his astral form accurately over any distance, Nenorocit needs the taste of blood to home in on, as a sort of anchor. He can home in on the blood of Elena Dimitru or any of the Conspiracy goons, so they can call him up when they need backup; after *Night of the Incubus*, he can also manifest near Antonia Iger. He can’t, however, wander around Berlin looking for Emily Grant (unless he gets a sample of her blood after *A Trail of Blood*).

Nenorocit’s interactions with the Agents are described in *Targets of the Vampire* (p. 138).

PSYCHIC PROJECTION: See sidebar.

STEAL BREATH: 1 Aberrance to suck the air out of a nearby target’s lungs. The target must start making Health tests (Difficulty 4) to stay conscious. The target catches their breath and can stop making tests when they get a result of 6 or more.

GENERAL ABILITIES: Aberrance 16,

Hand-to-Hand 8, Health 10*

HIT THRESHOLD: 5 (spirit form), 1 (immobile body)

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +3

DAMAGE MODIFIER: +0 (blood drain; ignores armor); +0 or –1 (hurled object)

ARMOR: physical weapons do no damage, but drain one point of Aberrance on a successful hit; fire or bright light also saps his Aberrance*

FREE POWERS: Darkvision, Distortion, Drain, Remote Drain, Telepathy (only with his minions)

OTHER POWERS: Control Weather, Enter Dreams, Necromancy, Possession, Psychic Projection, Steal Breath, Telekinesis

BANES: bright lights or fire in spirit form; destroying its body by beheading, staking, and filling the mouth with garlic (or burning the heart in wine) destroys the spirit

BLOCKS: bitter herbs (ingested by the victim; must overcome block to keep feeding), crucifixes and holy objects, garlic

COMPULSIONS: obey Dracula

DREADS: crucifixes and holy objects, garlic

REQUIREMENTS: drink blood, must return to his body at cockcrow or noon

*The listed Health applies to Nenorocit’s physical body, not his spirit form. Attacks on his spirit form drain Aberrance instead. Nenorocit can spend Health as Aberrance if he has to.

ELENA DIMITRU

(Renfield)

Elena is a beautiful, manipulative woman who is completely in the service of the Master. She is driven, and strives to be noticed by him, to gain his affections — in truth, she is simply a tiny cog in Dracula’s machine, almost below his awareness. But to Elena, she is his beloved.

She was born in Sweden, but later lived in London and remembers great spans of time in Romania — where her birth parents were from. The influences of her lover have warped her mind and she

cannot piece together a clear chronology of her life, nor does she wish to. She often has odd thoughts about sex and death, and tends to combine the two.

Elena is meticulous in appearance, and extremely clever in her ways. She’s the Conspiracy’s agent in Berlin. She often pretends to be a reporter for Associated Press, and her various accents are striking in their perfection. Her accoutrement is perfect, and subtle. She carries a notepad with an AP logo, an AP pen, and various IDs to back this up. Associated Press has no knowledge of her at all.

GENERAL ABILITIES: Aberrance 9,

Hand-to-Hand 8, Health 9,

Shooting 8, Weapons 7

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +0 (folding razor) or –1 (fist, kick); +1 (9mm pistol)

ARMOR: –1 vs. any

FREE POWERS: Enhanced Hearing (e.g., heartbeats, pulse; +2 Difficulty to evade), Infravision, Regeneration (2 Health per round), Tracking by Smell (+2 to Difficulty to evade), Unfeeling

OTHER POWERS: Cloud Men’s Minds, Mesmerism (eye contact or voice), Spider Climb, Strength, Vampiric Speed (Extra Attacks, Jump In)

BLOCKS: none

COMPULSIONS: drink blood (as Addictive Disorder), obey Dracula

"RAT" SERBAN

(Renfield)

Another Conspiracy agent, Serban’s from Romania. He was an infamous criminal in Bucharest before falling into the service of Dracula. He’s a tougher fighter than Elena, but lacks her charm or supernatural talents.

GENERAL ABILITIES: Aberrance 3,

Driving 6, Hand-to-Hand 10,

Health 9, Shooting 8, Weapons 7

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +0 (folding razor) or –1 (fist, kick); +1 (9mm pistol)

ARMOR: none

FREE POWERS: Enhanced Hearing (e.g., heartbeats, pulse; +2 Difficulty to evade), Infravision

OTHER POWERS: Spider Climb,

Strength, Vampiric Speed

(Extra Attacks, Jump In)

BLOCKS: none

COMPULSIONS: drink blood (as

Addictive Disorder), obey Dracula

ROMANIAN THUGS

This crew comes from scattered clans in the areas surrounding Castle Dracula. The thugs are Tiganu, "cursed" by their families, and cast out as an offering to the dark force that inhabits their areas due to their horrific crimes. They are seen but never acknowledged by their former families and friends, like ghosts. Many understand the supernatural nature of their new world, and all consider themselves damned, cursed for the crimes they committed.

They are armed to the teeth and carry a mix of Romanian, Russian, and East German equipment, enough automatic weapons and explosives to support a small infantry unit in full field combat. They are not shy about using these weapons. They serve Dracula and are driven, even eager, to draw blood in his name, looking for cues from their Renfield or Dracula's other servants. They do not fear death, and many believe death in the service of the boyar means life eternal (it doesn't).

One team of footsoldiers drove Nenorocit to East Berlin. The other team followed a different lead, believing that Sala would flee to the West via Hungary, which opened its borders with Austria in May of 1989. From Austria, they went into West Germany and down the Helmstadt autobahn to West Berlin. Soon after arriving, guided by Nenorocit, they picked up Sala's scent and followed him to Station ED13.

GENERAL ABILITIES: Athletics 6,

Driving 3, Hand-to-Hand 6, Health 6,

Shooting 4, Weapons 6

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: -1

DAMAGE MODIFIER: -2 (fist, kick),

-1 (blackjack, knife), +0 (club),

+1 or +0 (Uzi or AK-47)

THE SPINE

While this summary is broken down day-by-day, don't be constrained by this timetable. The player characters' actions may hasten or prevent some scenes, or change their order.

DAY ZERO

Sunday, 5 November

Sala arrives in East Berlin and makes contact with his friend Peter Schenk of the Stasi.

DAY ONE

Monday, 6 November

Sala crosses into West Berlin. His pursuers arrive in both West and East Berlin and contact the local Conspiracy agent, Elena Dimitru. She immediately begins searching for Sala.

Sala arrives at Listening Station ED13; Edom is alerted to his defection by Bonaventure. The pursuers hit ED13, and only Emily Grant escapes alive. She goes underground.

DAY TWO

Tuesday, 7 November

The player characters **Arrive in Berlin** (opposite). They meet Hugh Prenderville, their MI6 contact, and Antonia Iger, their police liaison. They go to **The Listening Station** (p. 130) to examine the crime scene. Dimitru tracks down Schenk, then crosses into West Berlin. The player characters can try **Finding Grant** (p. 134), **Investigating Sala** (p. 133), or **Listening to the Dead** (p. 132). If they're very good, they can capture one of the opposition in **A Trail of Blood** (p. 135).

Dimitru meets with Iger and sics the vampire Nenorocit on her in **Night of the Incubus** (p. 137). If the player characters intervene, they'll be **Targets of the Vampire** (p. 138).

Grant gives the document from the briefcase to **The Old Woman** (p. 141).

In **The Call & The Answer** (p. 138), Grant makes contact with Prenderville, arranging to meet him in Ruhwald Park. Prenderville is then attacked by Nenorocit.

DAY THREE

Wednesday, 8 November

Grant goes to the rendezvous at **Ruhwald Park** (p. 139). She is killed by Dimitru. The player characters may be able to stop this and follow clues to **The Pension Mintplatz** (p. 142); if not, then Iger leads them to **Bernauer Straße** station (p. 142) and a trap. Interrogating Iger after this brings them to the **Pension Mintplatz** (p. 142).

DAY FOUR

Thursday, 9 November

The gates in the wall open, allowing east and west to mingle. The Agents may witness **A Parade of Coffins** (p. 144) as Nenorocit crosses into West Berlin. They need to destroy the vampire before he kills the Old Woman and finds the deed.

ENTRY VECTORS

EDOM

Edom received the flash message from Bonaventure on the evening of the 6th of November, and was still digesting it when the attack on the MI6 station in Berlin was reported. It dispatches the Agents to Berlin on the first flight out the following morning, so the PCs arrive mid-morning on the 7th.

UNTO THE FOURTH GENERATION

Bonaventure worked for Edom, but he wasn't Edom's. He owed it no loyalty — and he'd learned enough from his time in Berlin and Eastern Europe not to trust it, either. When Sala came in, he decided that other, more honorable people could make better use of this intel, and sent a telegram to one of the player characters, telling them to come to Berlin to meet Sala.

If the Agents aren't working with Edom or MI6 (or don't have **Covers** to fool Prenderville and the Berlin MI6 crew), then they can go in under journalistic cover and pick up the investigation that way.

FLASHBACK

Rosalie Duncan (p. 134) or Fr. Schwartz (p. 135) can retell the tale from an outsider's perspective; the Former Gehlen Org (*DH*, p. 82) got the inside dirt on the German view of the incident. One of the Conspiracy goons might offer up his 25-year-old recollections of the Berlin incident in exchange for his life.

THE PETRIE CONNECTION

If you're also planning on using *Day of the Wehrwolf* in your campaign, consider making Simon Bonaventure a workname for "Petrie" from Chain Home Deep Zermatt. The two are different names for the same man, a once-great Edom

field operative now living out the last days of his career in Berlin. He took Emily Grant under his wing because she reminded him of MacDougal, and he wanted to make sure that he didn't leave a junior officer so unprepared again.

ARRIVAL IN BERLIN

SCENE TYPE: Introduction

LEAD-OUT: The Listening Station

The division of the city is visible from the air. The lights of the west side are brighter, more numerous, almost desperately bright. It's early November — the smell of fireworks from Guy Fawkes Night still lingering in the Agents' memories — but there are already Christmas lights in some streets. Blinking desperately. All across Europe, the lights are coming back on. Poland. Hungary. Soon, maybe, here in East Germany. Long-time East German leader Erich Honecker was forced out last month. Change is on the wind.

The plane begins its descent towards Tempelhof Airport.

Edom's briefing gives background information on ED13 and Chain Home Deep, but you don't need to give all this information out now unless the players ask for it. Just skip onto the landing, and fill in details as needed.

LISTENING STATION ED13 —

A secret location under the auspices of British intelligence GCHQ, this station recorded, translated, and decrypted, as well as analyzed, signal traffic coming from East Berlin. Its focus was the Stasi (Ministry for State Security) of the German Democratic Republic, the Soviet puppet state in charge of East Germany during the Cold War.

ED13 is a three-story original construction from 1894, nearly demolished by bombing in 1944 and again by street fighting in 1945, and restored in 1956. An adjoining building was purchased through front companies in 1957 by British

intelligence, and was an active spy station from the summer of 1961 until 1964. Edom built a Chain Home Deep listening post there in 1965.

It became a signals intelligence station in 1964, under the auspices of MI6. In 1979, the facility was moved across the street to another building for operational reasons (Edom worried that the locations of their Chain Home Deep posts had fallen into enemy hands after the disaster in Romania in 1978). Since then, it has been responsible for passive signals intelligence, with very little outside intelligence contact. It was largely self-sufficient, with a single point of contact externally, and very little need for more.

For twenty plus years, and two changes of directorship, it continued at this pace, until the bloodbath of last night. ED13 was not a high-profile station. Most of the intel it gathered was barely above newspaper level.

CHAIN DEEP —

The Chain Deep (CD, or CHD for the older Chain Home Deep designation) system is a network of telluric listening stations established by Edom in the 1950s and '60s. Seismographics and magnetotelluric monitors listen to the rumble of the earth, to the natural flux of the geomagnetic fields, searching for the footsteps of vampires. CD monitoring stations work best out in the countryside, away from underground structures and power lines and cities. The Berlin CD device at ED13 was a gamble for Edom; they hoped it might give them a glimpse into supernatural activity in East Germany, but it never picked up anything of use.

There was too much noise from the city, and the machine was shut down in 1982.

Simon Bonaventure was Edom's man at ED13. He operated the CD machine as part of his regular SIGINT duties.

LANDING —

Hugh Prendeville meets the Agents at the airport. He's young, handsome in a soft, floppy-haired way, terribly English (Hugh Grant would play him in the movie). He cautions the player characters to be circumspect in the car he's hired; the Stasi have probably bugged it. Don't mention names. He also says that he doesn't know anything about the section the Agents report to, and he's not going to ask any awkward questions like "*Why are three of my staff dead, and one missing?*"

Tradecraft suggests that Prendeville is competent, but isn't aware of Operation Edom or the supernatural. From the way he clutches the steering wheel, he's barely suppressing his anger.

Of the four staff members assigned to ED13, three are accounted for — their bodies were found at the scene, along with a fourth corpse (Sala). The last member of staff, Emily Grant, is missing. She hasn't reported in yet; he doesn't know if she's been captured, or is on the run, or even if she's working with the attackers.

He's already contacted his liaison with the German police, Antonia Iger, and arranged to have the crime scene sealed so the Agents can examine it. This was a very public killing, though, so he won't be able to keep a lid on it for more than a few hours.

Prendeville drives the Agents straight to the listening station.

THE LISTENING STATION

SCENE TYPE: Core**LEAD-IN:** Arrival in Berlin**LEAD-OUTS:** FindingGrant, Investigating Sala,
Listening to the Dead

Feilnerstraße is in lockdown. Heavy rain beats down on the police officers stationed at either end of the street. The external security is local Berlin police, but they simply hold a perimeter, bowing to the BND (the West German Federal Intelligence Service) and through it, British intelligence. It's clear that the existence of the spy station was an open secret in this part of town.

The Berlin police are aware of the covert nature of the killings, and the rumors around the "spy station," but are closemouthed about it. It is well above their pay grade, and frankly, they don't want to be involved. They will handle the bodies, the autopsy, and photos and reports for

the BND, but security agreements will be signed by all involved. A general blackout on repeating information from the scene has been instated. Prosecutions will take place for those who defy the order.

The BND is ostensibly working in tandem with British intelligence but is also keeping its eyes open on scene, looking for indications of ED13's purpose, which has not been shared with it. Through a limited intelligence share, the BND has gained whitewashed files on all the bodies at the scene, for purposes of identification.

Prendeville introduces the Agents to Antonia Iger, their liaison with the BND. Iger is in her mid-50s, but looks older. More than anything else, she looks tired. She wears a heavy hooded rainjacket against the bad weather. She explains that as a courtesy to the British, she'll permit the Agents to examine the crime scene and determine the extent of the damage to their operations, but this is still a criminal matter for the Berlin police.

Cop Talk gets her talking, and it's clear that she's under orders to cooperate with the British, and to bend the rules considerably to help cover up the particulars of the attack. "*We all have deals with devils, ja? We all have to answer to our masters.*" Who's pressuring her? One possibility is that the West German government, already nervous about the unstable situation in Berlin, just wants this whole mess shoved under the nearest carpet, and has told her to let the British take the lead — and the Heat — in this investigation. Another option is that Edom's responsible, operating through the British Foreign Office to pull strings on Bonn, and from Bonn to Berlin. The third possibility, discussed in the sidebar, is that Unternehmen Braun, the German vampire program (*DH*, p. 75), is running Iger.

HEAT IN BERLIN

Up until the events of *The Call & The Answer*, Iger shields the investigation from any Heat. After that, once she knows where Emily Grant is, she'll switch tactics and drop any accumulated Heat, plus another 2 points for good measure, on top of the Agents.

THE BODIES

The bodies offer few real clues, but players will ask for information on them. Of the staff, only Emily Grant is missing from the scene.

Mark Kerzakan (45 YOA, British, GCHQ British intelligence, died due to multiple gunshot wounds).

- **Forensic Pathology:** That's weird — blood vessels have burst in his eyes, turning them blood red.
- 1-point **Occult Studies** spend: You've seen accounts of that before — some accounts of possession claim it as a symptom.

Aaron Smisak (27 YOA, British, GCHQ British intelligence, died due to multiple gunshot wounds).

Simon Bonaventure (44 YOA, British, GCHQ British intelligence, died due to multiple gunshot wounds).

"Johan Harker" (Apostol Sala, 39 YOA, Romanian, Securitate, died due to single bullet wound to the head).

- **Criminology:** Execution-style punishment killing — the treatment you give to traitors.
- (core) **Forgery:** He's Securitate, but his papers were hastily forged in East Germany. He must have a friend in the Stasi over the wall.

THE BUILDING

The exterior of the building appears to be that of a modest legal firm, and the plaque on the door reads (in English and German) *Blue Cormorant Solicitors*. Records indicate it is a private law firm that supports English interests in German legal disputes over shipping. The telephone message is picked up by an answering service which offers no insight into the firm's operations, only takes messages.

Electronic Surveillance: The front door is subtly decked out in state-of-the-art listening and still-picture equipment, photographing and recording all comers. During office hours, entry was made by buzzing in and the door was unlocked at the security desk in the main hall.

OUR GERMAN COUSINS

If you want to complicate this mess even further, then operatives from the German vampire program are observing the situation in Berlin, and show up in the optional scene *The Munich Connection* (p. 143) and as a complication in *A Parade of Coffins* (p. 144). Unternehmen Braun's priorities are:

- Contain any fallout from this situation. The last thing they want is Dracula waking up and deciding that the Autumn of Nations — this wave of revolutions across Eastern Europe — becomes a Winter of Vampires.
- Get a good look at how Edom currently operates. The more Edom takes charge of the investigation, the more Unternehmen Braun learns about its old rival.

And as soon as it becomes clear that Nenorocit is active in Berlin, its new top priority becomes:

- Recapture Experiment 9.



Explosive Devices or Urban Survival: The front door was reinforced. Getting inside would require a small amount of explosives, at least, or a great deal of time and heavy tools. Even after the conflict which destroyed the station, the door appears untouched. Someone must have unlocked the door from within.

The ground floor is a sitting room, some closets and storage, access to a bare basement with a furnace, and a main hall with a large, wooden standing desk. All windows are secured by steel-mesh grates, and all doors are fitted with heavy locks, lock plates, and steel-reinforced plates. The entrance to the main staircase leading from the ground floor upstairs is secured by a large gauge steel gate which is embedded in the floor and ceiling.

The main hall has been shot up. Agents may piece together a rough narrative from the bullet holes, blood spray, and more. Someone was buzzed inside and fired a light machine gun at the British security guard behind the desk (Mark Kerzakan), killing him instantly.

1-point **Forensic Pathology** spend: There's a nearly invisible smear of blood on the outside of the door. It reminds you, weirdly, of the story of the Passover, where the Israelites marked their homes so the Angel of Death wouldn't strike them. Someone wiped the blood away afterwards, but there's still some residue in the cracks.

Notice: Kerzakan had a gun in his desk, but didn't touch it. Maybe he was taken by surprise, or maybe he didn't think the intruders were a threat.

Forensic Pathology: Wait a second — from the blood spray patterns, Kerzakan was first shot from the rear, on the right hand side. That bullet spun him around, and then he got shot again. That means that Kerzakan must have been shot by someone in the building — probably Simon Bonaventure — just as he buzzed the intruders through the door.

The assailants then buzzed themselves through the security gate and proceeded to move upstairs. They were attacked from behind by Simon Bonaventure, whose body lies slumped in a side door that leads down to the basement (see *The Basement*). He fired at one assailant, hitting him, before being killed in a concentrated hail of submachine gun fire (indicating at least two assailants).

Military Science: Expended shells on the ground contain the stamp 22 RPR — meaning "People's Republic of Romania."

On the second level, in a large open space filled with desks, bookshelves, and copy machines, there were several exchanges of fire, between Aaron Smisak and the unknown assailants. Smisak was killed with a shot to the head (**Military Science:** expended shells on the ground contain the stamp 22 RPR — meaning "People's Republic of Romania").

Sala was on the third level, in an interview room. The door was locked from the outside, but was forced open.

Vampirology: The room's full of fresh garlic flowers that have been trampled, then splattered with blood.

RECORDS

There is very little of value in ED13. Those who raided the location made a cursory examination of all storage in the facility, apparently looking for something very specific. No paperwork was taken, apparently.

(core) **Notice:** Overlooked upstairs near one of the Teletype machines is a handwritten, scribbled note by Emily Grant (comparing her desk paperwork confirms this fact). It says:

R Documents, Draculesti (SP?).

It is the only bit of vampire-related documentation remaining in the station.

The brief Teletype sent by Bonaventure to British intelligence at 4:45 p.m. Berlin time reads:

ASSET Sala, Apostol, m. 39, Securitate, Clearance File Division.

The still pictures from the security camera snapped two images of Apostol Sala, furtively entering ED13 on the afternoon of 6 November 1989.

(core) **Photography:** Sala had a briefcase with him. That briefcase wasn't found at the scene — someone must have taken it.

Later, the security system shows a group of four thugs in leather jackets with duffel bags who somehow gain entry to the door, and, handing out weapons, muscle their way in (this is captured in four photos). The camera quality, unfortunately, is poor, and no clear identification can be gleaned from it.

1-point **Photography** spend: Careful examination of the photograph gets a clear image of the faces of the thugs.

■ With **Criminology** or **Streetwise** and experience of the mean streets of Bucharest, the Agent recognizes one of them as "Rat" Serban — a smuggler and street thief.

■ Spending another point of **Photography** or **Vampirology** also notices that the mists in the background of the photo have gathered into a humanoid form. Something unnatural accompanied the killers, some spirit or ghost.

EYEWITNESSES

Eyewitnesses report a group of men in leather jackets carrying duffel bags loitering in front of ED13 before the incident at about 6:15 p.m., followed by them “muscling” through the door, and various sounds of gunfire over a ten minute period. When the police arrived at 6:33 p.m., the door was wide, an alarm was blaring, and smoke was pouring from the upper window of ED13. No one saw them get away — a thick November fog fell over the street, like a pall.

Streetwise: One old shopkeeper recalls seeing Sala arrive. The “nervous man with a briefcase” went to the “old spy-house” first — the former location of the listening station, across the street from the current house. It was moved after the location was compromised by the Romanian Securitate in 1977. Sala then stopped, looked around, and spotted the surveillance cameras and reinforced doors of the “new spy-house.”

- **Notice:** No briefcase was found at the listening station. Someone must have taken it.

- **Tradecraft:** Sala’s movements suggest he was working off the data the Securitate got in 1978.
- **Architecture:** If the address of your secret listening post is compromised, you don’t just move it across the street — unless there’s something important about the street. There may be something underground here. Check the basement.

THE BASEMENT

The basement of the listening station is a junk room; old bicycles and broken office chairs, boxes of files, a boiler that never works. A **simple search** or **Architecture** (core clue) discovers a low door half-hidden behind a filing cabinet. Scrape marks on the floor suggest the cabinet was pushed against the wall around the same time as the attack.

The door leads to a long, narrow passageway that runs under the street, and under the building opposite (the old listening post), to end in a small room containing a curious, squat machine that

resembles a fire hydrant containing a pendulum. The machine is connected to an oscilloscope.

(core) **Urban Survival:** The subterranean entrance to the building opposite ED13, the old listening post, has been blocked up, but someone has kicked a small hole through the brickwork. Just big enough to crawl through, into the cellar of the building beyond. And there’s a hatch in the cellar that leads into an adjoining street. Looks like someone, probably Grant, exited this way. Following this trail leads to *Finding Grant* (p. 134), specifically the section *From the Cellar Door* (p. 134).

(core) **Mechanics** or **Geology:** That’s a Chain Home Deep monitor — Edom’s old telluric monitoring system from the 1950s. Hasn’t been used in years ...

Next to the monitoring machine is an old Teletype machine, at least 15 years out of date. This is the machine used to send flash transmissions back to Edom — it’s hardwired to only communicate with Edom’s headquarters back in England.

LISTENING TO THE DEAD

SCENE TYPE: Alternate LEAD-IN: The Listening Station

Edom’s researchers spent decades mapping telluric currents and listening to the ebb and flow of energy in the earth’s crust. They stared at their readouts, at quivers on oscilloscopes and vibrations on seismographs, and believed they could detect the movements of the Un-Dead. They built a ring of stations along the English coast to watch for another vampiric incursion, and smuggled earthquake devices into Romania to monitor Dracula’s movements. The program was called Chain Deep (or Chain Home Deep).

If your campaign uses supernatural or damned vampires, then Edom was probably wrong. They fooled themselves into thinking that science could explain and constrain the supernatural, and that tiny natural variations in the telluric currents were somehow significant. The

monitoring program was eventually shut down; another Edom boondoggle.

In a game with some variety of telluric vampire, Chain Deep might have actually yielded some valid results, although interpreting the readouts was always more art than science. The Berlin station, certainly, was worse than useless. The activity of the surrounding city blinded it — it could only detect a vampire if the monster was right on top of the monitoring device.

And last night, that’s just what happened. When the attackers summoned Nenorocit to possess the door guard and buzz them in, it left a trace on the monitoring system.

- **Geology** or **Electronic Surveillance:** There was a burst of anomalous geomagnetic activity around the time of the attack on ED13. Very strong, very very close. But the Doppler shift — it only

makes sense if the source was moving impossibly quickly, faster than the wind. Hundreds of kilometers an hour.

- 1-point **Astronomy** spend: You can extract a directional bearing from the data. The anomaly moved in from due east, across the wall, and moved back again the same way.

Later in the adventure, 1-point spends of either **Geology** or **Electronic Surveillance** can give the Agents a directional bearing to the supernatural events of *Night of the Incubus*, *The Call & The Answer*, *Targets of the Vampire*, or *Ruhwald Park*. This can warn them that something unnatural is going on, or help them investigate afterwards. The Chain Deep apparatus isn’t portable, so the Agents have to return to the basement to check the readings regularly.

INVESTIGATING SALA

SCENE TYPE: Alternate

LEAD-IN: The Listening Station

LEAD-OUT: A Trail of Blood

He's still an unidentified male to the German police; while he has a passport and travel papers, they're obvious forgeries. The name on the fake passport is "Johan Harker" — obviously, a Dracula reference, suggesting he was trailing his coat for Edom. Checking his pocket debris (**Notice** or **Tradecraft**) turns up stubs

of train tickets from Bucharest and a few hundred thousand Romanian lei (not that much, considering exchange rates). It's clear that Sala left Romania in a hurry and came straight to Berlin.

A **Network** spend (or a 1-point **Bureaucracy** spend to press Prendeville) gets the Agents a meeting with an East German official, Peter Schenk. He meets the Agents in Friedrichstraße station, an underground train station that is accessible from the West (there's a checkpoint at the

surface level). Schenk comes across as merry and charming, with a twinkle in his eye that's quite at odds with the gloomy, dangerous surroundings.

■ **A Negotiation** or **Reassurance** spend gets him to admit, indirectly, that he knew about Sala crossing into the West. "Things are in flux, you know. Hungary's borders are open. Soon, maybe, the same will happen here, and in Romania. Maybe

EMILY GRANT'S TIMELINE

DAY ONE

5:22 p.m.: Grant is called to help debrief Apostol Sala.

5:47 p.m.: Bonaventure realizes that Sala's information connects to Operation Edom. He gives Sala's briefcase full of documents to Grant to translate and brings her downstairs to the secret basement. He sends the flash transmission to Edom.

6:24 p.m.: Dracula's minions arrive at ED13.

6:31 p.m.: One of the thugs summons Nenorocit.

6:32 p.m.: Nenorocit possesses the door guard, Mark Kerzakian. Bonaventure orders Kerzakian to sit down and keep the door shut, but Kerzakian — helpless to resist — presses the button. Bonaventure shoots him.

6:33 p.m.: As Dracula's minions storm the building, Bonaventure covers Grant's escape down the tunnel.

6:40 p.m.: Grant escapes out through the cellar of the former listening post. She cuts her hand opening the cellar coal hatch and leaves a small trail of blood (see *A Trail of Blood*, p. 135).

6:52 p.m.: Terrified that Kerzakian's apparent betrayal of the listening post indicates that MI6 has been compromised, she chooses not to check in using standard protocol. She also decides she can't risk going home. She

gets on the U-Bahn underground train and takes a random route, changing line and station to throw off any pursuers.

8:40 p.m.: In a bathroom stall at Wittenbergplatz, she removes Sala's papers from the briefcase. She hides the briefcase in a roof tile over the stall, and moves the papers to her own handbag.

10:18 p.m.: She moves from bar to bar, throwing off any suspected pursuers. She leaves her coat in one, and steals a very different jacket. She borrows makeup in the bathroom of another and changes her appearance as much as she can.

10:50 p.m.: Grant goes to a student bar and nightclub, at Heidelberger Platz (p. 134). She switches coats again, and picks up a drunken postgraduate student of economic history, Ernst Thimmel, and allows him to take her back to his flat. There, she rests but does not sleep on his couch.

DAY TWO

6:22 a.m.: She leaves Thimmel's flat.

7:00 a.m.: She attends Mass at the Catholic Church of Mater Dolorosa (Our Mother of Sorrows) at Lankwitz. She meets her friend Oma there (see *The Old Woman*, p. 141) and asks her to mind the documents from Sala's briefcase. She also borrows several hundred deutsche marks from Oma.

8:12 a.m.: She circles back to the church and makes a confession, despite not being Catholic. While there, she obtains holy water and a crucifix.

(Player characters arrive in Berlin; mission proper begins).

12:10 p.m.: She returns to Wittenbergplatz station and recovers the empty briefcase. She weighs it down with a newspaper, and hides the holy water and crucifix inside it.

2:30 p.m.: She wanders Ruhwald Park, getting to know all its hiding places and exits.

3:10 p.m.: She visits the American Consulate, pretending to be a tourist who has left her papers in a hotel in Bonn, and asking if it's possible to be issued a temporary passport so she can get a train ticket back to West Germany.

6:30 p.m.: She purchases fresh garlic from a street merchant.

7:02 p.m.: She telephones Hugh Prendeville and arranges to come in via Ruhwald Park (*The Call & The Answer*, p. 139).

10:00 p.m.: She rents a room in a cheap hotel and stays overnight. She lines the windows of her hotel room with garlic.

DAY THREE

12 p.m.: She goes to the meet at Ruhwald Park (*Ruhwald Park*, p. 139).

the man you speak of wanted to, shall we say, leave early to avoid the rush? He is, I understand, a minor bureaucrat in the land office of the Romanian government. Not much of a coup for your spies.”

- **Bullshit Detector:** Schenk has no idea that Sala’s dead, or that he’s directly responsible for the attack on a British listening post. If the Agents tell him, Schenk’s behavior

changes instantly — he clams up, declares very loudly that he has no information about Johan Harker or Apostol Sala or anything else, and if the Agents don’t leave East German territory immediately, they’ll be shot as illegal saboteurs.

While leaving after the meeting, the Agents may spot “Rat” Serban as he walks towards the East German part of the station. If

they didn’t spend Photography on the surveillance images from the listening post (see p. 131), then it’s a 1-point **Notice** spend to recognize Serban; if they’ve already paid, it’s just straight **Notice**. See *A Trail of Blood* (p. 135) if they stop to question Serban.

FINDING GRANT

SCENE TYPE: Core

LEAD-IN: The Listening Station

LEAD-OUTS: *A Trail of Blood*, Associated Press, Pension Mintplatz, The Old Woman, The Munich Connection

Emily Grant has vanished onto the streets of Berlin, clutching Sala’s briefcase. She’s pursued by:

- the German police, commanded by Antonia Iger
- the Conspiracy, led by Elena Dimitru, and aided by the psychic vampire Nenorocit
- MI6, in the person of Hugh Prendeville
- optionally, agents of the German vampire program
- and, of course, the player characters

Iger is supposed to be reporting to Prendeville and the German vampire program; in *Night of the Incubus*, Iger gets flipped by Elena Dimitru and starts working for the Conspiracy instead.

STARTING POINTS

- Records in the listening post give Emily Grant’s home address in Berlin. She might go back there — it’s bad **Tradecraft**, but Emily’s a technician, not a field operative. Following this lead goes to *Associated Press* (p. 136).
- (core) Prendeville tells the Agents that Berlin Station has a protocol if an officer is forced to vanish. There’s a telephone number to call; it goes to a particular flat in Berlin rented

by MI6 through a false front. Grant is supposed to call at precisely 7:02 p.m. All the Agents need to do is wait around until 7 this evening, arrange a meeting with Grant, bring her in from the cold, and take her and the briefcase back to England on the next flight out of Tempelhof. The phone call and its consequences are covered in *The Call & The Answer* (p. 138).

- Iger says that she can have her police comb the streets. How hard can it be to find some fat English woman? As it turns out, it’s beyond them — after a few hours’ investigation, all they manage to do is point the Agents towards *The Student Bar* (below).
- Grant had few friends (most were from the British Consulate) and no significant love interests. Her best friend is Rosalie Duncan, a secretary at the British Consulate. If interviewed (**Interrogation**), Duncan confesses that Grant was close to no one local, though she did receive gifts from someone she called Oma (“grandmother” in German).
- Finally, the Agents could follow the trail themselves from the secret exit to the listening post (see *From the Cellar Door*, below.)

FROM THE CELLAR DOOR

Grant fled the listening post on foot, exiting via an old coal hatch on an adjoining street.

(core) **Notice:** She cut her hand badly while forcing open the hatch, and left a trail of blood across the yard and for several blocks. See *A Trail of Blood*, opposite).

Streetwise or **Cop Talk:** Asking around the neighborhood, the Agents find one or two witnesses who saw Grant fleeing the scene. She had a briefcase with her as well as a handbag, and was cradling her injured hand. She looked pale and scared. She headed to the nearest U-Bahn underground train station.

The trail threatens to go cold on the U-Bahn; however, a 1-point **Urban Survival**, **Cop Talk**, or **Streetwise** spend lets the Agents find their way to *The Student Bar*.

THE STUDENT BAR

The dingy bar/nightclub is called Der Kerker — the Dungeon. It’s in a cellar. It’s popular with older students — radical types, mostly from the nearby Free University of Berlin. David Hasselhoff’s *Looking for Freedom* seems to be playing on constant repeat on the sound system as drinkers eagerly trade rumors about what’s happening over the wall. There’s a mood of nervous optimism that things are about to change, especially after the perceived openness of the Soviets to change, the successful protests in Leipzig and the opening of the Czech borders, mixed with fears that the East German government will use force to maintain the closed borders. The specter of another Tiananmen Square haunts the city.

Ask around with **Streetwise** or **Flirting**, and Alix the bartender says:

- A woman matching Grant’s description was in here last night, yeah. Are you friends of hers? Because she took

Mila's coat by mistake, and Mila was really annoyed when she found out.

- She didn't have much money. She bought only one drink, but still got pretty wasted — unless she was only faking it, to look like an easy lay. No self-respect, I think.
- She left with that pretentious economics guy, Thimmel. He lives over in Lichterfelde.

THIMMEL

Thimmel lives in a fashionable attic flat, crammed with economic and philosophical texts and terrible modern art. He's in his early 30s; he's pursuing a postdoc in an obscure field of economic history, although "pursuing" implies far more effort than he's actually putting in. "Vaguely wandering towards" is more accurate. It gets in the way of his true vocation, which is complaining. Right now, he's complaining about the English woman who changed her mind about sleeping with him, and made him fold out the couch-bed and dig the blankets out of the closet, and then she vanished before he even woke up.

There's an excellent view of the tower of the little Catholic church from his apartment window (see *The Church*).

There are three ways to run this scene.

- **Info Dump:** Questioning Thimmel with **Interrogation** or **Reassurance** gets his account of what happened. He doesn't know what happened to "Simone" — the name Emily Grant gave him. Maybe the bells from that stupid church

woke her. He's pretty sure she stole a kitchen knife and some money from his flat. This option makes Thimmel something of a dead end.

- **Conspiracy Attack:** Optionally, the Conspiracy thugs have already traced Grant to Thimmel's flat, either by following the *Trail of Blood* or through investigation. In this situation, the interrogation of Thimmel went badly — Thimmel got angry and tried to throw them out, one of them overreacted and stabbed Thimmel (**Forensic Pathology**), and now he's lying dead on the coffee table. Unsure of what to do, they telephoned the *Pension Mintplatz* (p. 142) from Thimmel's phone (a 2-point **Bureaucracy** spend gets that number out of the phone company; a 2-point **Notice** spend spots the open phone directory), and Elena Dimitru ordered them to summon up Nenorocit, who interrogated Thimmel using necromancy (costs 4 points of **Aberrance**).
 - Nenorocit still has a connection to Thimmel's corpse. Once the Agents find the body, he animates it as a zombie (**NBA**, p. 154) and has it chow down on an unlucky player character (another 2 **Aberrance** points).
- **The Supervisors:** The other option is that Thimmel's already been found and interrogated by agents from Unternehan Braun. There are two agents with Thimmel in the flat; they claim to be Thimmel's "academic supervisors." They've already ordered

Thimmel to lie about meeting Grant; **Bullshit Detector** sees through his lies instantly. If the PCs push it, go to *The Munich Connection* (p. 143).

THE CHURCH

Questioning the old priest, Fr. Schwartz, in the church requires a suitable cover story and the use of **Reassurance**, **Cop Talk**, or a similar Interpersonal ability. He'll admit that:

- A woman matching Grant's description attended 7 a.m. Mass.
- She was seated with an older woman. He remembers being annoyed, as they kept whispering to each other during the Mass.
- Afterwards, Grant asked to make her confession. Obviously, he cannot discuss what she said under the seal of the confessional.
- A 1-point **Human Terrain**, **Occult Studies**, **Vampirology**, or **Reassurance** spend (or a **Network** contact in the church) gets Fr. Schwartz to admit that Grant asked him if he believed in "demons and the unquiet dead," and asked him for holy water and a blessed crucifix, which he provided.
- Optionally — and only give this clue away if you want to accelerate the adventure towards endgame — **Reassurance** can be a core clue, convincing Schwartz to identify the woman that Grand spoke to as Resi Wallenburg, a.k.a. "Oma," a sweetshop owner. (*The Old Woman*, p. 141).

A TRAIL OF BLOOD

SCENE TYPE: Alternate/Chase

LEAD-INS: Finding Grant, Investigating Sala, The Prisoner

LEAD-OUTS: The Prisoner, Pension Mintplatz

If Nenorocit gets a taste of Emily Grant's blood, it's much easier for the vampire to home in on her, and either kill her or guide the thugs to her. Therefore, Elena Dimitru has dispatched her fellow Renfield "Rat"

Serban to recover a sample of Emily's blood. Conveniently, she's trailed blood across half the city.

The Agents might:

- spot Serban crouched in an alleyway near the listening post, scraping dried blood into a vial
- **Notice** the weird guy on the U-Bahn train, sniffing and licking one of the hanging straps

- meet Serban in the women's bathroom in Der Kerker, as he digs through the bin for the rag Grant used to staunch the bleeding from her injured hand

If challenged, Serban runs. He'll make for the Pension Mintplatz or else for a way through into East Berlin via the Friedrichstraße station. Chase scene time! Serban's inhumanly fast and agile, so it's going to be a tough chase — he needs to

get to a Lead of 7, and starts with a Lead of 4. He'll blow all his Aberrance and Driving points without hesitation.

POTENTIAL RAISES BY SERBAN

ON FOOT (EITHER DESTINATION)

- leaping over a chain-link fence
- scampering up a drainpipe and scrambling across rooftops (and kicking the lead player character in the face when they climb up)
- racing across traffic on a busy street
- grabbing a passerby and hurling her into the path of the Agents

BY (STOLEN) CAR (PENSION MINTPLATZ)

- driving through a student protest march
- driving off a bridge (and using his Renfield powers to survive a long swim through icy waters)
- having Nenorocit call up an impenetrable thick, icy fog on the roads (4 Aberrance by day, 3 by night)
- getting the police involved (if Elena's flipped Iger)

ON THE U-BAHN (EAST BERLIN)

- throwing an Agent out the window of a moving train
- climbing onto the roof of a train

- having Nenorocit summon up thousands of rats (4 Aberrance by day, 3 by night)
- jumping across the rails just ahead of an onrushing train
- vanishing through a secret door into East Berlin (follow him, and you're up against the East German border police, the Grepos, and their shoot-on-sight policy)

If Serban escapes with a blood sample, then Nenorocit can play a bigger role at *Ruhwald Park* (p. 139), and both Grant and the Agents are potential *Targets of the Vampire* (p. 138). Capturing Serban leads to *The Prisoner* (p. 141); following him may bring the Agents to *Pension Mintplatz* (p. 142).

ASSOCIATED PRESS

SCENE TYPE: Alternate

LEAD-IN: Finding Grant

LEAD-OUTS: Pension Mintplatz,
The Old Woman, The Prisoner

Emily Grant lives in a flat in central Berlin; the building was constructed in the 1970s. It's a big, ugly concrete slab containing many small, ugly apartments. Her apartment is locked when the Agents arrive. Getting in means forcing the door or a Difficulty 4 **Infiltration** test — she's added several heavy locks to the original cheap lock.

The apartment is lived in, but bland. The personal touches — the books on the shelves, the flowers on the sideboard, the photographs — all seem dull and lifeless, even predictable.

(alternate core) **Notice:** The only real item of interest is a hard candy box on the kitchen table (and one in the garbage, along with a plain paper wrapping). Scribbled on the paper is a note in German: "Hoping you are well. Come soon. Oma."

- If the Agents spend several hours looking for the source of these sweets, they find *The Old Woman* (p. 141).

Tradecraft: A safe near the bed contains Grant's passport and other personal papers.

Accounting: Neatly filed statements from both her German and British bank accounts suggest she hasn't touched her savings. Unless she's getting cash from elsewhere, she only has whatever money she had in her handbag when she left for work the previous day.

ON THE DOORSTEP

While the Agents are at the flat, Elena Dimitru knocks on the door. She pretends to be a journalist for Associated Press, and asks if she can get an interview with one of the player characters. "You're police officers, aren't you? I saw you at the scene of that terrible shooting last night — and this is the home of one of the Englishwomen who worked at that office. If you're not police, who are you?"

Play this scene as a complicating wrinkle, not as a confrontation with the big bad guy. Make the player think that Elena is just an annoying but ultimately innocent NPC. She might ask questions like:

- Is it true that the house on Feilnerstraße was a British spy station?
- Is it true that the attackers were Stasi assassins? Were the British trying to provoke the East German government?
- Why aren't German police handling this matter?

Her real goal here, though, is to check on the Agents' progress and make sure they haven't found Grant or the missing briefcase. She's a good enough liar to avoid tripping **Bullshit Detector** without a 1-point spend — and even then, all the Agent can work out is that she's got an ulterior motive. A **Vampirology** spend on top of the **Bullshit Detector** one gives away that she's a Renfield; similarly, a **Forgery** spend when examining her Associated Press ID finds an error, but either way, the players have to work to crack her cover.

If an Agent uses **Flirting** or otherwise offers a private, off-the-record interview, Elena suggests a nearby coffee shop (or restaurant, if it's in the evening). If appropriate, she may switch from targeting Iger to targeting a player character in *Night of the Incubus*.

If followed (requiring a Difficulty 7 **Surveillance** test), she may lead the PCs to *Night of the Incubus* if encountered on the evening of Day Two (opposite) or *Pension Mintplatz* at any other time (p. 142). If attacked, she bites her tongue and spits blood to call Nenorocit (*Targets of the Vampire*, p. 138); if captured, see *The Prisoner* (p. 141).

NIGHT OF THE INCUBUS

SCENE TYPE: Antagonist Action

/ Antagonist Reaction

LEAD-OUTS: The Prisoner, Pension
Mintplatz, The Munich Connection

The assumption of this scene is that it happens mostly offscreen — Elena Dimitru seduces Antonia Iger to get control of her, and through her, access to the Berlin Police investigation. If the Agents investigate Dimitru or Iger at the right time, or track Nenorocit through the Chain Deep machinery, then they may be able to intervene.

Another possibility is that Dimitru targets a player character instead of Iger, in which case play through the appropriate parts of the scene (and discretely fade to black for the inappropriate parts).

SEDUCING IGER _____

Elena Dimitru is a naturally beautiful and attractive woman. Her Renfield nature gives her an unnatural allure, an intense and dangerous charisma. Her real edge, though, is her bizarre partnership with the psychic vampire Nenorocit. Elena can, at the right moment, call Nenorocit to possess the body of her partner, turning the seduction into more of an unholy initiation.

If Senior Inspector Antonia Iger is the target, then Elena visits her at the Berlin Police HQ on the evening of Day Two, hinting that she knows more about the case. She convinces Iger to meet her at a

nearby hotel. Tired and distracted, Iger lets her guard down, and Elena kisses her after biting her own tongue. The blood is a beacon for Nenorocit, who possesses Iger.

Antonia Iger is a respectable, dispassionate woman. She's married with three grown children. Tonight, though, she is literally not herself, as Nenorocit alters her mind and molds her response to Elena's advances. It doesn't feel like mind control; it doesn't feel like an external compulsion; it doesn't feel like force. Horribly, when Nenorocit controls her from within, Iger is unable to distinguish her own thoughts and desires from those of the vampire. Within a few hours, Antonia believes herself to be in love with Dimitru, and this supernatural infatuation has her literally begging for Dimitru's affections. She will do anything for her.

If the Agents meet Antonia again, **Bullshit Detector** notices she's much more nervous and less focused than she was yesterday.

Diagnosis: Her eyes are unusually bloodshot.

A 1-point **Vampirology** or **Shrink** spend spots that she's been compromised by a vampire.

Dimitru asks Iger to tap Prendeville's phones (*The Call & The Answer*, p. 138), and to report any developments in the investigation to her at *Pension Mintplatz* (p. 142). She may also ask Dimitru to have the player characters killed (at *Bernauer Straße*, p. 142).

TARGETING AN AGENT _____

If Elena targets a player character with her seduction routine instead, the key moment is when she tries to kiss with her bloody tongue. If her victim tastes her blood, then it's much much harder to resist Nenorocit's mental attack (**Stability** test, base Difficulty of 3 + 1d6, plus another +3 if you've tasted her blood.) An Agent hit by the attack is possessed by Nenorocit and now feels an intense devotion towards Elena. Tell the player what's going on; breaking the infatuation or resisting Elena's wishes while Nenorocit's still alive is a Difficulty 8 **Stability** test. Killing Nenorocit breaks the spell.

INTERRUPTIONS _____

If the Agents follow Iger to the hotel where she meets Dimitru, or check up on their buddy who went to get a coffee with the attractive journalist a few minutes ago, then they may be able to interrupt Elena and Nenorocit before the seduction is complete, in which case segue into a *Targets of the Vampire* (p. 138) attack.

Optionally, at some point after this, Unternehmen Braun contacts the Agents and confesses that its pawn Iger has been turned against it, and it needs the PCs' help (*The Munich Connection*, p. 143).

TARGETS OF THE VAMPIRE

SCENE TYPE: Antagonist Reaction

At various points, Nenorocit may try to eliminate the player characters or some other troublesome foe. As he's in East Berlin, any such attack has three phases.

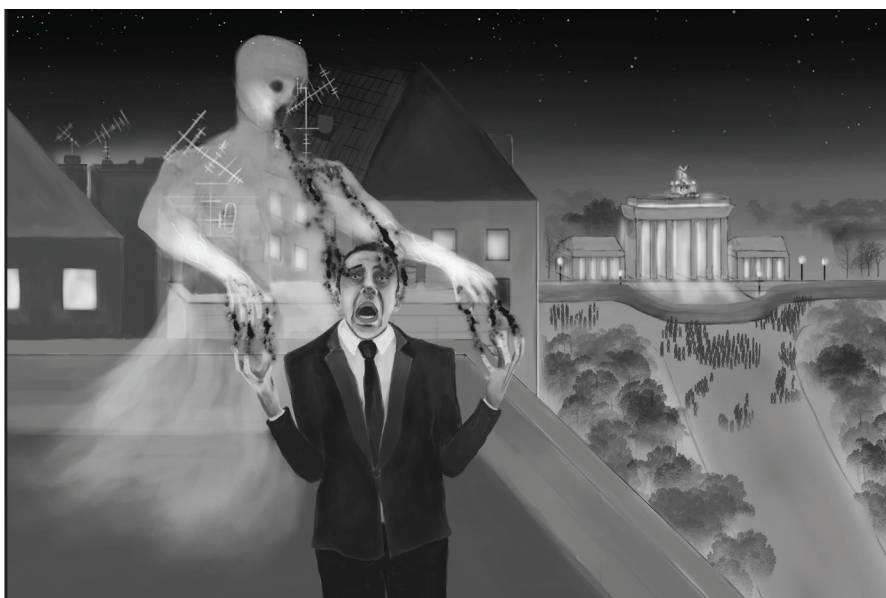
THE BLOOD ANCHOR

Nenorocit needs blood that he knows to home in on — the blood of Elena or one of the other Conspiracy soldiers. He's going to manifest near this blood, so it has to be as close to the target as possible. Some options:

- A Conspiracy sniper uses a paintball gun to splatter a PC (or a window) in blood.
- Iger or Elena sneaks into the PCs' base of operations and leaves a bloody handprint.
- Someone bumps into an Agent in a crowd and tags them with a handful of blood.
- A wounded Conspiracy soldier deliberately smears his life's blood all over an Agent.
- The Conspiracy lead the PCs into a trap room already prepared with blood.

THE MANIFESTATION

Next, Nenorocit has to manifest. This takes one round and costs him 1 Aberrance; he also needs to make Aberrance tests to overcome any blocks nearby. He appears as



a cloud of white fog in a roughly humanoid shape; the higher his Aberrance pool, the better defined his features. When he's at full strength, his projection is identical to how he appeared in life; when he's about to dissipate, he looks like a distorted sketch.

THE ATTACK

Finally, he attacks. Each attack costs him Aberrance, on top of the 1 point/round it costs him to project out to beyond visual range of his coffin (see page 126). He might:

- steal breath, especially if he comes across a sleeping player character
- grab control of the wheel of a car, and drive the vehicle into a wall
- possess a player character and force his victim to attack the other Agents
- unlock a door and let mundane Conspiracy assassins in
- commit acts of sabotage, like starting a fire or throwing the Agents' weapons into the river
- murder a Network contact or other NPC

THE CALL & THE ANSWER

SCENE TYPE: Core

LEAD-IN: Any (automatically happens at 7:02 p.m. on Day Two)

LEAD-OUTS: Ruhwald Park

According to protocol, Emily Grant is to check in with MI6 by calling a particular number at precisely 7.02 p.m. If she rings earlier or later, it's a signal that she's being forced to make the call and it's a trap. The number goes to a phone in an apartment near the British Consulate.

If the player characters are around, Prendeville invites them to be there when he takes the call (or even take it themselves if they prefer). He'll also invite Antonia Iger, on the grounds that they may need security backup from the West German police if there's a second attack. (The player characters may overrule this if they don't trust Iger.)

ENEMY ACTION

The Conspiracy has several ways of spying on the phone call.

- Have Iger be in the room when Grant phones in.
- Have Iger (or a compromised player character) drop a bloody beacon for Nenorocit to home in on. She might, for example, "accidentally" cut herself while making coffee, or have

a coughing fit so intense she sprays bloody spittle all over the phone.

- Tap the phone (**Electronic Surveillance** spots the telltale click of a phone tap on the line).

Alternatively, if Serban got away in *A Trail of Blood*, then the Conspiracy doesn't need to spy on the call, as it can home in on Grant when she goes to *Ruhwald Park*.

THE CALL

The phone rings at precisely 7:02 p.m. Grant makes the call from a phone box on Pariser Platz; **Urban Survival** identifies the noise of the crowds gathered at the Brandenburg Gate, demanding that the wall be taken down and the barriers between the two halves of the city be removed.

Grant says that she's alive and that she has Sala's briefcase, but she wants confirmation that the attack wasn't by someone on the inside. "Kerzakian ... he let them in. Simon told him to stop, and Kerzakian opened the door anyway. What happened? What's really going on?"

Reassurance convinces her that she's not being targeted for elimination by MI6; **Vampirolgy** works too, as Simon Bonaventure warned her of the existence of occult powers minutes before he was killed. If convinced of the Agents' bonafides, Grant says that she wants to come in — meet her in Ruhwald Park tomorrow at noon. She hangs up immediately if the Agents try to suggest an alternative meeting place.

If the Agents aren't present, then Hugh Prendeville scribbles down "Ruhwald Park noon" on a notepad as an aide-mémoire.

THE ANSWER

If the Agents aren't present, then the Conspiracy now eliminates Hugh Prendeville. Either Nenorocit manifests, sucks the air out of his lungs, and then hurls him through an interior wall, killing him, or else Iger passes the address on to Elena, who shows up and shoots Prendeville. If Iger's been compromised, then she pins the blame on the player characters — that's worth Heat 5. If the Agents are

arrested, they can get out in a few days, but that's enough time for the Conspiracy to scoop up Emily Grant, break her, and recover the documents.

If the Agents are present, then it's an attack from Nenorocit and/or some thugs; Elena doesn't get her hands dirty in this scenario. See *Targets of the Vampire* (opposite) for tactics.

AFTERMATH

If the Agents aren't present, then Rosalie Duncan, one of the British Consulate staff, contacts them as soon as possible. Mr. Prendeville, she tells them, was supposed to meet with the consul this evening to brief him on the investigation. Do the player characters know where he is, please? Investigating brings the Agents to the flat, to Prendeville's corpse — and the note describing the time and date of the park meet.

Optionally, if Iger's been turned, have the Berlin Police show up to arrest the player characters at the flat.

RUHWALD PARK

SCENE TYPE: Core

LEAD-IN: The Call & the Answer

LEAD-OUTS: Questioning Grant, The Prisoner, Pension Mintplatz

Park Ruhwald is a medium-sized park in the northwestern portion of the city, crisscrossed with small stone paths lit by sodium lights. At noon on the bright, crisp November day, Ruhwald is nearly deserted. Most of those who might spend their afternoon walking in the park are instead over at the wall, where the protests grow daily. There's already free travel between West and East Germany as long as you go through Czechoslovakia; the wall has gone from a symbol of oppressive strength and division to a monument, a tomb for the authority of the East German government.

One of the few people in the park is a young English woman, dressed in an ill-fitting jacket and carrying a distinctive red leather briefcase. She walks with her head bowed, huffing and puffing, her other hand

stuffed tightly in the jacket pocket against the autumnal cold. The briefcase is, of course, empty of the critical documents.

Who else is in the park? Depending on previous events, it's any or all of:

- the player characters
- Hugh Prendeville and one or two other men from MI6
- Antonia Iger and the Berlin Police
- thugs from the Conspiracy (Elena Dimitru is present, but not in the park — she runs the operation from a nearby car)
- Nenorocit (as it's midday, he hasn't regained much Aberrance from resting — refresh 4 Aberrance)

If necessary, Elena's used her contacts in Berlin to recruit extra muscle.

PLANS

Elena's plan is to call up Nenorocit and have the vampire possess Emily Grant.

He'll then walk Grant's helpless body over to one side of the park, where she'll climb into a van and be whisked away, with the vampire summoning fog to cover their retreat. If MI6 get involved, then it'll be a shootout — if Elena's subverted Iger, then she also has the German police in her pocket and can have them swarm into the park to get in the way of any rescue attempts.

MI6's plan is whatever the player characters come up with. Remember that Emily is nervous, and half-convinced that MI6 is going to kill her. She keeps thinking of that moment two days ago when Mark Kerzakian opened the door of the listening station — she didn't see it happen, but she heard it all, heard Simon Bonaventure *pleading* with Kerzakian even as he shot him. She knows that there's real, supernatural evil in the world now, and fears that MI6 or this mysterious Operation Edom is tainted by it.

She has a modicum of protection. Along with her handgun, she's got a small bottle of



holy water and a crucifix. If one of Elena's footsoldiers tries to grab her, she shoots. If it's a vampire, then she goes for the holy water. (The effectiveness of the latter strategy depends on the nature of vampires in your campaign — it might block Nenorocit, it might drain his Aberrance, or it might have no effect. If it's a factor, Emily Grant is an atheist, although she's reconsidering that in the face of the genuine supernatural.)

Possible preparations:

- **Military Science** lets the player plan the meet-up, giving a pool of 4 points that can be spent on Surveillance, Shooting, or Athletics in the park.
- **Architecture** notes that there aren't any tall buildings nearby, but there's an electrical pylon that might do as a sniper's nest.
- **Outdoor Survival** gives a 4-point pool for Conceal or Infiltration

tests in the park's wooded area.

- **Human Terrain** or **Streetwise** could be used to augment **Disguise** attempts.
- **Vampirology** notes that there's a small pond in the park's northeast corner, under the trees; the water might be a barrier against a vampire. The park's just to the south of the Spree river, too — get the target into a car, then race across the nearby Rohrdammbrücke bridge to safety!

COMPLICATIONS

Throw in any of the following to disrupt those carefully laid plans:

- A middle-aged couple walking their dogs through the park (dogs go wild in the presence of Nenorocit).
- Shouts and the sound of breaking glass, as a bunch of students cause trouble.

- Unusually heavy traffic on the nearby roads — many people have traveled to West Berlin to be there if the wall comes down.
- Conspiracy goons opening fire indiscriminately, gambling that Nenorocit can interrogate Grant using necromancy later in the day.
- The Unternehmen Braun agents screw up, and assume that Nenorocit is here in West Berlin. He's actually projecting in from the East. Still, they get involved, attempting to seize the Conspiracy van, then flee when it's clear their target isn't present. See *The Munich Connection* (p. 143).
- Nenorocit shows up — it costs him 3 Aberrance to manifest, plus another 2 per round to linger at this range in the sunlight (under the shade of the trees, it's just 1 point per round).

THE PICKUP

If the Agents successfully secure Grant, run *Questioning Grant* (below). If they capture a member of the Conspiracy, run *The Prisoner* (opposite).

If the Conspiracy members stuff Grant in a van, they drive hell-for-leather to the *Pension Mintplatz* (p. 142) to interrogate her. The PCs may be able to tail or chase them there. (If the Agents have already raided the Pension Mintplatz, then Elena and the remaining thugs are using an old warehouse as a fallback base of operations, and go there instead.)

If all else fails, then run *Bernauer Straße* (p. 142).

QUESTIONING GRANT

SCENE TYPE: Core

LEAD-IN: Ruhwald Park

LEAD-OUT: The Old Woman

Emily Grant breaks down when back in M16 custody; the stress of the last two days has almost broken her. **Reassurance** (core clue) gets her talking; spending some **Shrink** to calm her down is also an excellent plan. **Interrogation** or **Bullshit Detector** confirms that she's

not compromised or working for anyone else, just a woman caught in a terrible situation who found an unexpected reserve of ingenuity and strength within herself.

She describes her movements after the attack on ED13 — where she went, who she met, and most importantly, what she did with the document. She says that she entrusted it to "a friend," and won't give up Oma's name without a promise that she gets to accompany the Agents when they go

to see the old woman (see *The Old Woman*, opposite). An **Interrogation** spend gets Oma's name despite any resistance.

Grant's not sure what the documents are — she'd only started to translate them when ED13 was attacked. Romanian land registry deeds, she thinks.

Optionally, the Conspiracy could try to kill Grant while she's in M16 custody (see *Targets of the Vampire*, p. 138).

THE PRISONER

SCENE TYPE: Alternate

LEAD-IN: Ruhwald Park, Pension

Mintplatz, A Trail of Blood, Associated Press, Night of the Incubus

LEAD-OUTS: Pension Mintplatz, The Old Woman

If the player characters capture one of the Conspiracy thugs (or even Elena), then they're on a time limit. All the Conspiracy members are blood-linked to Nenorocit, so sooner or later the vampire comes and steals the breath of his captured servant.

Assume that it takes 24 hours for plain **Interrogation** to break the thug's will and get a clue leading to the *Pension Mintplatz* (p. 142) — the thug's convinced that all he needs to do is hold out until Nenorocit rescues him. Suitable **Interpersonal** spends (**Interrogation**, **Intimidation**, **Reassurance**) reduce the time by 1–6 hours each; setting up blocks to slow Nenorocit can also buy the Agents more time.

Once broken, additional **Interrogation** spends can buy extra information on

Nenorocit (like how the blood anchor process works, the vampire's vulnerability to bright lights, the restrictions on its range), Elena (how she's the Conspiracy's agent in Berlin, that she's seduced Antonia Iger), or what's in the briefcase (he doesn't know, but it's something to do with the Master himself). If the Conspiracy knows about Oma, then he might also give up *The Old Woman* (below).

If the investigators run out of time, then run *Targets of the Vampire* (p. 138) as Nenorocit shows up to murder the prisoner.

THE OLD WOMAN

SCENE TYPE: Core

LEAD-IN: Questioning Grant,

Pension Mintplatz

LEAD-OUTS: A Parade of Coffins, The Munich Connection

The old woman, "Oma" (Grandmother), is Resi Wallenberg, a 71-year-old woman who runs a candy shop on Mommsenstraße called Süßigkeit-Spitze ("Candy Peak"). For the last year, since their first meeting, Resi has taken an interest in Emily's life for completely innocuous reasons. The two have exchanged cards for holidays and had lunches together, and Grant has been in the shop many, many times.

Grant approached Oma at Mass on the morning of Day Two, and borrowed some money from her. She also persuaded Oma to take and hide the documents from the briefcase.

Four people have already died, and many more may die, for the contents of the envelope that's now tucked behind some jars of sweets on Oma's shelf.

RIGHT ON TIME

If the Agents get here late on Day Three, then they find Oma watching a press conference on her little black-and-white television. Günter Schabowski, a spokesman for the East German Politburo, has just announced that the wall crossings will be open to everyone with immediate effect. (See *The March of History* sidebar, p. 143). The television cuts to images of the crowds gathering on the eastern side of the wall; **Notice** (core clue) spots several people carrying, bizarrely, coffins.

Oma hands the papers over to Emily, if she's present ("Here you go, dear. Pay me that money back when you can, and I hope all this trouble you're in blows over quickly.") To a player character: "You will take care of dear Emily, won't you? She has such a good heart"). If the Agents don't have Grant with them, then they need to spend **Reassurance** to convince Oma to hand the document over — if they try to

take it by force, she screams and brings the whole neighborhood down on them. **Filching** the document also works.

See *The Dracula Deed* (p. 144) for details on the document.

Now that the Agents have the document, they just need to get it out of Germany before Nenorocit catches up with them — run *A Parade of Coffins* (p. 144).

TOO EARLY

If the Agents find Oma early in the adventure, well before midnight on Day Three, then it's time to introduce a complication. The Agents arrive to discover the shop closed. Above, in the flat, they find Oma sitting with two older German men. They've already found and moved the document somewhere ... safer. They want to cut a deal with the Agents. Run *The Munich Connection* (p. 143).

PENSION MINTPLATZ

SCENE TYPE: Alternate

LEAD-INS: The Prisoner, A Trail of Blood, Ruhwald Park, Finding Grant, Bernauer Straße

LEAD-OUTS: The Old Woman, A Parade of Coffins

This is a small two-level pension (hotel) near the Tiergarten. The owner, Berthold Dohman, a tottering 74 year old, has found himself awash in dangerous, silent Romanians. Since their arrival in Berlin, Dracula's hit squad has subsumed the pension, forcing the few others staying there out. It is their "base."

A small, white van is parked outside.

In the small lobby, two of the Tiganu maintain guard. They wait, standing near the ancient fireplace, armed with light automatic weapons concealed beneath large winter coats. The rest of the Conspiracy muscle are upstairs or in the bar; assume there are two or three goons for every player character.

If they know they're about to be attacked, then another thug takes up a position on the second story with an AK-47.

Elena's room is 208; if she's captured Emily Grant, then she interrogates the

British spy here, by killing her in the bathtub and summoning Nenorocit (4 Aberrance) to animate her corpse. She'll speak from beyond the grave if the Agents get in here, riding the last of Nenorocit's necromantic sorcery to animate her own lungs and whisper Oma's real name and address with a postmortem breath. Have an alternate core clue pointing to *The Old Woman*, and a 7-point Stability test too, please.

SNEAKING IN

The hotel isn't especially secure (Difficulty 4 **Infiltration**). It's possible to do a covert extraction of Emily (or to eavesdrop and learn the Conspiracy's plans).

Possible complications:

- Like everyone else in the city, the thugs are watching the television reports about the situation at the Berlin Wall. They're cheered by the prospect of being able to bring Nenorocit and other reinforcements across.
- Antonia Iger shows up to report to / show her abject devotion to Elena Dimitru.

- More Conspiracy muscle arrives in another van — these reinforcements drove up from Romania to help secure the missing documents.

STORMING IN

The big danger here isn't the thugs and their automatic weapons — well, not *just* the thugs and their automatic weapons. The Berlin Police is already on high alert after the attack on ED13, and if there's a second shootout / hostage situation right in the middle of the city, it responds with full force. The German counterterror unit, GSG 9, is very, very good indeed (use the Special Police stats on page 70 of *Night's Black Agents*). If Iger's been turned, then she puts all the Heat from any shootouts on the player characters.

Of course, if the Agents prevented Iger from being turned, then they can deploy GSG 9 themselves, and pick up the pieces once the cops have cleared the hotel of hostiles.

Defeating Elena and her footsoldiers doesn't stop the Conspiracy — see *A Parade of Coffins*.

BERNAUER STRASSE

SCENE TYPE: Antagonist

Reaction / Alternate

LEAD-IN: Any after *Night of the Incubus*

LEAD-OUT: Pension Mintplatz

Run this scene if Iger's been turned by the Conspiracy, and you want an extra complication.

Iger contacts the PCs and explains that she's found a potential lead. It looks, she says, something like one of the machines from the listening post (a Chain Deep station, perhaps, or an earthquake device). It was discovered in an abandoned subway station, the ghost station under Bernauer Straße (shut down in 1961 when the wall was built).

If the Agents stop to question her, she gets evasive and nervous; **Bullshit Detector** suggests she's lying. If they go along with her, she drives them to the deserted station and opens the door (it's unlocked). The station is still technically in use, as West German trains still go through it, but they don't stop, and the exit on the East German side is bricked up.

Iger leads the Agents down a narrow staircase into a utility corridor. Cables and pipes run along the blackened concrete walls; trains rumble in the distance. Call for **Sense Trouble** tests (Difficulty 5). Those who succeed have a moment to act before Iger's handpicked hit squad

of armed police open fire on the player characters. There's one corrupt cop per Agent (use the Police stats on page 69 of *Night's Black Agents*). Iger's told the cops that the Agents are the ones responsible for the attack on ED13.

Iger flees into the darkness once the attack begins; following her through the subway tunnels with **Urban Survival** (alternate core clue) leads the Agents to *Pension Mintplatz* (above).

THE MUNICH CONNECTION

SCENE TYPE: Alternate

LEAD-IN: The Old Woman,
Night of the Incubus, Finding
Grant, Ruhwald Park

LEAD-OUT: A Parade of Coffins

The two men are old. They look shabby, in worn-out suits and carrying battered briefcases. They smell of garlic and cigarette smoke, masked with cheap cologne. They say that they drove up from Munich a few days ago.

Are they really from Unternehmen Braun, the alleged German vampire program (*DH*, p. 75)? Are they from some shadowy splinter of that organization, a shadow that survived the collapse after the war (and which war?) Are they part of some third party? They admit nothing, not even their names; call them Sturm and Drang.

They have an offer for the player characters. The supernatural monster haunting Berlin, the creature that the Conspiracy call Nenorocit, the “Poor Devil” — he once was their experiment, and they want him back. They know how to control and confine him, how to make use of him. They are old men, though, and don’t have the skills to *hunt* a vampire like they once did. They want to make a deal. They might offer:

- the document they took from Oma
- safe passage out of Germany, and the cancelation of any Heat on the Agents
- erasure of any crimes committed by the Agents while in Berlin
- cooperation in the future against Dracula’s Conspiracy (a favor to be cashed in during a present-day *Dracula Dossier* campaign)

In exchange, they want the Agents to capture Nenorocit intact. Oh, he can and should be staked, of course, and they expect the goods to be ... damaged, a little, but the creature in the coffin must

THE MARCH OF HISTORY



On the afternoon of the 9th of November, the East German government gives in to the inevitable. Günter Schabowski, its spokesman, announces that the crossing points in the wall will be opened to everyone with immediate effect. In this, he misspeaks — the plan was to open the crossings at midnight, to give the guards time to prepare. Because of his mistake, crowds start gathering on both sides of the wall. Initially, the guards try to stop the tide, then they start letting people through, but stamp their

passports so they cannot return. Then, by 10:45, they surrender and open the crossings completely.

Huge crowds flow east and west. Families divided for decades are reunited. The two cities become one again, joined in a vast sea of hopeful humanity.

They hammer at the wall with chisels and sledgehammers, and with their bare hands. Sections are torn down overnight; the rest comes down over the following months.

survive. He will cross into West Berlin as soon as the wall opens, and that will happen tonight, or maybe tomorrow. The Agents must be ready.

Sturm opens his old briefcase, spilling out guns, stakes, mallets, and several powerful flares. He holds one up. “Experiment 9’s weakness ... more light. As Goethe said, more light.”

(alternate core) **Negotiation** tells the Agents that these German spies, whoever they are, are good operators. The Agents could wipe the floor with them in a fight, but they’re not going to break anytime soon. They’ve got connections at a high level to the German government, and they’ve stashed the document somewhere safe. Taking the deal is the only way the Agents will get to those documents.

A PARADE OF COFFINS

SCENE TYPE: Finale**LEAD-IN:** The Old Woman, Pension Mintplatz, The Munich Connection

The crowds surge from East to West. On a normal night, a car with the right papers could drive through the checkpoint, but now the area around the checkpoints is thronged with thousands of people, all cheering and singing. No vehicle is getting through.

From the back of the crowd there comes a strange sight. Four coffins, carried shoulder-high, make their way through the press of people. No one seems to question their presence; it's just one more impossible thing on this impossible night. Perhaps they are coffins of people who died in East Berlin, but wanted to be buried with their families in the West. Perhaps they too have risen to join the celebrations. Images of the coffins are shown briefly on television, capturing the novelty of the moment.

Shrouded by Nenorocit's necromantic powers, no one stops the coffins as they are passed from hand to hand through one of the many new breaches in the wall.

Three of the coffins are carried off by the crowd. The fourth is brought to the Pension Mintplatz or some other Conspiracy rendezvous. Nenorocit has

crossed into West Berlin, and now he can track down the property of his "father."

Notice catches a glimpse of the coffins on television; **Vampirology** or **Streetwise** hears rumors of the strange sight. **Interrogating** a captured Conspiracy goon may also alert the Agents to the threat of Nenorocit.

Now that he's in West Berlin, Nenorocit's Aberrance costs are reduced; he still needs to spend a point to manifest for the first time each night, but he doesn't need to spend 1 every round unless he's in bright light.

RACE TO TEMPELHOF

If the Agents have the documents, then they technically don't need to hang around and fight a psychic vampire. All they need to do is get the hell out of Berlin.

Military Science: The fastest route out is via Tempelhof Airport; driving across Europe pursued by a monster is less appealing.

Now that he's this close, Nenorocit can smell his Master's scent on the document; the Conspiracy thugs show up as the Agents drive to the airport. Cue a car chase between player character and Conspiracy goons. Even if they get on the plane, Nenorocit can still try to follow

them, by projecting his psychic avatar onto the aircraft. His range limit comes back into play here — if the Agents can hold out for a few rounds, and stop him possessing the pilot or conjuring up a storm, then he runs out of Aberrance and falls back to his body, cursing the Agents in German and Romanian and all the tongues of the dead.

HUNTER & PREY

If the Agents don't have the documents, then they need to stake Nenorocit in order to obtain them. Nenorocit travels in a van with an entourage of one goon per player character; he'll be joined by Elena and "Rat" Serban if they're still alive. The Germans hid the stolen documents in a disused old air raid shelter near Tempelhof, so Nenoroit must leave his body in the van on the surface while he projects his spirit down underground and guides his servants to the document cache. This gives the Agents a chance to split the enemy forces.

See *Targets of the Vampire* (p. 138) for likely tactics.

Once staked, Nenorocit can be traded for the documents. (The Germans were clever enough to remove one key document from the cache, so if the Agents try double-crossing Unternehan Braun, they won't get everything.)

OBJECT: THE DRACULA DEED

APPEARANCE: A sheaf of documents, all relating to the ownership of a particular plot of land in Romania. Most are from the era of Ceausescu's government, but some are older, dating back to other kingdoms and empires that once claimed Transylvania.

SUPPOSED HISTORY: These documents prove that Dracula has controlled, either directly or through his pawns, a particular piece of land since the 15th century. They were in the files of the Romanian government until stolen by Apostol Sala; after that, they may have ended up in Edom's vaults.

MAJOR ITEM: Examined with **History**, the deeds give away the location of one of Dracula's secrets. The obvious candidate is the true Castle Dracula itself (*DH*, p. 207), but it could also be the Scholomance (*DH*, p. 219), Dracula's Mill (*DH*, p. 297), or the burial site of Zalmoxis (*DH*, p. 289). Or maybe Dracula buried something there, long ago ...

MINOR ITEM: The documents bestow ownership of a minor hunting lodge in Transylvania, one that is not of major importance to the Conspiracy. However, Dracula signed the papers himself, in his

own hand, before he became a vampire. It's the only connection he has left to his mortal self, and he covets it. More, he is hesitant to destroy it — and that moment of hesitation may be all the Agents need to bring the Count down for good. **Vampirology** gives this moment of insight into Dracula's motivations.

FRAUDULENT: Sala was on the right track, but grabbed the wrong papers. The real deeds are still in the vaults of the Romanian government. Recover them with **Bureaucracy** — assuming the Conspiracy hasn't gotten there first ...

THE MOLDAVIAN CANDIDATE

THE DEFAULT DATE FOR THIS MISSION IS THE WINTER OF 2005, A FEW SHORT MONTHS AFTER THE 7/7 bombings in London and the subsequent reactivation of Edom. It can easily be moved closer to the present day if you want to use it as a side mission in a regular *Dracula Dossier* campaign instead of a flashback or one-shot.

EYES ONLY BRIEFING

The fear is that [a terrorist attack on the US by a British subject] would not just kill people but would cause a historic rift between the US and the UK.

— unnamed MI5 official, *The Spectator*, 28 February 2009.

The strong ties between the UK and the US make it harder for Dracula to subvert the UK Establishment. US and UK intelligence agencies work closely together. CIA field reports get back to MI6, and the NSA funds GCHQ SIGINT. However, this special relationship is under strain due to disagreements over the Iraq War and financial controls. Dracula plans a terrorist attack to shake the US' trust in the security of the UK and reduce the flow of intelligence, leaving the UK a little more isolated for him.

His plan is to brainwash a senior member of the British Establishment into becoming the Candidate — a sleeper agent, ready to kill at Dracula's command. The Candidate cannot remember this, and has no idea they are being used. When the activation protocol is used at the World Economic Forum in Davos, they will try to kill the speaker, a former US vice president (see *The Target*, p. 146).

Edom knows about Renfields and vampiric hypnosis, and has a standard operating procedure against them. This is a different technique; the Candidate is unaware and undetectable by any usual anti-vampire techniques.

For Dracula's purposes the Candidate must be beyond suspicion, without link to the Conspiracy, but preferably connected to Edom.

CUSTOMIZATION

The scenario is a self-contained structure and could be played stand-alone; however, integrating it into your specific campaign framework will feel more organic to the players.

THE CANDIDATE

The Candidate's identity is not predefined. Anyone on the list of suspects could be the Candidate, and by definition the last one left is, whoever that may be. The Agents rule suspects out, reducing the pool down until there's only one or two left at the WEF.

THE CANDIDATE IS YOU

An Agent with the Programming Drive could also be the/a Candidate. The countess and her methods may have been used to program the Agent.

THE CANDIDATE'S MISSION

The default option is that the Candidate is there to murder the Target by brute force. At the moment of activation, the vampire can lend the Candidate supernatural speed and strength. Other options:

- The Candidate has a bomb surgically implanted in their stomach.
- The Candidate's hollowed out by a swarm of carnivorous ants.
- The Candidate's going to explode, spraying everyone in the room with vampire blood, a mass baptism of blood that leaves them all vulnerable to Dracula's influence.

See *The Moldavian Process* (p. 155) and *The Activation* (p. 165) for more.

TWISTS AND TURNS

The Director can complicate the plot with more than one Candidate. The last two suspects could both be Candidates either working together or with one as backup. If the Agents focus on one Candidate too early, lead them along; only when they have stopped the first Candidate does the second activate.

THE TARGET

The default Target is the American vice president, but any important dignitary whose death would be a seismic shift in the War on Terror will do. The NATO Liaison (*DH*, p. 125), Petroleum Executive (*DH*, p. 127), or Icelandic Diplomat (*DH*, p. 119) might also qualify. Alternatively, the Conspiracy might target someone at Davos who inconveniences its operations — the Human Rights Activist (*DH*, p. 118), Journalist (*DH*, p. 120), or Enigmatic Monsignor (*DH*, p. 114) perhaps. Revenge is another option — Dracula might still want to kill Lord Godalming (*DH*, p. 43).

THE COUNTESS

Piatra-Stanca is a Bride of Dracula, but beyond that, her identity is fluid. Depending on the events of *The Carmilla Sanction*, you could have her be Countess Karnstein under an assumed name (likely Callimar, p. 57). She might be Elizabeth Báthory (include the Tour Guide (*DH*, p. 135) at both the Belle Magie spa and the Deep Nest if you take this option).

THE SPINE

At **Lord Delapole's** château the Agents learn he has disappeared. **Following Delapole** to Geneva and stealing MI5 files from the **CODICIL** storage reveals references to a countess. **Detective Inspector Cross'** files reveal more. **Approaching the Countess** proves difficult; the best approach may be through the **Belle Magie Spa**. There they find evidence of brainwashing, and a list of potential suspects. In a race against time before Davos they **Eliminate Suspects**; attend a strange party, the **Carne Vale**; and fight the countess in **The Deep Nest**, until only two suspects are left, both attending the **World Economic Forum**.

The Agents **Get Into Davos** and stop **The Activation**.

EDOM COMPLICATIONS

Edom's involvement in the mission varies according to your whims. If you want to dial it down completely, then MI5 never passes Robin Harrington's warning about Lord Delapole on to Operation Edom, and the whole plan catches Edom completely off guard, as it's focused on London and the Middle East, not Western Europe. The countess isn't on its radar at all.

A slightly more active Edom starts several days behind the Agents. In this setup, Robin Harrington contacts MI5, and Edom later gets hold of Five's report and flags it for further investigation. It follows the same trail of clues as the player characters, only a few days too late. Raise tension by having the players spot sinister figures watching them from rented cars, or discover Edom planting bugging devices in their hotel.

Alternatively, Edom might be the Agents' competition. In this setup, one of the Dukes (Hound if you want to leave the possibility of an alliance open; Nails if you want Edom to be the other bad guys) arrives with a team of *Proserpine* ratings

to investigate Delapole. Edom stays on the track of the player characters, one step behind all the way to the spa. Once it finds out about the Candidate plan, it starts killing suspects in much the same way that Van Helsing dealt with Dracula's boxes of earth — smash 'em all and you'll find the vampire in the last one. The player characters need to identify the real threat and save the other suspects from Edom's assassins.

The final option is that the Conspiracy is carrying out the assassination with Edom's sanction. Any escalation of the War on Terror benefits Edom; if the British government goes all in on fighting Islamic extremism, then that means more influence and money for Operation Edom. The assassination is a false flag operation — Edom has its vampire eliminate a key dignitary, frames al-Qaeda, then uses that assassination to justify the vampire program. In this setup, Edom's primary goal is eliminating any threat to its plan, starting with Lord Delapole and ending with the player characters.

ENTRY VECTORS

Using this as an Edomite one-shot or part of a *Fields of Edom* campaign is easy — Edom already has Lord Delapole under surveillance, and is alerted by his watcher when he goes missing. The system's working as intended.

As part of *Unto the Fourth Generation*, the best approach is to have the player characters get a hint that Lord Delapole is a person of interest for Edom or the Conspiracy. Their predecessor 1970s Agents might even have investigated the original Delapole incident in 1978! The Agents can show up at Delapole's estate ahead of any Edom investigators (see the *Edom Complications* sidebar). Alternatively, Robin Harrington might be an old friend or contact of a player character, especially one who went to a British university or was associated with either secret service or the police.

You've an embarrassment of riches when it comes to using this as a Flashback; it's close enough to the present day that

any well-connected spook or politician might know something of what went on. The final attack is newspaper-level intel, and the Agents can easily work back from there. Likely informants include the Tabloid Journalist (*DH*, p. 134), the Icelandic Diplomat (*DH*, p. 119), the MI5 Deputy (*DH*, p. 95), or Lord Holmwood (*DH*, p. 43).

For a slower buildup, drop any of these clues as foreshadowing:

■ **History:** The Delapole scandal was covered up back in 1978, but it's an open secret among journalists and in high society. Lord Delapole had some sort of psychotic break or moment of madness and attacked the queen at a private church ceremony. Bodyguards managed to restrain him without killing him, but the incident ruined him — disgraced, discharged, and de facto exiled within six months. Drink or drug abuse are the usual suspects, although there's a running small-c conspiracy theory that he

had some private disagreement with a member of the Royal Family that boiled over into violence.

■ **Occult Studies / Fringe Science:**

Delapole's become something of a cause célèbre among devotees of David "All the Royal Family members are alien lizards wearing human masks" Icke. According to them, Delapole tried to reveal the truth and was hushed up by the Reptoid Establishment.

■ **Criminology:** In the last few months, you've tracked a statistically

significant number of anomalous criminal cases where the perpetrator spontaneously did something wildly violent or out of character. A business executive who took a machete to the rest of the board of directors; the famously secretive, ascetic, and discrete manager of a private bank who suddenly got drunk in a dive bar and blabbed all her clients' secrets, including Swiss bank numbers; the state prosecutor who accidentally set fire to the evidence room with a cigarette and didn't notice the blaze.

■ **High Society:** Delapole? Everyone knows he was having an affair with some French harlot. I suspect his wife spiked his tea that morning in the church — she got to divorce him and put him through the wringer after his little episode, and the other woman never got mentioned again.

■ **Traffic Analysis:** There's a lot of tension, a lot of chatter about another terror attack. They're speculating that another high-profile incident could tip Europe over the edge.

LORD DELAPOLE

SCENE TYPE: Introduction/Flashback

LEAD-OUTS: Following Delapole, CODICIL, Belle Magie Spa

Robin Harrington (see sidebar) contacts the Agents requesting they visit urgently at Lord Delapole's château at Montpellier in the south of France.

Background research on Lord Delapole (**History**) discovers he was exiled from the UK in 1978 for unspecified and still-classified reasons. He married Lady Amanda Delapole in 1968, but divorced in 1978, and has never been back to the UK nor seen his children since. The Tabloid Journalist (*DH*, p. 134) eagerly supplies this gossip, and would love to know the true story.

Lord Delapole's estate, Château de Lavande, is in the center of ancient vineyards, north of Montpellier, France. It is sunny, but cold, the vineyard sleeping for the winter. Dead-looking wooden stumps of grape vines disappear over the low hills in perfectly straight lines. The windows of the house are all closed, like it's in mourning; it gives the impression of slouching or lurking behind the large winery next door. (The wine from the vineyard is a key plot element later in the adventure, but right now it's just a background detail. Mention the large vineyard around the estate, and talk about Delapole's new career as a vintner if it comes up in their interrogation of Harrington, but don't draw undue attention to it. Just lay that pipe.)



The Agents are met by Robin Harrington, Lord Delapole's assistant/secretary/bodyguard/minder. Lord Delapole has left, and Robin is worried about his charge. **Human Terrain** flags that Robin is less a servant, and more a jailer.

Robin leads the Agents to a tiled floor sitting room with a large log fire burning away the chill. He communicates all the core clues below. He naturally talks to British Agents, and those with **High Society**. He is nervous and disorganized; **Reassurance** or **Interrogation** help.

■ Delapole went missing three days ago with his Jag and passport. "He

shouldn't be traveling at his age, or leaving France." Robin has waited and searched, but there's been no sign of him. He notified the police, who took some details but seem unconcerned. If asked Robin provides the number plate of the Jag and a photo of Lord Delapole, grimacing at a grape vine.

- Lord Delapole is 79, sound mentally and physically, for his age.
- Everything seemed normal until last week. Delapole became angry reading the *Financial Times*; the copy is in a pile ready for the fire.
- **Notice** examining the paper finds a whole page ripped out.

► **(core) Research** online finds the missing page. One side has “World Economic Forum — Davos” overview, with the key topics, and coverage about the US ex-VP (Directors choice as to which: Cheney, Quayle, Gore, or another) speaking at a meal the evening before it opens, in just over two weeks’ time. At the bottom of the page is an advert for a health spa near Lenzerheide (see *Belle Magie Spa*, p. 151). The advert includes a small photo of a woman. **High Society** identifies her as Countess Piatra-Stanca. On the other side of the paper are columns of financial market data.

■ **Bullshit Detector** flags that Robin is speaking the truth, but is holding something back. Alternatively **Interrogating** Harrington about Delapole’s exile gets him to admit he is worried Delapole had another “episode” and relates his version of the first episode.

► In 1977 Delapole went psychotic at a private church communion service and attacked a senior Royal. Robin was not there, as he worked for Delapole in a junior capacity then. Details of the incident were classified, Delapole was exiled to France, and the event was hushed up. Nothing appeared in the press. “He’s a Peer of the Realm.” Delapole’s wife divorced him and took the children. Harrington moved to France with him, “the only member of his staff to do so.”

► Delapole believed MI5 had an explanation. They and the police investigated but never published anything. **Tradecraft:** An old,

ROBIN HARRINGTON

Loyal servant to Lord Delapole, age 59. Your take on Robin also determines Edom’s attitude to Lord Delapole.

INNOCENT: Robin has worked for Delapole all his life, and chose to follow him into exile. He leaps on any evidence that Lord Delapole was innocent, or not himself. Harrington had heard gossip about Delapole’s affair in 1977, but did not know the countess and does not recognize her.

Delapole put himself on a watch list for life after the 1978 incident, so Robin knows that the British police — or British intelligence — will investigate the lord’s disappearance. He’d prefer to find Delapole quickly and quietly, before the clod-footed goons of MI5 drag up traumatic memories of the previous ... unpleasantness. **Bullshit Detector** confirms that Robin’s almost pathetically innocent, and utterly devoted to his employer.

ASSET: MI5 assigned Robin to watch Lord Delapole. It is not an exciting assignment, but he had advanced as

far as was likely, and living on a winery is a nice life. **Tradecraft** picks up signs of a trained agent, but an out-of-practice one. He is bored, and hints of adventure bring a spark back to his eyes. He informs his MI5 handler of the Agents’ visit, which gets back to Edom.

Alternatively, Edom strongly suspects Delapole’s incident was connected to vampires, and Robin is its watcher. In this setup, give Robin some old injury — a missing arm, a limp, scars on his throat concealed by a scarf — because his current assignment is a sinecure given to an officer injured in the line of duty. **Diagnosis** picks up on his old injury.

CONSPIRACY: Robin’s actually a servant of the countess, sent to keep tabs on her previous victim and to monitor the vineyards. He had to raise the alarm when Delapole went off the reservation to preserve his cover, but he intends to alert the countess and give her advance warning of the Agents’ presence.

inactive file will have been archived, and should have detailed information (see *CODICIL*, opposite).

■ **Notice** spots an old picture on the wall, *Tous les jours à tous points de vue je vais de mieux en mieux*. (“Every day, in every way, I’m getting better and better.”) If asked, Robin says it is Delapole’s personal mantra.

► **Shrink or Hypnotism** spends remember that this was Émile Coué’s rote for self-improvement by autohypnosis.

■ **Shrink:** Harrington thinks Delapole is in trouble. He hopes the Agents can resolve this without the UK authorities finding out.

■ **High Society:** Delapole’s vineyards have become relatively successful in the last twenty years. He imported a variety of grapes from Romania in the early 1990s, and these thrived in warmer conditions in France. Château de Lavende is a respected brand.

FOLLOWING DELAPOLE

SCENE TYPE: Pipe/Alternate

LEAD-IN: Lord Delapole, CODICIL,

Detective Inspector Cross

LEAD-OUTS: CODICIL, Belle Magie Spa

He drove to the Montpellier TGV station (his Jag is in long-stay parking), took a train to Geneva, paying by credit card, and withdrew Swiss francs at an ATM there.

Digital Intrusion (Difficulty 6) gets credit card records; **Digital Intrusion** (Difficulty 5) gets number plate records from the toll system. **Photography** identifies his Jag passing the airport but exiting at the train station.

Harrington notified the Gendarmerie. **CopTalk** gets a bored officer to report they found his Jag at the train station but since he was an adult and not at risk, they will do no more without a doctor's letter testifying that Delapole is a danger to himself.

Breaking into the Jag turns up a bundle of letters, mostly related to Delapole's financial dealings. **Accounting** shows that while the vineyard was quite successful — he just sold a consignment of wine to the Berghotel Schatzalp in Davos, Switzerland — he's behind on payments to his estranged wife.

The Geneva station has security cameras, **CopTalk** to get access and **Data Recovery** on the recordings to find the video of him queueing and getting a silver Mercedes taxi, one of hundreds.

Photography (1-point spend) enhances the video sufficiently to get a few digits of the taxi number, then **Streetwise** and a day of questioning around the station finds the driver. She remembers taking Delapole to the Hotel President Wilson, a luxury hotel.

Urban Survival or **Streetwise** (1-point spend and a day ringing round Geneva hotels) also finds his registration at the Kempinski.

At the Hotel President Wilson, the concierge tells them (**Negotiation** and some francs) that Delapole's room is paid for a week, though he is not there. She recalls Delapole asked about the spa and the woman in the newspaper ad, and she gave him a leaflet they have, on the Belle Magie spa (p. 151) and Countess Piatra-Stanca's meditation sessions.

Delapole's room key has not been used since that day (**Digital Intrusion** or **Interpersonal** on the front desk staff). In his room are a travel bag, and the newspaper page (*Lord Delapole*, p. 147). The room has not been slept in, but (**Notice**) his passport is there.

CODICIL

SCENE TYPE: Chase/Alternate

LEAD-INS: Lord Delapole,

Following Delapole

LEAD-OUTS: Detective Inspector

Cross, Following Delapole,

Approaching the Countess

The MI5 file about the Delapole incident is still classified, and being archived in the basement of a concrete 1970s office block, code-named CODICIL, on a busy road in East London. The location of the block is not public, but generally known in the intelligence circles.

To identify the CODICIL location needs someone with knowledge of MI5 systems and premises. Any British-trained Agent with **Tradecraft** or a foreign national spending a point can identify this as the storage location. An Agency **Network** contact can provide the same information, like the MI5 Deputy (*DH*, p. 95), or the MI5 Agent (*DH*, p. 122).

Optionally, if the players are hesitant about detouring from the pursuit of

Lord Delapole in Geneva, then a bigger **Network** spend could convince their contact to pull the files and send them a scan, and even follow up with *Detective Inspector Cross* (p. 151). Edom affiliated PCs, of course, can get the relevant files with **Bureaucracy**.

ESTABLISHING SHOT

A brutalist-era five-story office block. Paint peels off metal window frames, and dusty venetian blinds block the sunshine. There are bars on the ground-floor windows, and security cameras watching the entrances. Grubby streets on two sides, and the roofs of cheap shops and flats adjacent. A metal fire escape zigzags down the back.

Security is not tight; the files here are at least 25 years old and possibly about to be declassified. The building is guarded by two MI5-trained security guards during the day, and one at night. The basement offices contain four or five MI5 officers during the day; they categorize the mountain of

old paperwork for destruction, continued storage, or scanning. Above ground floor the building has four floors filled with the untidy offices of small and innocent companies. MI5 owns the leasehold; it provides the security staff and alarm system. After 6 p.m. the building is empty, apart from the security staff.

Security Guards: use *Gendarme* (*NBA*, p. 69), pistol only.

The building has redundant secure power and communication connections. If the power is cut, alarms immediately sound and police units investigate (**Mechanics**). The basement offices have stairs and a lift. The lift is turned off at night and the stair doors locked. The alarm system is state of the art and connected to a MI5 monitoring center. The MI5 employees all carry personal alarms to trigger the building alarm. These alarms are also tilt-sensitive. If the unit is not upright for two continuous minutes (for example, if someone is lying knocked out on the floor), it automatically triggers.

(**Mechanics** while looking at the alarm unit). As the building has civilians the alarms sound in the building. If triggered during the day, the civilians troop down the fire escapes and huddle across the road, smoking and complaining.

The Agents need to find a way to get in, probably at night. Options include hiding in the building during the day and scaling down the elevator shaft, or accessing through sewer or maintenance tunnels, or going through the front door.

The basement has a central area with a kettle and stained mugs surrounded by four locked offices. The file is in a box in one of these offices. **Infiltration** Difficulty 3 is needed to open an office door without damage, **Athletics**, **Weapons**, or **Hand-to-Hand** Difficulty 4 to force it. Each room contains a stack of file boxes, a desk, and a computer terminal linked to the MI5 archive database. One round of **Research** (or **Notice**) is needed to search each office for the file, **Digital Intrusion** (Difficulty 5) to access the computer terminals and find the correct office.

A **Research** spend in any office finds a master index that indicates the right office, a **Data Recovery** spend after **Digital Intrusion** retrieves a scanned copy of the file.

Once the alarm sounds the Agents have 7 rounds before the police response arrives. To countdown use a Chase Lead Track with a token for the police starting at the 7 spot when the alarms are triggered. Each round, the Agents can perform 1 action each and the Police move 1 spot closer to 0.

If the police token reaches 0, they have arrived at the CODICIL offices and are running through the building; the Agents have a confrontation. When the Agents find the file and begin their getaway, it becomes a normal chase, the police pursuers starting at the token. To escape in the city only requires a Lead of 6 or more. For example, if the Agents spend 5 turns searching before finding the file, the chase starts with the police pursuers on the 2 space.

The pursuers are a squad of SCO19, armed police with pursuit vehicles.

Use the stats for Special Police on page 70 of *Night's Black Agents*.

The Director should keep the Agents from finding the file too quickly, to build tension as the police close in. When the Agents check either the third or fourth

room or the police token reaches the 2 spot, they should find it.

Agents with **Military Science** or **Urban Survival** know that evasion and escape are the only sensible options; a gunfight on London streets will be met with overwhelming force.

THE DELAPOLE INCIDENT —

Once clear their reward is a yellowing, five-section file on "The Delapole Incident."

- A collection of statements from the lords, priests, and other attendees. All give the same basic story. At a private church service for the queen after communion, Lord Delapole went berserk and tried to physically attack Her Majesty. He was tackled by several Special Branch officers, but surprisingly managed to fight them off and injure several before being restrained.
- **Astronomy:** The church service was a vigil Mass, ending around twilight.
- Detective Chief Inspector (DCI) Cross was given the investigation. His investigation found hotel staff knew Lord Delapole had been entertaining an unidentified "foreign lady." He found nothing to indicate any republican or terrorist links, and summary is that it was completely out of character. There is a scribbled note in an unknown hand (not Cross') "He will not let this go."
- **Cop Talk:** Cross hinted there was more to this than he wrote here.
- An MI5 background check on Delapole. He attended the 1977 Bilderberg meeting in Torquay, England, and was involved in intelligence affairs. He was seen as promising and part of the trusted Establishment. Directors might link him to "Cushing" (*DH*, p. 92), Lord Holmwood (*DH*, p. 43), or the MI5 Deputy (*DH*, p. 95).
- A medical and mental report on Delapole postarrest, including photographs taken of his arrest. The doctor notes he had injuries consistent with his violent arrest. The report states that Delapole remembered tasting blood just before the incident, but nothing else. The psychiatrist put it down to a one-off psychotic episode, and recommended chlorpromazine.

➤ **Forensic Pathology** or

Photography spots some odd skin lesions — probably infected insect bites — on Delapole's stomach in the photographs, but they're not mentioned in the report.

- The final section is the head of MI5's recommendation. "C" felt it would damage morale to publicize the incident. "The public would be shocked and frightened to hear that a Peer attempted regicide."

All were sworn to secrecy and the matter buried. Lord Delapole was invited to retire quietly to France.

➤ **Accounting** notes that Delapole purchased a vineyard in France with the assistance of the Establishment.

THE EDMOM FILE —

Edom has its own file on the incident, stored in its archives at Ring or Exeter. Non-Edom characters are unlikely to get access to this document without a major operation. Edom player characters can find it with **Bureaucracy** or **Research** (alternate core). Some people within Edom suspected that Delapole was under vampiric influence, but were unable to prove it, and on balance the Edom report comes down on the side of "moment of madness" instead of "vampire sleeper agent."

Evidence against Delapole includes:

- his relationship with Pierre-Rocher
- his friendship with the Alleged Mole (*DH*, p. 89); they attended the same parties in London
- the Psychic (*DH*, p. 96) claimed that Delapole was "a hive of shadows"
- Delapole uses Klopstock & Billreuth (*DH*, p. 145) as his bank when doing business in Europe

The Edom report also contains all the clues available from *Detective Inspector Cross*. If you're using this mission as a flashback in a larger *Dracula Dossier* campaign, then maybe Inspector Cross filched a copy of the Edom report and stuffed it in his boxes of files. If this is a one-shot or a historical game, don't bother introducing the Edom file if it's not necessary.

DETECTIVE INSPECTOR CROSS

SCENE TYPE: Alternate

LEAD-IN: CODICIL

LEAD-OUTS: Approaching the Countess,
Following Delapole, Belle Magie Spa

DCI Cross would not give up the Delapole case, to his cost. The Establishment tried to force him to stop, but when he didn't, it sidelined his career.

He died, aged 87, a few years ago. His nephew, Stuart Deel (**Research** to identify him as the last living relative), has a garage full of moldy boxes and paperwork from clearing out Cross' house. Stuart knew little about his uncle; he kept the boxes as he thought they were valuable. He is slowly working through them, trying to turn it into an exposé of government deception.

Stuart is immediately suspicious of official visitors, and any attempt to stop his work. He initially claims to have burned

all Cross' files. **Bullshit Detector** easily detects his lies, and that there were files to burn. **Negotiation** or **Flattery** persuades him to give access, though he watches them closely while they search.

The boxes and paperwork contain decades of newspapers and scrawled notebooks. There is an organizing system, but it requires **Cryptography** and a couple of hours to decipher and find the file that summarizes his investigation:

- The "foreign lady" was called "Pierre-Rocher," and she was a hippy, a meditation expert.
- **(alternate core) Languages (French or Romanian)** after they have Piatra-Stanca's name recognizes that Pierre-Rocher (French) becomes Piatra-Stanca in Romanian.

■ **(alternate core)** There is a fading photofit of a middle-aged woman. **Notice or High Society** recognizes it as the face in the newspaper ad for Belle Magie.

■ There's also a crackling tape recording of an interview with a junior vicar who was at the service. The vicar, Paul King, now deceased, complains extensively about being sworn to secrecy on the incident by "chaps in suits."

➤ However, with **Forensic Pathology** Agents spot a comment about the communion wine tasting of blood when he finished it off at the end of the service.

BELLE MAGIE SPA

SCENE TYPE: Core

LEAD-INS: Approaching the Countess,
Lord Delapole, Following Delapole,
Detective Inspector Cross

LEAD-OUTS: Approaching the
Countess, Eliminate Suspects

Belle Magie is an expensive and discreet hotel in Lenzerheide, about ninety minutes outside the city. The hotel has 50 rooms, a good restaurant, and an extensive spa. It is set back from public roads in woods and has mirrored glass windows and guards patrolling to prevent paparazzi. If you've played through *Day of the Wehrwolf* (p. 102), it's the old Silbertal Lodge, renovated and remodeled by Belle Magie.

The guards are suspiciously good — use Special Police stats; page 70 of *Night's Black Agents*.

Various alternative health specialists run classes here, including meditation, yoga, aromatherapy, and crystal healing.

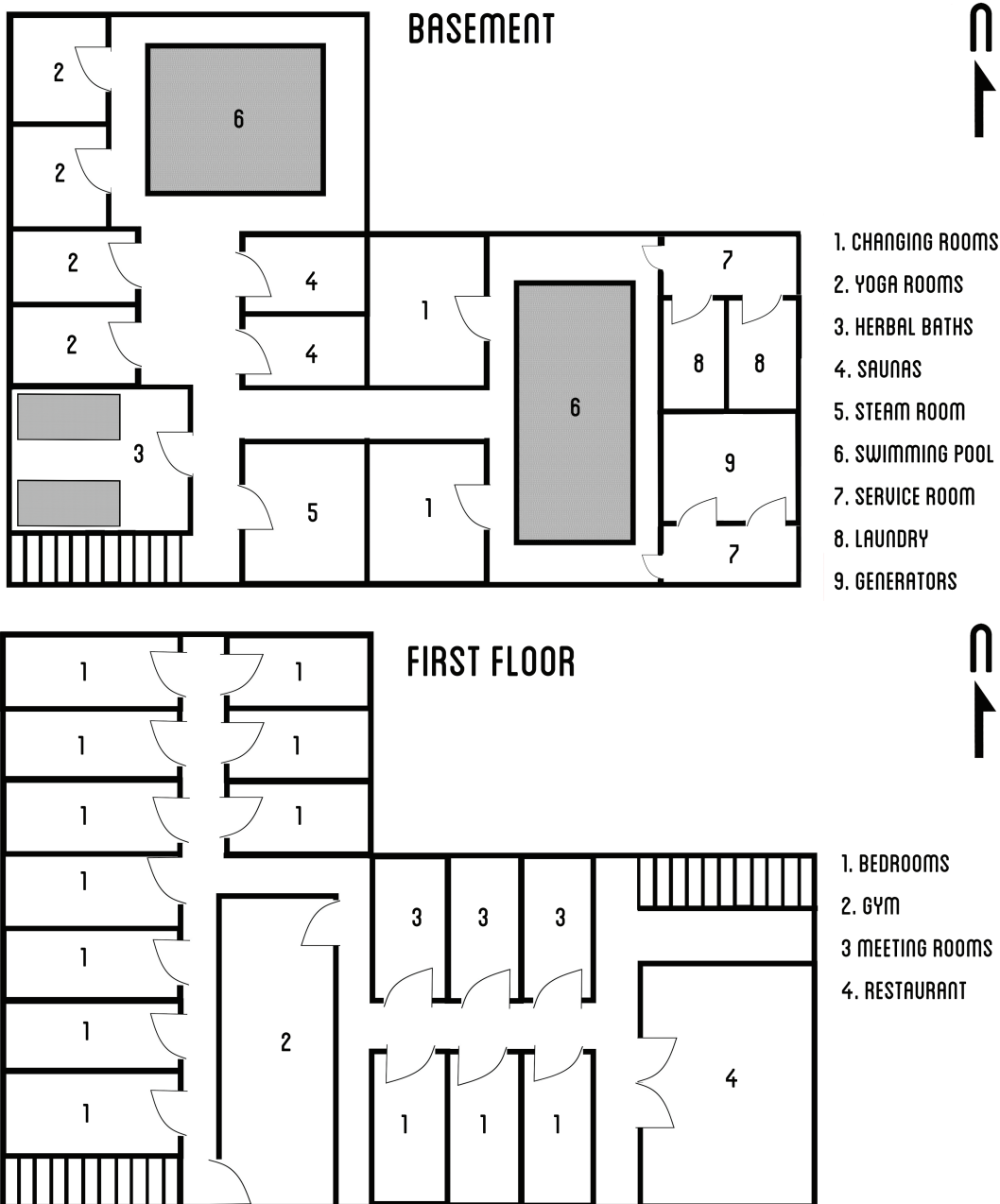
The top floor has rooms and suites. The middle floor has smaller rooms, meeting



rooms, a gym, and the restaurant. About half the rooms are occupied. The ground floor has reception, security rooms, offices, and the kitchens.

The basement contains the spa as well as private areas for storage, laundry, and generators. The spa has several heated

swimming pools, saunas, and steam rooms. Along one corridor are several yoga and quiet rooms where the countess teaches meditation. One room is always locked and unused; **Traffic Analysis** spots this pattern.



BACKGROUND RESEARCH —

Accounting: Research at the Swiss company records office reveals the spa is very profitable, and banks with Klopstock & Billreuth (*DH*, p. 145). There are other Belle Magie locations; the head office is in Chisinau, Moldova.

Law: Countess Piatra-Stanca was left the Lenzerheide hotel two years ago in the will of the previous owner. The owner's children sued, but the will was ruled valid. She rebranded it as Belle Magie.

Criminology or Research: The original Belle Magie spa in Moldova was destroyed in a suspicious fire three years ago.

Military Science: The guards are surprisingly well armed, well equipped, and clearly highly trained. It's overkill for dealing with paparazzi; these guys could probably give counterterrorist special forces a run for their money. High security for high-paying guests?

ASKING ABOUT DELAPOLE —

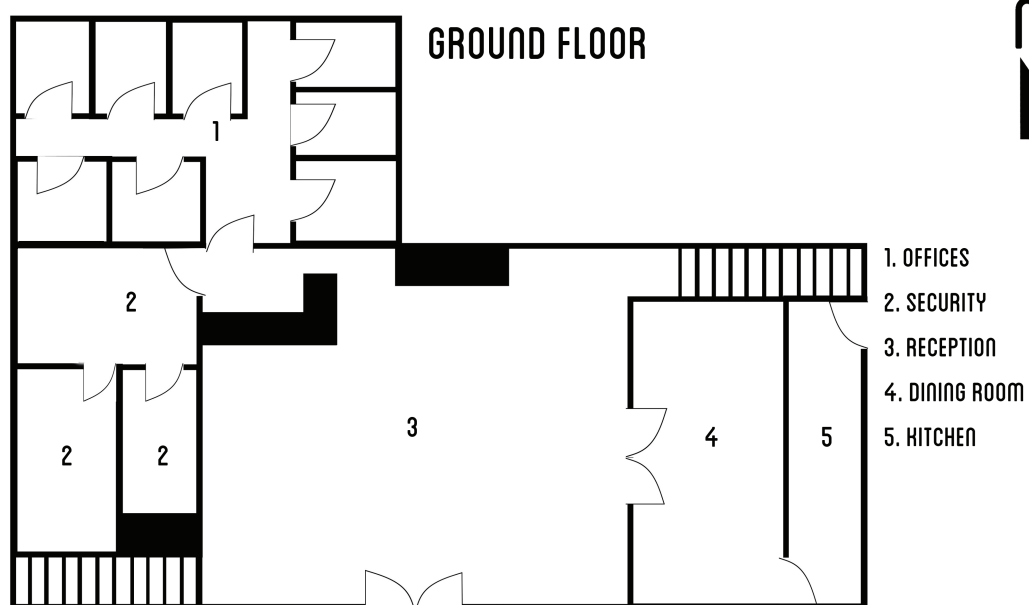
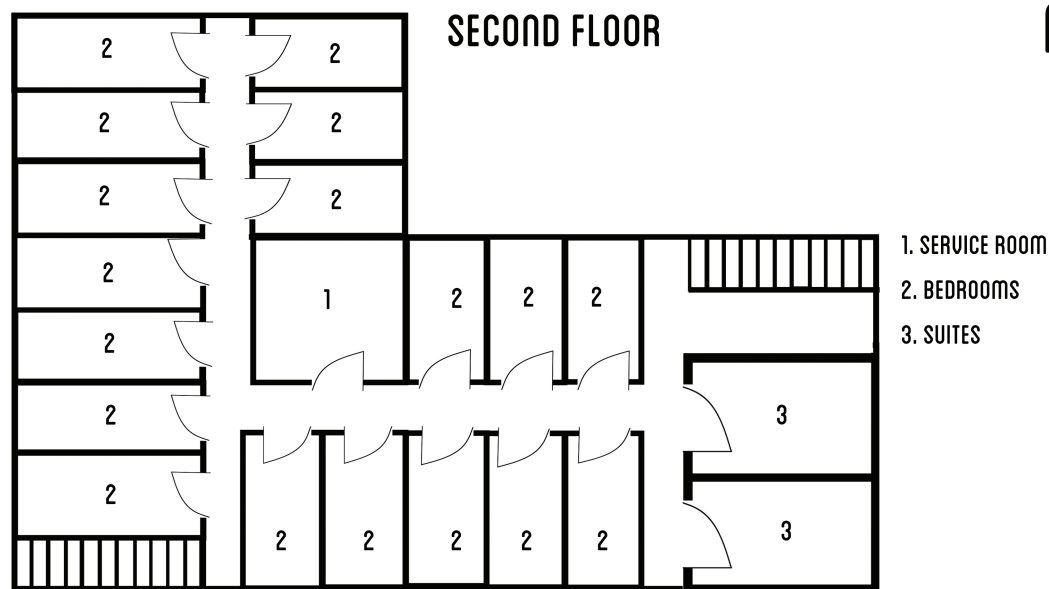
Delapole is not in the hotel system, and the employees do not remember him.

ASKING ABOUT THE COUNTESS —

Flattery or Reassurance relaxes desk staff to talk in glowing terms about the countess and her beneficial meditation sessions. If Agents want to attend, all sessions are fully booked; however, **Flirting or Negotiation** allows one Agent to find a spot on the next session.

ATTENDING A MEDITATION SESSION

Sessions are run in the evening, in a basement meditation room. Twenty people attend each session, including all the suspects (see below).



The meditation room has a warm wooden floor with swathes of dark fabrics draped from the ceiling. The attendees find space and settle themselves, before the countess arrives. In this case it is actually Bella, her double (see *Approaching the Countess*, p. 154). She dims the lights and starts a couple of joss sticks. The smell is unusual, more like church incense than anything else.

The meditation is not very effective; the countess (Bella) leads chanting (“Every day, in every way, I’m getting better and better”) and long quiet times during which she walks among the cross-legged attendees and gently touches them. Some

Agents get the sensation of something crawling across their skin as Bella touches them; a 1-point **Notice** spend by a *different* Agent spots that a golden ant scuttles down Bella’s arm and into the touched Agent’s clothing.

After an hour, the session ends. Bella announces she will take her advanced class next door now. She selects eight people (the suspects) from the basic class apparently at random. The eight and Bella depart for the locked room, while the remaining attendees gather their belongings. **Reassurance** among the remaining group gathers gossip that most people thought the session wasn’t

effective; some sessions with the countess are more effective than others.

(core) **Electronic Surveillance** or **Photography** allows the Agents to take photos of all the advanced group, the suspects.

Bella departs with her hooded aide and Johan, her bodyguard. **Surveillance** to follow them back to her fortress.

THE LOCKED ROOM

The hotel is staffed 24/7, and there are two security guards on shift at all times. The grounds are covered by visible light and infrared cameras watched from the security office.

THE AGENT CANDIDATE

If a player character forces her way in with a suitable spend like **Negotiation** or **High Society**, there are two ways to handle it.

OPTION ONE

The Agent's shown into a corridor lined with changing cubicles, and invited to step into one of them to change into a robe. As soon as the Agent closes the toughened smoked-glass door of the cubicle, it automatically locks and a secret door opens. Three security guards (use the Special Police stats; page 70 of *Night's Black Agents*) emerge and attempt to drag the Agent off into a secret dungeon beneath the spa. If captured, the Agent is searched and interrogated, and may be shipped off to the countess' fortress unless the player

can spin a convincing cover story, or just executed on the spot.

OPTION TWO

The Agent is allowed into the advanced session. All the participants are now dressed in soft white bathrobes. The advanced session takes place in a sauna-like room in the basement, heated by geothermal vents. The room is like a jungle, full of creeping plants and vines. The floor is covered in loose earth. The countess (Bella) puts the participants into a hypnotic trance while playing relaxing music and talking about re-establishing a connection with nature; the Agent may resist the trance by spending 2 points of **Stability**.

If the Agent doesn't resist, then their only memory of the next hour is lying

in the "jungle," listening to the soft music; they awaken feeling refreshed and cleansed, although they do have a nasty insect bite on one arm.

If the Agent resists, then they get the full experience without filters. Once Bella believes that all the prospective subjects are hypnotized, she presses a concealed switch in the floor and unleashes a swarm of ants that crawls over everyone and everything. Staying still while the ants scuttle over the Agent is a 2-point **Stability** test. If the Agent stays still, the ants bite.

This makes the Agent a prospective Candidate for the Moldavian Process. If the Agent meets the real countess at *Carne Vale* and drinks the wine, then they're locked into the same murderous trajectory as the final Candidate ...

Public areas are open once past the front desk, but room lifts and staff areas are secured with electronic ID locks. Staff passes are individual and only open doors appropriate to the staff role.

To break in requires **Infiltration Difficulty 4**. Locks can be defeated by **Digital Intrusion (Difficulty 4)** or **Filched ID cards (Difficulty 3)**. Filched cards are noticed and canceled when the staff member is on shift, but not until then.

Inside the locked room is another similar meditation room. **Notice:** One

of the fabric swathes is hanging oddly; inside are three photos of VIPs attending Davos, including the Target (**Human Terrain** to identify).

HACKING IN

There is a main server and all employees have a personal login. To access a hacker needs to be in range (in the building or close to a window on the grounds), hack into the Wi-Fi (**Digital Intrusion** Difficulty 4), and access the admissions database

(**Digital Intrusion** Difficulty 5). The computer is maintained by the internal IT person, Heinz Adank; he's vulnerable to **Intimidation**. Any approach gets a list of attendees of the meditation classes, by name for the last 3 months. There are 23 who have used the Davos special offer; of those, 8 are marked as "Advanced." **Traffic Analysis (core clue)** to realize that only UK citizens are Advanced (the suspects).

APPROACHING THE COUNTESS

SCENE TYPE: Pipe

LEAD-INS: CODICIL, Detective

Inspector Cross, Bella Magie Spa

LEAD-OUTS: Belle Magie Spa, The

Countess Responds, The Deep Nest

Countess Piatra-Stanca is a mysterious, glamorous socialite living on Lake Geneva. She looks about mid-30s or at most a superbly moisturized mid-50s but is a Bride of Dracula over 300 years old. She appears shallow and decadent, focused on maintaining her beautiful

body and being with beautiful people. She promotes expensive fad diets and homeopathic remedies "to maintain eternal beauty" to her super-rich friends. Her voice is golden, with a slight French lilt. In person she is very tactile, always touching and stroking others. She responds well to **Flattery**, **Flirting**, and **High Society** spends — she's likely to offer an invitation to *Carne Vale* if intrigued by an Agent's proposition.

BACKGROUND RESEARCH

The countess does not hide and can be easily found in society or gossip magazines. Many people recognize her from the advert in the newspaper.

■ Human Terrain or High Society:

She appeared on the social scene a few years ago. She hosts exclusive lavish costume balls for the rich and powerful. The next is the "Carne Vale Ball" at her mansion in a week or so.

THE MOLDAVIAN PROCESS

Originally created with the Swiss psychologist and myrmecologist Auguste Forel, and refined at the shut-down Belle Magie spa in Moldova, the Moldavian Process allows a vampire to remotely mesmerize a victim without any of the usual telltales. It may even bypass blocks like garlic or the crucifix at the whim of the Director. The key to the process is a breed of ant, *Formica clara*, native to Transylvania. These ants have been treated with vampire blood, putting them in Van Helsing's category of the "meaner things" over which vampires hold sway.

In the first stage of the process, the ant bites the prospective target. Around 30% of people have a strong reaction to the bite, and develop a visible skin lesion or mark around the bite area; such people are Candidates for the next stage. (Those who don't react are immune to the Moldavian Process.) The bite mark may look blackened and pitted, like a witch's mark, or a reddish circle like the mark on Mina Harker's forehead. It may take up to 72 hours for this mark to develop.

In this scenario, the first stage takes place in the Belle Magie spa, on page 151, when the prospective Candidates are brought into the advanced session.

In the second stage, the target meets the vampire. This need only be a brief meeting — a brush pass on the street is sufficient, as long as the vampire has an instant to gaze into the eyes of the target and activate the ant venom in the target's body. At the same time, the

target must be exposed to a trigger — a taste, a word, a song, anything that the target will associate with that moment of meeting.

The second-stage meeting takes place at Countess Piatra-Stanca's mansion in *Carne Vale* (p. 160); the trigger is the Château de Lavande wine that's served both at the Carne Vale celebration and the Davos dinner.

The third and final stage is the activation of the target. When the target is exposed to the trigger for a second time at sunset, sundown, midnight, or midday, or at the turn of the tides, the vampire can exert its will over the target, no matter how great the distance between the two. Depending on the wishes of the vampire, it could compel the target into an act of madness, see through the target's eyes, or just drive the target insane.

The great advantage of the Moldavian Process is that the only symptom is a skin irritation that soon vanishes. The victim does not develop a psychic connection to the vampire; the victim does not develop an allergy to garlic, or to holy symbols. The victim's behavior doesn't change. The process is undetectable — until the trigger is pulled. After that point, the mesmerism is detectable through the usual methods (**Vampirology**, weird dreams, Renfield-esque obsessions).

INVESTIGATING THE PROCESS

Drop these clues in if the players look closely at the mechanics of the process or the physical symptoms of the suspects.

Outdoor Survival: Those ants aren't like anything you've seen before. They're bigger, and seem to move with purpose. Their bite should be agonizingly painful, but instead it's soporific — genetic engineering, maybe?

Diagnosis: The hives and skin lesions caused by an ant bite are an allergic reaction; only about one in three people have such an allergy to the protein in the bite.

Chemistry: Analysis of the ant venom shows several unusual proteins and other chemicals — if you had to guess, you suspect these ants have been fed blood.

Tradecraft: Delapole's attack on the queen in 1977 reminds you of stories about sleeper agents and hypnotic conditioning. If the same thing's happening here, then one of the people attending the Belle Magie spa may be an unwitting agent of Dracula.

Vampirology: This isn't vampiric mesmerism as described in the *Dossier*. It's not quite the baptism of blood that Mina Harker underwent, or the madness of Renfield. It's closer to the conditioning applied to Kate Reed. There must be some sort of trigger, some way for the vampire to activate its servant.

Notice: Several people leaving the spa were scratching themselves, as if they'd been bitten by insects.

Traffic Analysis: All the suspects are attending the Davos conference. It's the one thing they all have in common.

■ **Bureaucracy or Accounting** on company records identifies her as the major shareholder in Belle Magie Health. Headquartered in Moldova, spa hotel outside Lenzerheide.

■ **1-point Diagnosis or Forensic Pathology** spend when studying photos (actually of her double) to spot signs of extensive, but high quality, cosmetic surgery.
➤ **Notice** when face-to-face with the real countess to see those marks are not there.

■ **High Society**, or talking to a fashion or gossip **Network** contact: She is very well connected, and promotes exclusive retreats with macrobiotic diets and meditation at the Belle Magie spa. She is famous for ordering two or three sets of identical clothes. "In case one set gets dirty."

■ **Architecture or Research:** The Countess lives in a converted underground fortress overlooking Villeneuve at the eastern end of Lake Geneva.

➤ **History or Military Science:** The Swiss strategic defense was to make the whole country a fortress. There are hundreds of secret gun emplacements and forts dug into mountains. Many were sold after the end of the Cold War; the countess acquired and converted one into a luxury mansion in 2002.
■ **Art History:** The countess had her fortress house decorated by a famous interior designer, Olivia Butler. The Agent finds a design magazine article on her work mentioning it. Olivia is

currently in Australia, but contactable.

- Using **Flattery** or **Flirting** Agents learn the design themes of the countess (“aesthetic refinement, exquisite taste, she’s fascinated by ants”) and that there are other, undecorated tunnels off the main bedroom that Olivia hopes to return to one day.

COUNTRESS MARIE PIATRA-STANCA

RING OF AUROCH: A thick gold ring engraved with an auroch’s head.

This ring gives a +2 on Mesmerism attacks when touching the target.

GENERAL ABILITIES: Aberrance 19, Hand-to-Hand 9, Health 11, Weapons 3

HIT THRESHOLD: 5

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DAMAGE MODIFIER: +0

(dagger) or +0 (bite; extended canines), or -1 (fist, kick)

ARMOR: -1 (tough skin)

FREE POWERS: Drain, Infravision

OTHER POWERS: Addictive Bite, Cloak of Darkness, *Control Weather*, Mesmerism (eye contact or voice), Spider Climb, Strength, Summoning, *Turn to Creature (wolf; only at sunset or midnight)*, Turn to Mist, Vampiric Speed

BANES: beheading, crucifixes and holy objects (+0 damage; +1 on face), stake to the heart, sunlight (prevents use of all vampiric powers)

BLOCKS: cannot enter a room without being invited, crucifixes and holy objects, running water, wild roses, cannot move while staked in her coffin

COMPULSIONS: obey sire

DREADS: crucifixes and holy objects, garlic, mirrors

REQUIREMENTS: drink blood, must sleep in her native soil each night

BELLA, THE DOUBLE

The Agents may be misled by the many photographs of the countess available. Vampires do not have normal reflections or appear on photographs, so, the countess has created a body double, a female follower who initially looked a little like her and had

cosmetic surgery at Belle Magie Moldova to look identical. Her double handles appearances during daylight hours and poses for photographs. The countess takes over, in the identical outfit once that part is complete, and the double sneaks away. Her double also enters and invites the countess into locations.

The countess has no qualms about sacrificing her double if necessary; she can make more.

Her current body double, Bella Kemppla, age 31, was a thief, and her fingerprints are on record in Chisinau, Moldova. She is not a Renfield, just loyal. The countess rescued her from the streets and gave her a glamorous life; the pain of surgery was insignificant compared to the wealth and parties. Bella knows little about vampires and Dracula, but she wants eternal life (**Human Terrain** or **Reassurance** to reveal this during conversation). If the countess clearly abandons her or the Agents (**Vampirology** spend) open her eyes to the truth that eternal life isn’t going to happen, she may betray her. Bella knows about the entrance to the Deep Nest.

Like the countess, Bella wears a heavy gold ring on her finger; a 2-point **Art History** spend can tell a modern-day replica from the antique and magically potent original, giving the Agents a potential method for telling the two apart easily without resorting to mirrors.

GENERAL ABILITIES: Athletics 12,

Disguise 12, Hand-to-Hand 8, Health 10

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +2

DAMAGE MODIFIER: -2 (fist, kick)

JOHAN

Johan Guttenblum is the countess’ bodyguard, driver, and assassin. He’s a former secret police officer from Moldova; **Criminology** or **Cop Talk** picks up on his former career. He’s in his mid-50s, red faced with a thick mustache that’s turning grey. He wears leather driving gloves; his fingerprints are also on file with Interpol, in connection with the murder of several bankers in Munich as part of another scheme of the countess that went wrong. **Human Terrain** or **Flirting** guesses that he’s in love with the countess (and he expects to get Bella Kemppla as a

consolation prize once the current double ages out and has to be replaced — it’s not the first time that Johan has been rewarded with a double). Use the Bodyguard stats on page 69 of *Night’s Black Agents*, but change Stealth Modifier to +2.

THE STAFF

Her staff members are mainly loyal Moldovans, living in the fortress. There are two Swiss employees who live outside, a chef and a sommelier, who know the layout of the public and private rooms, and are aware of the secret door off the entertaining bedroom. **Interrogation** coupled with the threat of legal consequences gets them speaking. None of the staff are aware of the Candidate, nor the countess’ true nature.

FOLLOWING THE COUNTRESS

The countess visits Belle Magie occasionally, a three-hour drive (Johan drives fast) east of Geneva. She also attends various social gatherings, the theatre in Geneva, or parties at music or film stars’ villas around the Lake. Both the countess and her double travel to events where she expects to be photographed, the countess disguised as an aide until they swap identities.

QUESTIONS ABOUT DELAPOLE

Agents turning up at the fortress without an appointment are given the brush off (“The countess is away; please leave your details with her social secretary”). If the Agents push (say, by pretending to be law enforcement officers), Bella meets the Agents and claims to have no knowledge of Delapole (**Bullshit Detector:** which is entirely true (the countess keeps her in the dark about certain operational measures)).

Streetwise and some legwork in the village nearest the fortress turn up a taxi driver, Gustav Adler, who remembers driving an English gentleman up to the fortress. As soon as the countess learns that the Agents are asking questions, she dispatches Johan to eliminate Adler by driving his car off the road into the lake.

THE COUNTESS RESPONDS

SCENE TYPE: Antagonist Reaction

This scene covers possible reactions to either the Agents' investigation of the countess, or to their investigation of the suspects in *Eliminating the Suspects* (p. 158). Trigger a reaction if the countess becomes aware of the Agents, or if they rack up some Heat, or if you need to raise the stakes.

Several options are provided below.

HUNTED LIKE WOLVES —

Before the *Carne Vale* the countess attempts to lure the Agents into a trap. This is a three-stage plan.

STAGE 1: THE TAIL

Johan loads up her Range Rover with ski equipment at the fortress and drives her to the Belle Magie clinic. She collects a package of blood in a cold box, intending to be followed (**Surveillance** tests at Difficulty 3; a 1-point **Tradecraft** or **Urban Survival** spend spots that this is a deliberate trap). If they fail, Johan circles around giving a second chance. They drive to a ski resort in the mountains; she exits the car in ski gear and waits to board a cable car up to the slopes.

The Agents have time to acquire ski gear if needed (or spend **Preparedness**, Difficulty 4).

STAGE 2: THE SKI-RUN

At the top she pauses to allow them to re-acquire, then sets off down a black ski run (**Athletics** Difficulty 4 chase). Put the Agents on a Chase Lead Track on 4 behind if they passed **Surveillance** tests, 5 spaces behind otherwise.

After one round she turns off-piste, through the trees at speed. Now **Athletics** Difficulty 5 to follow her over moguls and through trees. A failure means the Agent drops back, a fumble (an unmodified roll of 1) means a crash. After two rounds, or if the Agents lose her or crash, move to Stage 3.

STAGE 3: THE PURSUERS PURSUED

The Agents hear (**Sense Trouble**) snarling and barking behind them. Bounding out of the trees are at least three large wolves,

hurtling through the snow, hunting the Agents. This unnatural behavior requires a 2-point **Stability** test. They start 1 space behind the Agents. If there are more than three Agents, add more wolves. See *NBA*, p. 60, for three-party chases; the Agents can stop chasing the countess to save their points for the wolves. All wolves stop and savage the first Agent they catch (stats, *NBA*, p. 155).

If the Agents manage to stay with the countess and ahead of the wolves, she skis back to the resort, discards the blood and gets driven home. She won't stop to fight the Agents unless she has no choice.

The countess doesn't spend points in Stage 1; in Stage 2 and 3 she spends high to escape.

POWERING UP OR DOWN

If your Agents could easily handle wolves combine the trap with an avalanche. *Piatra-Stanca* triggers a wall of thundering snow down the mountain. **Athletics** test Difficulty 6 for two rounds to ski in front of it. If either roll is failed, the avalanche hits as +2 falling damage. Agents hit are buried in the snow and lose their skis. They have a long walk back to warmth (**Outdoor Survival** spend to avoid cold damage).

If you want to make things absurdly hard, then have Johan lead a kill team out onto the slopes, with a spotter/sniper in a Swiss rescue helicopter. The kill team is security staff from Bella Magie (use the Special Police stats, page 70, of *Night's Black Agents*); the sniper has a Shooting pool of 10 and does +2 damage.

FRIENDS IN HIGH PLACES —

The countess has plenty of allies in the Swiss government. She can increase any Heat gained by the Agents by +1; as the Davos event gets closer, the Heat gets hotter, giving +2 Heat. Worse, she can keep pushing the authorities to deal with the threat, meaning the Agents must roll against Heat for each suspect instead of once per operation (see *The Effects of Heat* on page 88 of *Night's Black Agents*). Also, remember that Heat may increase the Difficulty of all General tests while the Agents are being hunted by the Swiss cops.

Bureaucracy or **Cop Talk** connects the extra Heat back to the countess; optionally, leaning on the right police chief (use a somewhat more polished version of the Romanian Police Inspector; *DH*, p. 130) or bureaucrat (*DH*, p. 108) can temporarily take the pressure off.

ELIMINATING THE ELIMINATORS —**OPTION ONE**

If you run this response before *Carne Vale*, then Johan kills one of the suspects (one who *didn't* have the required reaction to the ant bite) and frames the Agents for the crime. For example, the Agents might sneak into Dr. Hanif's hotel room to find the doctor lying dead on the floor, and the police conveniently find the Agent's prints on a gun dumped nearby, thanks to the countess' police connections. That's worth at least +4 Heat. **Forensic Pathology** spots that it's a frame job; **Cop Talk** or **Network** gets to an honest cop who can help clear the Agents' names (use the Bucharest Street Cop; *DH*, p. 108).

OPTION TWO

If you run this after *Carne Vale* — that is, after the countess has had a chance to mesmerize the suspect — then you can use it as a foreshadowing of the Davos attack. The suspect gets a package from Bella Magie, telling them they've won a free dinner including a bottle of Château de Lavande wine. The Agents show up just as the suspect tastes the wine, and boom — the suspect goes on a killing spree, as per *The Activation* on page 165.

THE DELAPOLE TRAP —

Finally, the countess could use Delapole as bait to draw the Agents out into the open. Delapole could either telephone Robin Harrington, or be seen on the streets of Zurich, or otherwise make himself known to the Agents. When they make contact, he suggests a meeting that segues into *Hunted Like Wolves* (above) or *Carne Vale* (p. 160).

ELIMINATE SUSPECTS

SCENE TYPE: Core**LEAD-INS:** Belle Magie Spa**LEAD-OUTS:** Carne Vale,
Get Into Davos

The Agents have a list of potential suspects, and understand that one or more suspects have ant stings on their body. They may also know that the Davos World Economic Forum is the target of the whole operation. Keep time advancing while they act; when there are only four or five suspects left it is time for the Carne Vale Ball — all the remaining suspects get invitations to the ball from the countess. **High Society** or **Electronic Surveillance** / **Filch** (core clue) if the Agents are surveilling the suspects points towards the party.

The Director has a few suggested events and ways for the Agents to background check each suspect below, but can change these to suit their group. The background and beliefs of any suspect are irrelevant; they are not willing participants in this process. Directors are free to add other names to the list. A brief write up below gives what each suspect is doing in Switzerland and a suspicious, but innocent, red herring background detail.

Optionally, roll a die for each suspect. On a 1–2, that suspect has an ant-sting mark and is therefore a potential Candidate. On a 3+, the suspect didn't have an allergic reaction to the bite and is "safe." (Even more optional complications: **Pharmacy** to spot the use of over-the-counter antihistamines to control the reaction or **Notice** to spot it's been covered with makeup). Obviously, don't eliminate all the suspects through a random dice roll!

If the Directors wants to help the players get into the routine of eliminating suspects, she can make the first suspect easier and more explicit. **Surveillance** (Difficulty 3) on any guest at Belle Magie leads to a spa or swimming session. **Diagnosis** or **Notice** shows there are no marks on their body, and you can tell the players they have eliminated one suspect and to cross them off the list.

While we've noted red herrings and complications for each suspect, tailor this scene to the time available. Play through

each elimination if you want to draw the investigation out; let the players rapidly eliminate several suspects with a spend and a bit of narration if you want to summarize this scene as a montage.

RULING OUT SUSPECTS —

The Agents can rule out suspects if they can check them for ant stings on their body, or ant toxin in their blood.

- **Close Observation:** Get close to a suspect at work or at some society event, and spend a point of **Notice** or **Diagnosis** to spot a bite mark.
- **Surveillance:** Break into a suspect's home or hotel, plant a few cameras with **Electronic Surveillance**, watch the feeds to spot the bite mark.
- **Seduction:** Is that a violent allergic reaction to the bite of a vampire-tainted ant, or are you just pleased to see me? (**Flirting**.)
- **Swimming Baths: Surveillance** on a suspect leads to either the hotel swimming pool or their gym; **High Society** bluffs your way in. Male swimmers show their bodies allowing them to be ruled out, female swimmers may wear costumes that hide more.
- **An Accident or Medical Emergency:** If the Agents are creative, or using **Forensic Pathology** or **Diagnosis**, they might arrange a minor accident requiring the suspect to be medically checked. This allows them or a medical expert to check the suspect. Only Roger and Shahid drive themselves (Driving 2), the rest have professional drivers, trained in evasive driving and anti-kidnapping (Driving 8). If the Director desires, this can happen accidentally, helping the Agents if they are running out of time, or suggesting an approach if they are stuck.
 - Other medical options are using **Chemistry** or **Pharmacy** to prepare a drug, **Filch** to slip it into their drink at a gathering to cause a (minor) medical emergency.

- **Blood Tests:** If the Agents are able to obtain a reasonable blood sample of any suspect, a **Forensic Pathology** spend in a lab rules out any foreign substances or toxins in the blood.
- **Sauce for the Goose:** If the Agents capture some of the altered ants from either the Bella Magie spa or the countess' fortress, then **Chemistry** can brew up an aerosolized version of their venom that makes the allergic reaction easy to spot. Just spray the suspect's exposed skin and wait a few hours; if the suspect develops blotches, they're a Candidate.

ADAM TRATHAN,
UK POLITICIAN —

Age 58. Married. He's on the left of the Labour Party, but is seen as something of an economic policy heavyweight. He's seconded to the UN trade delegation. He strongly criticized the US and UK governments over the war in Iraq, putting him at odds with Blair. He's attending WEF to meet US trade negotiators, and is staying in the Belle Magie hotel.

PERSONALITY NOTES: Gruff and abrasive; for a politician, he's terrible at dealing with people. His wife Beth keeps him from making too much of an ass of himself.

RED HERRING — MEN IN SUITS: Trathan's under surveillance by an MI5 operative (use the MI5 Agent; **DH**, p. 122), who intends to bug his room and give his wife food poisoning so she misses Davos and is unable to keep Trathan from antagonizing potential allies.

EVE LYNFORD, FILM STAR —

Age 36. Divorced. She dated an Emirates millionaire for a couple of years. She's attending WEF to speak about women in power. She's staying in Geneva, surrounded by protective PR people.

PERSONALITY NOTES: Dazzlingly charming and witty when "on" in an interview or at a party, oddly vacant when left to herself.

RED HERRING — THE STALKER: Lynford's got a stalker, Alan Gull, who believes he has to "save" her from her former boyfriend. Gull's ex-military (use the Madman; *DH*, p. 121.)

CHARLEY TANES, CEO, STEEL DEFENSE

Aged 49. Married. His company has just lost a defense contract to supply Saudi Arabia police body armor and crowd-control gear. He's attending WEF to meet defense officials from around the world and drum up some more sales.

PERSONALITY: Normally, confident and controlled. Right now, with the loss of the Saudi contract, he's shaken and compensating for it with industrial quantities of cocaine.

RED HERRING — THE DEALER: Tanes has a contact to supply him with coke (use the Drug Boss; *DH*, p. 113), and goes to meet him in secret at night to make the pickup.

LADY GEORGINA HINDMARSH, UK MINOR ROYAL

Aged 24. Single. 35th in line to UK throne. She's here representing the UK tourist industry at WEF. She's got a private villa near Geneva, but goes out partying each night to the despair of her bodyguard. Optionally, if you haven't used her elsewhere, you could swap in Tabitha Holmwood (*DH*, p. 44) for Lady G.

PERSONALITY: Bubbly and devil-may-care, at least on the surface.

RED HERRING — THE PHOTOGRAPHS: The Tabloid Journalist (*DH*, p. 134) has compromising photos of Georgina. The two are going to meet while in Geneva; Georgina hopes to trade gossip about other, more high-profile, royals for the photographs.

DR SHAHID HANIF, WHO DOCTOR

Aged 35. Single. Adviser to World Health Organization on insect-borne diseases. He's attending the WEF to speak on malaria, and is staying in his rented Geneva flat.

PERSONALITY: Serious and analytical. He's also a Muslim (although not especially devout) and is nervous about anti-Islamic sentiment among the Swiss police, so he's eager to stay out of trouble.

RED HERRING — PHYSICIAN, HEAL THYSELF: If Hanif had a reaction to the insect bite, he realizes that something unusual is going on and starts investigating the Bella Magie spa and analyzing his own blood chemistry. He can be an ally for the Agents (**Reassurance** plus **Diagnosis**) or a prime target for elimination by Johan.

PHILIPPA WARK, HEDGE FUND MANAGER

Aged 48. Divorced. She runs a hedge fund in London and Zurich, and is attending WEF to mix with ultra-high-net-worth individuals. She's staying at Belle Magie and does yoga three times a day and runs every morning.

PERSONALITY: Pushes herself to the limit no matter what she's going — even when she's attending a spa to relax before a big conference, she crams her time there with every possible form of therapy.

RED HERRING — CRACKING: Wark's recent divorce, coupled with the stress of running a hedge fund, has nearly broken her. She's suffering from stress-induced hallucinations and paranoia; she's convinced that she's under surveillance. **Shrink** can sort beliefs from reality.

ROGER LUSBY, CHARITY WORKER

Aged 32. Long term partner. He's a senior fundraiser for Heal the Children (*DH*, p. 150). Before that, he traveled extensively in sub-Saharan Africa and South Asia, including Pakistan and Kashmir. He's at the WEF to raise awareness and funds.

PERSONALITY: Gregarious and earnest, he loves talking to people. He's almost entirely guileless.

RED HERRING — THE WHISTLEBLOWER: If you're using the Edom or Conspiracy version of Heal the Children, then Lusby's stumbled across evidence that the charity is not what it seems, and he's looking for a journalist (maybe the

PREPARING THE CANDIDATE

The default mission for the Candidate doesn't require any extra preparation — the whole point of the Moldavian Process is to minimize the need for contact between the vampire and its chosen weapon. However, for some of the more ... pyrotechnic options, the Candidate needs further preparation. Specifically, the Candidate is compelled to return to the Belle Magie spa for another treatment. In this procedure, the Candidate is put under a general anaesthetic, and a small package (either a bomb, or a hive of ants) is placed in the Candidate's abdomen. The plastic surgeons at the clinic are skilled at hiding scars and marks, but **Diagnosis** or **Forensic Pathology** spots the telltale line.

Journalist (*DH*, p. 120) or the Human Rights Activist (*DH*, p. 118)) to help him expose the corruption.

AILEEN BRIDWELL, BANKER

Aged 32. Married. She works for a bank in Geneva, and has been named by US regulators for blocking their access to secret bank accounts. She's at the WEF to lobby against banking reform. She's staying at Belle Magie.

PERSONALITY: Quick to take offense, quick to threaten legal action.

RED HERRING — THE AFFAIR: Bridwell's having an affair with one of the staff at the Belle Magie (a handsome security guard named Karl). She slips off with her new lover into the mountains to go skiing, or goes into Zurich for a night on the town with him (separate cars, so it looks like he's following her).

CARNEVALE

SCENE TYPE: Core/Pipe
LEAD-IN: Eliminate Suspects
LEAD-OUTS: The Deep
 Nest, Get Into Davos

The Saturday before the Forum opens, the countess holds her CarneVale ("Carnival") Masquerade Ball in her mountain fortress. She handpicks the 150 guests, choosing only the beautiful and powerful in Swiss society. The dress code is "masquerade animals"; masks are compulsory until midnight. Any remaining suspects are invited.

This is a chance to get into the fortress and explore the deep levels, as well as eliminate another suspect or two. It reveals the countess' depravity and corruption in Geneva society.

PARTY TIMETABLE

- 8 a.m.:** Decorators arrive to dress the rooms.
- 9 a.m.:** The DJ's team set-up the sound system.
- 12 p.m.:** The double appears publicly.
- 2 p.m.:** Bar staff and caterers arrive.
- 8 p.m.:** Guests arrive in costume, press photographs at the main entrance.
- 9 p.m.:** Photographers depart and the party starts. The countess swaps for her double.
- 12 a.m.:** Masks and inhibitions removed.

An Agent can get on the guest invite list with a **High Society** spend or as the "+1" of a single invitee (**High Society**, 1-point **Flirting** spend, or **Network** Difficulty 6). A convincing story or bribe (**Negotiation** spend) also works. Anyone wearing a masquerade costume inside is not challenged. Agents can also gain access as serving staff during the party (**Cover** test Difficulty 5).

Optionally, the countess might invite the Agents as a pretext for luring them into a trap.

If the Agents try breaking in through some other entrance, as opposed to bluffing their way in through the front door, see *The Deep Nest* (p. 163).



PUBLIC AREAS

There are ten large rooms and many more smaller ones for the party, including game rooms, a large dance floor, art gallery, chill-out lounges, glass observation room, swimming pool, and dining rooms. Each is lavishly decorated in billowing fabrics of different colors, an ocean blue, a green jungle, white arctic, etc. Masked and costumed people are dancing, drinking, and, later, much more. Drugs are easily available if you know where to look.

(pipe) **Notice** or **High Society:** The wine served at the party is Château de Lavande — from Lord Delapole's vineyard.

There is an upper level of private rooms including professional kitchens, wine cellar, staff accommodation, storage, and other supporting facilities, accessible from two lifts. Each lift requires a key to operate (**Filch** or **Infiltration** Difficulty 4). The private floors are busy with staff.

EARLY SET (9 P.M.-12 A.M.) —

The guests mingle and the party gets started. Disguised Agents need to use **High Society**, **Flattery**, or **Flirting** to maintain good conversation and behavior. Give each Agent a chance to impress or offend. The guests are celebrities who live around the lake: UN, government,

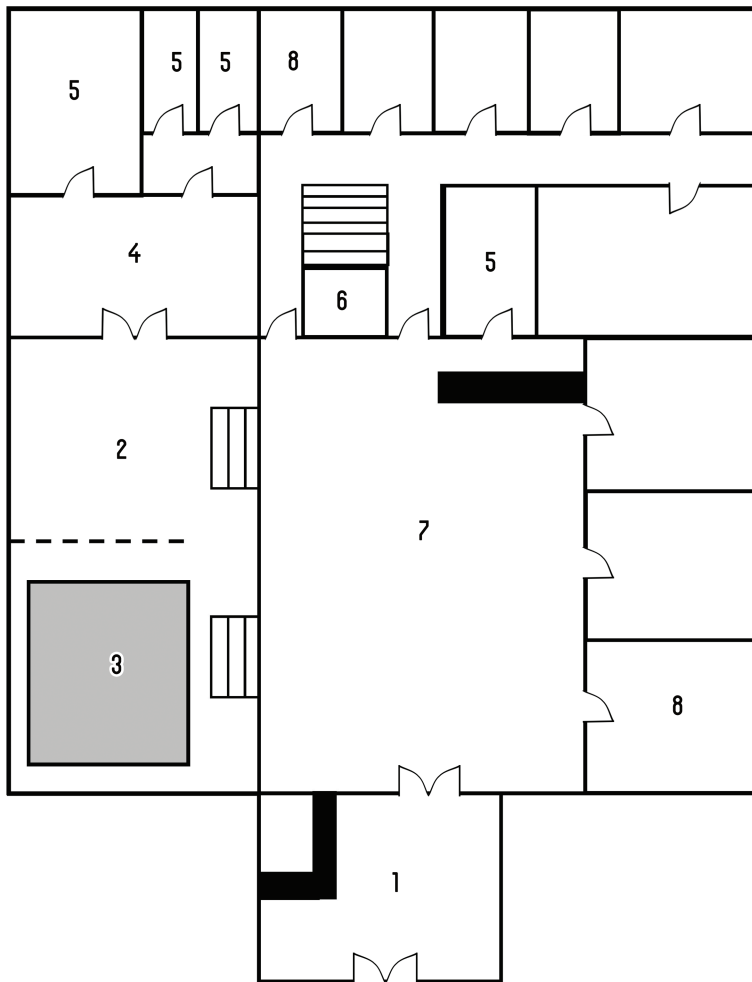
and finance people. Agents without social skills may use dancing (**Athletics**) or a poker table (**Gambling**) to get into the party atmosphere. Conversations at the party revolve around the upcoming Davos summit.

Finding suspects while everyone is masked is extremely difficult (requiring a **Notice** spend or some other clever approach). Guests do not socialize with staff.

The countess (Bella) greets everyone as they arrive, then circulates through the room. Around 10 p.m., she excuses herself to deal with some minor issue backstage. **Architecture** or **Notice** (core clue) spots her slipping away through a concealed door, suggesting there are lots of hidden chambers below the party zone. Following leads to *The Deep Nest* (p. 163).

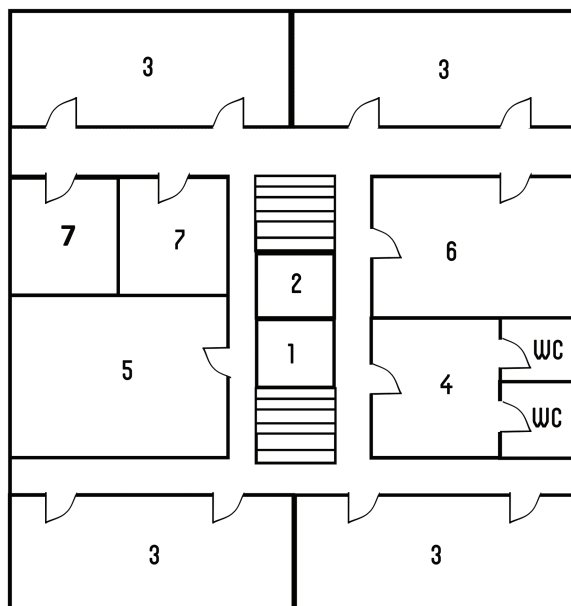
When the countess returns, it's the vampire, Countess Piatra-Stanca. She seeks out each of the remaining suspects and makes brief eye contact with them, priming them for activation.

Towards the end of the early set, the masked countess makes conversation with any Agents disguised as guests. If they are interesting (**Flirting** or **Flattery** spend) she overlooks that she may not have invited them, and touching them, mesmerizes to remove their inhibitions. Doing so costs her 3 Aberrance points; the **Stability** Difficulty to resist is 3 + 1d6, +3 if the



SURFACE LEVEL

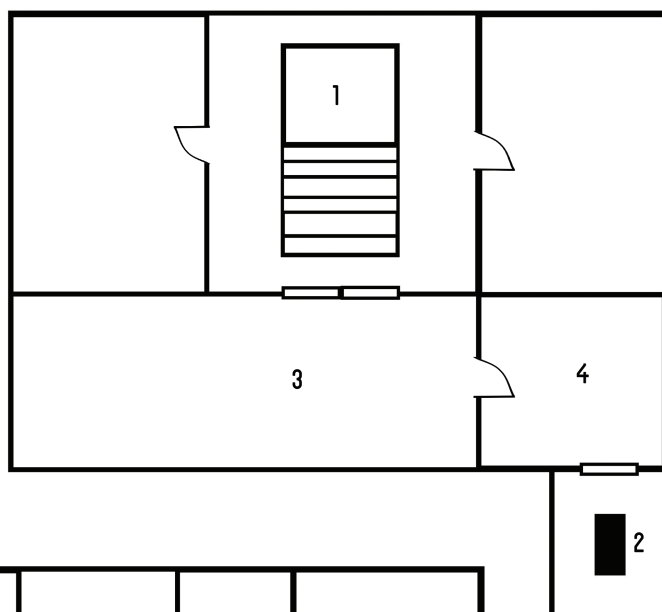
- 1. RECEPTION
- 2. DINING AREA
- 3. POOL
- 4. KITCHEN
- 5. STORE ROOM
- 6. LIFT
- 7. BAR AND LOUNGE AREA
- 8. OFFICE



GUARD LEVEL

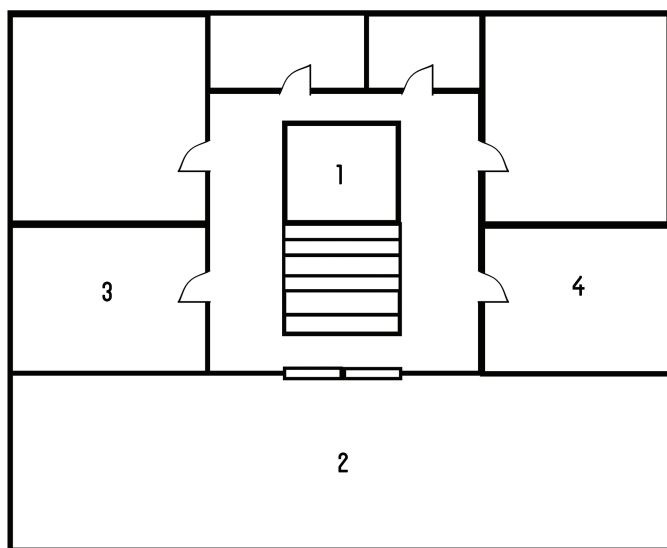
- 1. LIFT DOWN
- 2. LIFT UP
- 3. BARRACKS
- 4. WASH ROOM
- 5. ARMORY
- 6. READY ROOM
- 7. OFFICE





DEEP NEST

1. LIFT
2. COFFIN ROOM
3. LIVING QUARTERS
4. BEDROOM



COMMAND LEVEL

1. LIFT
2. COMMAND CENTRE
3. COMMUNICATIONS
4. COMPUTER ROOM

1

Agent was bitten in the spa and had an allergic reaction to the ant bite.

Mesmerized Agents have a crazy, once-in-a-lifetime party, unable to stop until dawn. The Director can either pick activities that conflict with the Agent's normal character, or let the player decide. Their memory of the hours of the party are hazy, but embarrassing and worrying. Fighting against the mesmerism is extremely difficult; it's a Difficulty 7 **Stability** test, or Difficulty 3 if the player's able to invoke their Agent's Drive.

LATE SET (12 A.M. - 6 A.M.) -

Everyone's inhibitions and masks are gone. It descends into a sprawling debauched orgy. Now masks are removed the Agents can identify and perhaps eliminate suspects.

The countess sneaks back to the Deep Nest, and Agents can try **Surveillance** to follow her to the entertaining bedroom and see the countess and Bella swap. Agents may explore the Deep Nest and return upstairs to find the party still going strong.

Use these vignettes as examples of what the Agents see or experience at the party. Taboos are meant to be broken at this point. However, any Agents getting violent are asked to leave by bouncers (use the Civilian stats on page 69 of *Night's Black Agents*; if there's real trouble, send in the Special Police-stat guards.).

- The swimming pool room is filled waist-high with strawberry foam, and naked guests splash about. Drunk guests try to pull or push Agents into the water in fun. Suspects

here wear a snorkel and goggles making them harder to see.

- The Wild Hunt comes. Two guests in fox masks run past, followed by a hunting pack of guests blowing horns and thwacking whips. One of the masked, hunted guests is a suspect; Agents need to chase and catch the suspect, while avoiding becoming one of the hunted themselves.
- Nobler Agents can assist guests or suspects who have had too much intoxication. **Medic** to ensure they are okay.

Agents at the late set that enter into the spirit gain a free Network pool of 4 points afterwards with any guest at the party.

THE DEEP NEST

SCENE TYPE: Alternate

LEAD-INS: Carne Vale,

Approaching the Countess

LEAD-OUTS: Get Into Davos

The Countess' private rooms, the Deep Nest, are accessible only through the entertaining bedroom, down a narrow set of stone stairs, hidden behind a locked, secret door (**Notice**, **Architecture** to see, **Infiltration** Difficulty 4 to unlock). Only the countess and her double are allowed down these, though other staff are aware of it.

During the party Bella watches TV in a room down here. She monitors the party via surveillance cameras, and stays in costume in case the countess needs her. At other times the countess sleeps in her coffin and Bella sleeps in the entertaining bedroom.

If Bella's captured, then **Intimidation** plus **Vampirology** spends can get her to spill all she knows.

BREAKING IN BEFORE THE PARTY

Breaking into her fortress is challenging; it is a fortress. There are old maps (**Research** or **Bureaucracy** at Swiss government records) showing the main layout and entrances. **Architecture** finds a side tunnel into the staff areas. This requires **Athletics** to climb up icy cliff faces and down narrow vents, and **Infiltration** to open security grilles.

She, and her staff, do not hesitate to call the police on break-in attempts. Only if the Agents get into the Deep Nest does she handle things herself.

NAVIGATING

The layout of the deep levels is deliberately confusing and disorientating. An **Architecture** or **Outdoor Survival** spend is required to avoid becoming lost underground. Some rooms and passages are accessible only by sheer walls that she spider climbs, and it is infrared lit for her infravision. Heavy concrete blocks block doors (**Athletics** Difficulty 6 or 8). This is the countess' domain, and intruders

are not tolerated. Radios do not work through the rock.

The Agents need to climb walls (**Athletics**) and avoid falls (+0 damage) **Sense Trouble**. Either test is Difficulty 4, if they are prepared with climbing gear and night vision respectively, Difficulty 5 if they are unprepared or in party clothes.

THE ANTS' NEST

Behind a heavy door is a large, humid room swarming with blind ants. Against walls are six wooden crates filled with earth and rotting wood. Each of the crates contains a nest of thousands of blind, large ants, identical to the ones seen in Belle Magie.

On the floor in front of the nests is a corpse. Streams of ants enter wounds on his body and exit carrying little chunks back to their nest. This is a 4-point **Stability** test.

Forensic Pathology identifies the corpse as that of an elderly male — it's got to be Lord Delapole.

The ants won't attack or bite unless the Agents meddle with their nests, or if the countess commands them. If they do, then they hit automatically for +0 damage each round, or until the Agent shakes them off with an **Athletics** test (Difficulty 4).

THE COFFIN

Piatra-Stanca's coffin is in the lowest basement, surrounded by beautiful things,

art, furniture, clothes, and the mummified head of a handsome previous lover (2-point **Stability** test). **Art History** identifies rare pictures, now extremely valuable. On a stand is an old book, *Hypnotism; or, Suggestion and Psychotherapy* by Auguste Forel, MD (first edition; published 1894).

Inside the front cover is a dedication, "To my keenest pupil, your work will change mankind, Auguste." Folded inside the book are handwritten notes in German (**Languages**) describing the Moldavian Process (use this to fill in the players on the need for a trigger to activate the final Candidate).

THE HUNT

After the Agents have discovered the dark secrets, the countess comes hunting them. After entering, she pushes a large stone to block the exit (**Athletics** Difficulty 12 for humans to move, large enough for Cooperative effort); **Sense Trouble** Difficulty 5 to hear this. She does not bring in reinforcements unless the Agents have shown they know enough to injure her, in which case she'll bring in Johan and one guard per player character. She uses the three dimensional space, and her strength, speed, and knowledge of the tunnels to harass and pick them off one by one. Lone Agents she mesmerizes to switch sides. She'll also whistle up a swarm of ants to flood the tunnels.

KILLING THE COUNTESS

If the players get lucky and actually stake the countess, you've got three options:

- It's a success! The Agents are victorious, and the mission ends here.
- Not over yet — the countess is defeated, but she's already conditioned her chosen Candidate. The trigger is enough to activate them. The Agents still need to stop the Davos plot.
- Express delivery for Dracula! The Conspiracy's contingency plan is for

Dracula to take over the remote activation of the Candidate if the countess is destroyed. Johan (or another courier) races across Europe to Castle Dracula. He's carrying a small but vital burden — an amber stone encasing the queen ant from the hive used to infect the Candidate. If Dracula attunes to that ant, he'll be able to control the Candidate remotely and complete the plan.

If pressed, the countess can escape through hidden air vents, too small for anything except mist. As long as the final Candidate is ready for Davos, the countess doesn't need to hang around to fight assassins.

When the countess bought the fortress from the Swiss government, she arranged to leave the old self-destruct charges intact. For added tension, she can set the countdown, then flee in mist form. Treat the countdown as a chase through the

tunnels, where the "pursuer" has a pool of 12 points. Start the Lead at 5.

GET INTO DAVOS

SCENE TYPE: Hazard

LEAD-INS: Carne Vale,

Eliminate Suspects

LEAD-OUTS: The Activation

Every winter, a small town in Switzerland called Davos hosts a gathering of the world's most powerful people to discuss global issues, network, and be seen. European leaders, royalty, global CEOs, celebrities, and US politicians meet here. The security is intense. To attend means being a WEF member, which costs \$20,000, and applications take months.

Davos is in the eastern mountains of Switzerland. In winter, temperatures are subzero with a meter of snow or more. The nearest airport is Zurich 150 km away; the hotels have helipads. Population is normally 12,000; during the WEF it rises to 30,000+.

SECURITY

Everyone attending, no matter how famous, is background checked and searched. X-rays, metal detectors, sniffer dogs, and millimeter wave scanners are on all three entrances. Snipers are on rooftops, and multiple lines of barbed wire snake the snow. Five thousand Swiss soldiers and police cover every approach.

Heat in Switzerland just before and during the WEF is raised by +1. The players should roll a Heat test when they first enter Davos.

HOW DO THE AGENTS GET IN?

The security precautions are orientated against physical threats. The Agents should get in if they try anything sensible that

doesn't involve violence. Each Agent needs to find a reason to be there (suggestions below) and pass a background check, a **Cover** test Difficulty 6. This is a **failsafe** test (*NBA*, p.184); increase Heat by +2 later in the scenario if the Agents fail.

The Agents can use Perfect Holdout (*NBA*, p. 27) to get a small weapon inside; alternatively a Difficulty 7 **Conceal** test is needed to pass the checks. If the Agents are caught attempting to sneak weapons in, the Swiss police do not hesitate to lock them up for the duration of the conference (or longer). **Tradecraft** informs about the serious penalties for getting caught.

OPTIONS FOR GETTING INTO DAVOS

COME WITH SOMEONE WHO IS INVITED

The high-value attendees bring a retinue, including bodyguards, advisers, speechwriters, and personal assistants. All are security checked (as above) and have fingerprints taken. Bodyguards are permitted one legal pistol, and the Swiss authorities do a test firing of the weapon to allow matching of bullets later.

If the Agents saved the lives of one or more suspects, then those suspects could bring the Agents along.

ACADEMIC RESEARCHER

There are technical presentations from economic, social, and legal academics. These are planned well in advance, but an assistant could step in to present the professor's paper if the academic was suddenly unavailable. The assistant needs sufficient technical knowledge of the

subject matter. Any Academic ability at 2 points gives sufficient knowledge to present a technical paper to this audience.

Accounting ("Cross Border Taxation Policy"), **Criminology** ("Developments in International War Crimes"), **Cryptography** ("Tor and Snowden: What Next?"), **Law**, **Military Science** — but could be stretched to **Diagnosis**, **Human Terrain**. If the player can come up with a suitable sounding presentation title for any Academic ability, let them use it.

Presenting at this conference is a big step for any academic, and it is unlikely they are going to give up the prestige (and grant money) very easily.

FORGING TICKETS

The entrance badge is designed to be difficult to forge. They have holograms, and tickets are linked to a special database with the holder's photo. To forge a few (one per Agent) requires a supplier of holograms, **Network** test (Difficulty 6), and a **Forgery** test (Difficulty 6). This is a **failsafe** test as above.

TRANSLATOR

There are many international attendees who want to avoid mistranslations. Most languages are well covered at the conference, but an Agent with a less common language (e.g., Somali, Kazakh, Khams Tibetan, etc.) or spare **Languages** slot can gain entrance as a translator for an international VIP that needs perfect translation for a short meeting.

THE ACTIVATION

SCENE TYPE: Finale

LEAD-IN: Getting into Davos

The Target is due to speak at the first day's evening session.

The suspects stay in hotels inside the security perimeter the night before and follow a normal morning routine. The Target is unreachable before the session; he is flying in, speaking, and flying out. Security is raised, and there is a large number of armed police patrolling and in the hotels.

For the evening meal, about 500 delegates, including the remaining suspects, attend a banquet meal, held in a large auditorium. During the meal a small army of servers brings food and drink in from the kitchens. Police and secret service agents guard entrances and the kitchens.

Notice or **High Society** spots the bottles of Château de Lavande stacked in the kitchen, ready for the toast.

During the meal the suspects mix with the other guests, take calls on their mobiles, drink, and go outside to smoke. The activation happens after the main course, during the Target's speech. As plates are cleared, the Target is introduced, and stands to talk. His speech takes about twenty minutes, during which waiters circulate tidying up, bringing dessert, and refilling glasses.

Outside, the sun falls behind the mountains, turning the sky above Davos blood red. Sunset, between day and night. A littoral moment, when the normal rules of nature do not apply, when the distant vampire can reach out and whisper into the mind of its victim.

At the end of his speech, the Target proposes a toast to world stability and progress, and everyone drinks. If the Agents aren't able to somehow stop the Candidate from drinking (a quick takedown with a taser, **Filching** the Candidate's wine glass, framing the Candidate), then the activation begins.

What happens? That depends on the Candidate's mission.



STRAIGHT-UP MURDER —

Agents succeeding at **Sense Trouble** get early warning, as the activated Candidate, blood dribbling from their mouth, rushes towards the Target. They use Evasive Maneuvers (+3 Hit Threshold) until they get there, then attack using cutlery (+1) or broken wine bottles (+1). They do not need to make Consciousness rolls.

GENERAL ABILITIES: Aberrance 8, Hand-to-Hand 14, Health 10, Weapons 6

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DAMAGE MODIFIER: +1 (improvised weapons), -1 (fist, kick)

ARMOR: none

FREE POWERS: Unfeeling

OTHER POWERS: Strength (tests mandatory for feats of strength;

NBA, p. 137), Vampiric Speed

COMPULSIONS: obey master

BOMB —

The package in the Candidate's chest contains a few pounds of high explosive. Treat it as a Class 3 blast (**NBA**, p. 67); if the Candidate's taken down with nonlethal weapons, then disarming the package is an **Explosive Devices** test (Difficulty 5).

In this setup, the Candidate's less of a physical threat.

GENERAL ABILITIES: Aberrance 4,

Hand-to-Hand 4, Health 6, Weapons 2

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DAMAGE MODIFIER: -2 (fist, kick)

ARMOR: none

FREE POWERS: Unfeeling

COMPULSIONS: obey master

CHEST FULL OF BUGS —

Back in *Preparing the Candidate* (p. 159), the countess' agents implanted a canister full of mutant *Formica clara* in the Candidate's torso. In the days since then, those ants have been spreading and multiplying, eating away at fat, organs, muscle tissue. Hollowing the Candidate out until there's nothing left.

These ants swarm out as the Candidate bursts from the inside. Are these ants like the ones in the Belle Magie spa — get bitten, and you're a potential vampire sleeper agent? Or is this a carnivorous swarm, about to skeletonize the Target (+1 damage if you're caught in the swarm)? Either way, the ants are under the control of the countess, and act with intelligence and coordination.

Here, taking down the Candidate isn't enough — the Agents need to find some area-effect weapon to deal with the ants. Molotov cocktails or fire extinguishers may be the best approach.

Oh, seeing someone explode into a shower of bugs is a 4-point Stability test.

HIGH-PRESSURE BLOOD SPRAY

On activation, the Candidate's heart rate accelerates, pounding faster and faster, forcing blood through the arteries at incredible pressures. The human body can't take that strain; the Candidate bursts, sending sprays of arterial blood out of the eye sockets, the nose, the mouth. It's

gory, but more than that — it's a baptism of blood.

If you want to tie in *The Zalozhniy Quartet*, it's the Albedo, the same substance St. John Philby used on the House of Saud to bind them to the will of his masters. Otherwise, it's just a mixture of the Candidate's blood and that of the countess. Either way, anyone struck by it is compromised and vulnerable to vampiric takeover (at the very least, their Difficulties to resist mesmerism are all permanently increased by +3, or until they get a dose of Luria Formula (*DH*, p. 114).

EXIT VECTORS

Getting out of Davos may be tricky if the Agents have a lot of Heat on them; call for

Cover or **Infiltration** tests (Difficulty equals current Heat) to escape the scene and vanish into the night. If escape isn't an option, this could be a good moment to introduce an NPC contact with the resources and motivation to spirit the Agents away — the Enigmatic Monsignor (*DH*, p. 114), the NATO Liaison (*DH*, p. 125), or the Former Gehlen Org (*DH*, p. 82) might all plausibly be at Davos and have a use for a team of freelance vampire hunters. Depending on your choice of Target, he or she might also be able to help the Agents escape Swiss justice. If the Agents are Edom, of course, then Edom can arrange their extraction if it's justified.

NODE: BELLE MAGIE RESORTS

APPARENT NATURE: Belle Magie is a chain of high-end spas and resorts across Europe. The chain was founded when foreign investors took over a Soviet-built spa in the mountains near Cahul in southwestern Moldova in 1994. The spa chain initially distinguished itself by taking advantage of the opening up of Eastern Europe and offered luxury and relaxation at a fraction of the price of its high-end competitors in the West. By the early 2000s, though, Belle Magie had purchased spas and resorts in Switzerland, France, Italy, and Germany as well as Romania, Hungary, and Slovakia.

The original spa and former headquarters of the group was destroyed in an arson attack; **Criminology** or **Research** digs up rumors that the spa chain was trying to conceal either financial mismanagement or ties to organized crime. Certainly, it's an open secret that some branches of the spa function as discreet, high-security brothels, where any form of relaxation you want can be procured if the money's right.

EDOM: The original Belle Magie spa was an Edom front; Edom needed a cover to move equipment and personnel in and out of Moldova without attracting attention. (Optionally, if you're running *The Moldavian Candidate* as a flashback, then Edom wrested control of the spa chain from the Conspiracy after the events of this scenario.)

These days, the spa chain is mostly a legitimate business. Edom siphons off some of the profits to top up the reptile fund, and still uses the spa as a front when needed (*"Why am I shipping a box of earth from Transylvania? Haven't you heard of earth energy therapy? It's like a seaweed wrap, only we bury you in dirt. Takes years off."*) **High Society** spots the spies amid the socialites.

If the spa chain is less about facials and skin care, and more about rest and recuperation, then it could also be cover for Edom psychic listening posts. Find people who are tuned into Dracula's psychic wake like Renfield, put them in health spas strategically dotted around Romania, and watch to see which ones get better and which ones start eating bugs. More prosaically, the spas could be covers for interrogation sites.

CONSPIRACY: Dracula stays out of the tanning salons, but there are any number of reasons why the Conspiracy might be interested in owning the spa chain — money laundering, access to wealthy and influential individuals, an easy source of fresh victims, access to thermal springs and geothermal vents, a cover for human trafficking ... or, as in this scenario, a cover for experimentation with new horrors.

Belle Magie translates as "Beautiful Magic"; if the Conspiracy has ties to the Lilith (*DH*, p. 69) cult, then the spas could conceal secret temples to the goddess. Alternatively, maybe



there's a spa in the mountains around Sibiu, hiding the Scholomance (*DH*, p. 219). The other spas might also be built on places of telluric or sorcerous significance.

CONNECTIONS: Tabitha Holmwood (*DH*, p. 44) is a regular visitor here, as are members of the Leutner (*DH*, p. 146) family, and the Tabloid Journalist (*DH*, p. 134). Work by the Sculptor (*DH*, p. 100) decorates some of the walls. If the Psychic (*DH*, p. 96) has to leave England, he might use one of these spas as a new base of operations.

The Belle Magie chain banks with Klopstock & Billreuth (*DH*, p. 145).

Use the Tourist Hotel (*DH*, p. 256) for background texture as needed.

THE HARKER INTRUSION

THE WHOLE **DRACULA DOSSIER** CAMPAIGN KICKS OFF WHEN THE AGENTS GET HOLD OF THE FABLED Dossier itself — so let’s get it into their hands. This mission was originally written as an introductory *Night’s Black Agents* game for Free RPG Day, so it’s a simple smash-and-grab suitable for new players. Adjust it as needed for your own group.

EYES ONLY BRIEFING

Since “Hopkins” acquired the Dracula Dossier, she has sought other allies in her fight against Edom. One of these allies is a man referred to in this mission as “Harker” — he might be a journalist (or, more likely, a blogger or freelancer), or a former spy, or a private detective. He might even be a Harker Legacy (J. Q. Harker; *DH*, p. 43). He’s got some tradecraft chops, but not enough to stay alive. He’ll be dead by the end of this mission.

One of Harker’s contacts is another journalist, Olivia Liu. She recently uncovered some double-dealing in Romania, and is now on the run from the Conspiracy. She’s fled to Marrakesh, but needs extraction before Edom kills her.

Optionally, you can cut Harker out of the mission entirely, and just use “Hopkins” in his place if you’re happy to kill her off. Another alternative is to let the players think that Harker found the Dossier and made the modern-day annotations, and then bring in the real “Hopkins” later in the campaign.

THE SPINE

In **The Marrakesh Extraction**, the Agents tangle with an Edom hit squad and its supernatural assets. After rescuing Liu, they can follow up on her story about secret graves in Romania (**The Romania Exhumation**), detour to Gibraltar to learn more about Edom (**The Gibraltar Triangulation**), or head to London to meet up with Harker and obtain the Dossier in **The London Connection**.

ENTRY VECTORS

The default assumption is that Harker hires the Agents over clandestine channels. He’s got the underworld connections to find the right sleazy bars in Vienna, or the right chatrooms on the Darknet, or to get an introduction from some Algerian arms dealers or eccentric Jesuit academics. Harker offers only a modest amount of cash, but he drops enough hints garnered from the Dossier to tickle the Agents’ Drives.

Alternatively, the Agents might be hunting Harker down — **Vampirology**, **Streetwise**, **Tradecraft**, or **Traffic Analysis** picks up rumors about some

people in London asking questions about vampires, or wild stories about a big leak from some research group inside the Circus. The Agents make contact with Harker, and he offers to trade information if they rescue Liu.

Another option is to put the Agents on the trail of the Dossier before the mission begins. They hear legends of an unholy grail, a file that contains all the secrets of the Un-Dead. They make enquiries (**Streetwise** or **Vampirology** or **Tradecraft**), and that’s the thread that links them with Harker.

A third option is to make Liu a contact or an old friend (or even a Solace) of one of the player characters. She calls for help, they rescue her, and she puts them in touch with Harker.

For new players, go with the following:

- 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

MARRAKECH

Riad Rouge	1
Dar Si Said	2
Hospital Riad al Mokha	3
Tiskiwin Museum	4
Jewish Cemetary	5
El Badi Palace	6
Mosquée Moulay el Adiz	7
Museum of Photography	8
Saadian Tombs	9



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.)

THE MARRAKESH EXTRACTION

SCENE TYPE: Core/Chase

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 mission 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

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.

their best weapon against the Special Operatives (p. 172).



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. 172) 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 café 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

HARTNESS

Daniel Hartness is a mid-ranking Edom officer, reporting to Hound (**DH**, p. 51). If you want to make him more of a challenge, use the Police stats on page 69 of **Night's Black Agents**, and give him a syringe of Seward Serum (**DH**, p. 51) that he'll try to use if attacked.

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. 173). However, this delay raises the bad guy's Lead in the chase scene by 2 (see opposite).

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, kick), -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* (p. 173).

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** or **Tradecraft** 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.
- Information about a new industrial mining project in the Carpathian Mountains, and photographs of what looks like a construction site.
 - (core) With **Research** or **Data Recovery**, the Agents can work out the location of this dig site in Romania, leading to *The Romania Exhumation* (p. 173).
- 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 by using **Surveillance**, trying to counter or eliminate the watchers so Liu can escape?
- 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.

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* (opposite).

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 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. **Vampirolology** 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. 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

THE JACK -

His real name is Jeff Holloway, although he barely remembers that now. He's an HMS *Proserpine* (**DH**, p. 169) rating, an Edom hit man. He's not wearing any dog tags or other IDs; in a longer-term game, taking his fingerprints/DNA/photo and doing a lot of **Research** eventually digs up a death notice, claiming he died in a road accident while on leave from the Royal Navy. The serum's hollowed him out; he's a jaded, emotionless automaton.

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 (concealable ballistic armor)

FREE POWERS: Infravision

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.

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.
- (core) **Archaeology:** 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

THE SORCERESS -

Her name is Karja, just Karja. She might be Ruvari Szgany (**DH**, p. 147), or a product of weird experiments by the Caldwell Foundation (**DH**, p. 160) or at Pitesti Prison (**DH**, p. 218) or Strasba Orphanage (**DH**, p. 223). She's a Conspiracy asset, on loan to Edom.

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

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2

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

OTHER POWERS: Control Weather (spend 2 Aberrance to summon up mist, cloud, storms, etc.), Mesmerism, Summoning (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.

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 24 hours later, asking them to check the Romanian site.

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* (opposite).

- (core) **Data Recovery:** 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. 175).
- 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* (opposite).

THE GIBRALTAR TRIANGULATION

SCENE TYPE: Alternate

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 30,000 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** (no spend required 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.

■ **Geology or Electronic Surveillance:** This is weird — looking at the wiring here, you'd guess they had some sort of old-school monitoring device running down here. Why bury it underground, though? The only similar thing you can think of are the seismic sensors they use to detect subterranean bomb tests. (This was once one of Edom's "Chain Home Deep" telluric listening stations.)

■ **Traffic Analysis:** There's a lot of traffic about "boxes," "Special Biological Assets," "Jacks," and

"targets." At a guess, they're using — or working with — vampires as deniable assets.

■ (alternate core) **Archaeology:** 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* (below).

■ (alternate core) **Cryptography:** 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* (p. 175).

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 lightless tunnels with the intent of tearing them apart with his vampiric strength. This time, the only way to stop him is to kill him.

For the Agents, 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 ROMANIA EXHUMATION

SCENE TYPE: Alternate

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 boyar — with unseemly,

even alarming, haste. The monastery was abandoned for some years until it was buried in a landslide 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. The Edom archaeologist might point to (or be) the Archaeologist (*DH*, p. 292), possibly connected through the Intrusives (*DH*, p. 293).
- **Accounting:** The company in question is a corporate cut-out. Following the money might trace it back to the Petroleum Executive (*DH*, p. 127), Burdett's (*DH*, p. 143), or Klopstock & Billreuth (*DH*, p. 145).
- **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 British operatives 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 176 for the guards.

Capturing and using **Interrogation** (alternate core clue) on one of the Edom officers reveals that Edom is 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* (opposite).

THE BLOOD IS THE LIFE

At a suitably dramatic moment while the team is observing the dig site or sneaking around, the excavation breaks into an underground chamber containing a metal coffin. This coffin contains a slumbering vampire. The Edom officers' 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

This nameless vampire has slept in the Transylvanian soil for centuries, until exhumed by Dracula's servants. Replace it with a less generic horror (one of the Brides, perhaps, or a vampiric monster from the *Night's Black Agents* core rulebook) if you've got more experienced players; this is very much the "training fangs" version of the monster.

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, kick) or +1 (bite)

ARMOR: -1 (tough skin)

FREE POWERS: Drain, Infravision

OTHER POWERS: Spider Climb (1 Aberrance to cling to a sheer surface), Strength (tests needed for feats of strength; *NBA*, p. 137), Vampiric Speed

BANES: beheading, crucifixes and holy objects (+0 damage; +1 on face), stake to the heart, sunlight (prevents use of all vampiric powers)

BLOCKS: cannot enter a room without being invited, crucifixes and holy objects, running water, wild roses, *cannot move while staked in her coffin*

COMPULSIONS: obey sire

DREADS: crucifixes and holy objects, garlic, mirrors

REQUIREMENTS: drink blood, must sleep in her native soil each night

THE LONDON CONNECTION

SCENE TYPE: Action/Reveal

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 East London — the Church of St. Mary the Virgin — 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.

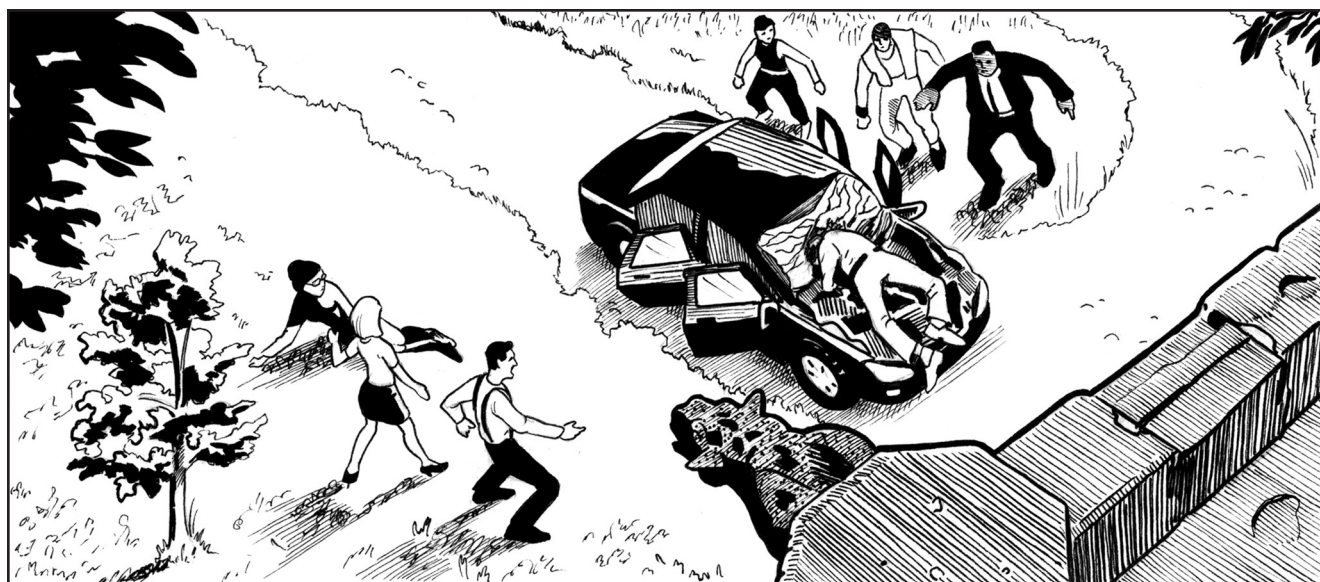
If the Agents enter the church immediately, they find the corpse of a priest. His throat has been torn open, and his back broken across the altar. The door leading up to the bell tower is open.

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 mustache 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 gets caught on a gargoyle as he falls. 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 are 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, kick), -1 (combat knife), +0 (assault rifle)

ARMOR: -1 vs. bullets

(concealable ballistic armor)

THE DRACULA DOSSIER

Once they're clear of their pursuers, the Agents can check out the Dossier. The briefcase contains a copy of *Dracula* (an old first-edition printing with the purple title and lurid yellow binding, or a scanned printout, or however you want to deliver the book to your players) that's covered in

scribbled annotations, as well as whatever handouts or other documents you want to give the players, as well as bundles of cash in multiple currencies. Going through all the papers will take a while, but the Agents immediately spot (alternate core clue: **Research**) which documents Harker was

working on before he fled, pointing at the dig site in Romania.

With time, they can dig into the Dossier itself. They have the key to the Conspiracy.

And Dracula has their scent.

THE ZALOZHNIY CROSSOVER

THE ZALOZHNIY QUARTET IS A CAMPAIGN OF four linked missions for *Night's Black Agents*. If you want to link *ZQ* to your *Dracula Dossier* campaign to create a sprawling epic, it all fits together quite neatly. The required changes are summarized below.

Either run the *Quartet* first, and then run the *Dossier* campaign, or else merge the two. Don't run the *Quartet* after running the *Dossier* — once your players have killed Dracula, they've won the vampire-hunting game, and anything else would pale in comparison. If you do merge the two, then be aware things are going to feel a bit bumpy when the game moves from the player-driven, improvised style to the

more regimented, preplanned plot of *ZQ* and back again. (Then again, by the time your players get to the *Quartet* material from the *Dossier*, you'll be such a master of improv that you'll be able to weave scenes in and out of *ZQ*'s plot structure.)

The backstory of *The Zalozhniy Quartet* is that back in 1931 Harry St. John Philby (anthropologist, explorer, agent of the Foreign Office, traitor, later a convert to Islam) did "something vampiric" (the "something" varying depending on your flavor of vampire) to the family of Ibn Saud, the first king of Saudi Arabia. The key to that "something" is in two parts: the Albedo (White), and the Nigredo (Black). Combine two elements, the White and the

Black, and you get the Rubedo, the Red — in effect, you'll vampirize the entire House of Saud, make them into your mind-controlled minions, and become the ruler of Saudi Arabia.

St. John Philby passed this formula onto his son, Kim (MI6 senior officer, Communist, member of the infamous Cambridge Five spy ring). St. John's attempt to put the plan into action failed, and while Kim gave some of his father's secrets to his Soviet handlers after he defected in 1963, he didn't reveal them all.

Now, the Conspiracy has them, and intends to recover the White and the Black from their hiding places, and finally enact the ritual of the Red.

THE CONSPIRACY

The Lisky Bratva (*ZQ*, p. 6) slots neatly into Dracula's Conspyramid as a Level 4 or 5 node. Dracula got his claws into Russian organized crime either through the Romanian Mafia (*DH*, p. 157) or through old KGB contacts working with the Securitate. (The Retired KGB Agent (*DH*, p. 97) might have a story to tell).

Dr. Dorjiev (*ZQ*, p. 7) might be a graduate of the Scholomance (*DH*, p. 219), or maybe he's conducting his own parallel experiments with vampire blood to those of Edom. One intriguing possibility is

that he's continuing the work that created Orlok (*DH*, p. 70) — the German vampire research fell into Soviet hands after World War II. In this case, the zalozhniy monsters might bear a resemblance to Orlok (they can pass for human, but **Vampirology** spots similarities in their jerky movements). You might give Orlok the same time-warping powers as the zalozhniy if you're feeling generous.

Use **the zalozhniy** (*ZQ*, p. 8) as they are.

If you run the *Quartet* before or during the early stages of your *Dossier* campaign,

then Dracula himself doesn't need to put in an appearance. Maybe he delegates the running of the plot to one of his Brides, or some other minion. He'll come in to take possession of the Rubedo at the end, of course. If the *Quartet* comes later in your *Dossier* campaign, then Dracula may be running the plot himself, and you can even use any of the four ends of *The Zalozhniy Quartet* as an alternate capstone for *The Dracula Dossier*.

EDOM

Harry St. John Philby (*ZQ*, p. 12) was an Edom officer, as were many of the other Intrusives, carrying on the fieldwork pioneered by George Stoker and Ármin Vámbéry. He gave Ibn Saud a dose of an early version of the Seward Serum (*DH*, p. 51) in 1931; the last surviving vial of that batch is the Albedo hidden in the Koernersbank in Zurich. (Alternatively, Edom might have some in the vaults at Ring (*DH*, p. 172) or Seward's Asylum (*DH*, p. 195).)

The Nigredo might be:

- a sample of Dracula's blood (taken from Edom's vaults)
- a map of the telluric currents in Saudi Arabia (assembled during St. John's explorations)
- a religious relic that predates Dracula's Un-Death (found during a Near Eastern archaeological dig)
- holy water from the Jordan (as discussed in *ZQ*, p. 14)

Kim Philby was MI6, but not directly part of Edom.

Two questions that need answering: first, was this plan originated by Edom,

or was St. John acting on his own initiative? Second, what's Edom's current policy on the matter?

On the one hand, "using vampire mind control to take over the ruling family" is just the sort of grand plan that Edom comes up with, especially back in the days when British civil servants drew neat lines on their maps and expected the world to conform to their designs. British support made Ibn Saud king — it's a short jump from there to British occult mind control making his dynasty their pawns for all time. However, you may not wish to give Edom that much power — why stop with Saudi Arabia? If they can replicate the effects of St. John's Rubedo elsewhere, then Edom could seize control of almost anyone. Unless you're close to the end of your campaign and want to raise the stakes immeasurably, keep the Philby plot to "control of the House of Saud" and not "universal mind control."

The second question is more complex. Edom may be a rogue MI6 operation, but it's still ultimately part of the British Establishment. Does the United Kingdom

want to vampirically dominate the ruling family of Saudi Arabia? Is the potential gain worth the risk of discovery? It's an act of supernatural aggression on a par with assassinating a head of state, a vampiric 9/11. It's unlikely that any British politician would have the courage to grasp that poisoned chalice (unless they had the consent and backing of the United States, or if there was a pressing need like another oil crisis). England just isn't in the Empire game anymore.

However, Edom might see the Rubedo through a narrower lens. It's no secret that Saudi Arabian money funds many jihadist groups who subscribe to the same fundamentalist Wahhabi beliefs. Edom's present-day mission is to locate and eliminate terror groups — and while it might seem like overkill, there's a certain Edom-esque logic to using the Rubedo to take over Saudi Arabia just to gain information about al-Qaeda's cash flow.

Of course, if Dracula's running Edom, or if there's a rogue faction within the organization who're willing to take big risks, then all bets are off.

ENTRY VECTORS

Here we note specific entry points for the Director to insert Edom into the *Quartet*'s four scenarios. It's cleanest (or at least starts the fewest red herrings) if you wait until whichever scenario of the four you run last, but foreshadowing is fun, too.

THE ZALOZHNIY SANCTION —

No changes are needed for this scenario to make it fit with the *Dossier*. You will need to tweak the opening section to account for the changes in Ukraine since 2012 (unfortunately, the real world has an ongoing metaplot). One assumes that Donald Carroll (*ZQ*, p. 19) is still playing both sides against the other even when there are Russian tanks parked down the road from his dacha.

The suggested route from Odessa to Vienna skirts neatly around Romania, but several *Dossier* NPCs, like the Human Trafficker (*DH*, p. 118), the Arms Runner (*DH*, p. 102), or the Smuggler (*DH*, p. 131) might show up on the road trip, especially around Debrecen.

The monster in Dragovir monastery (*ZQ*, p. 37) might be connected to Zalmoxis (*DH*, p. 289).

Potential Edom assets in play: Elvis (*DH*, p. 50) or Osprey (*DH*, p. 52) monitoring the sudden flurry of activity across the Transnistrian border; Nails (*DH*, p. 52) running a vampire hunting operation to take out Dr. Dorjiev's creations.

OUT OF THE HOUSE OF ASHES —

The big change here involves the vampire, Simon Thonradel. Replace him with someone more interesting, like a Bride of Dracula (*DH*, p. 57), or a vampirized Quincey Morris (*DH*, p. 36), or some other vampire with a connection to Dracula. He might even be Count Dracula himself!

Albert Carpenter, the aged MI6 officer, might be ex-Edom (or even Oakes; *DH*, p. 52). If you've got a rogue extremist faction in Edom working closely with the CIA Agent (*DH*, p. 91), then it might be behind the Shevlenko extraction; if not, then it's probably Find Forever (*DH*, p. 76). Tyler (*DH*, p. 53) might also be lurking at the reception party as an observer.

THE BOXMEN

Runs without changes. The Conspiracy's Black Sea Bank might be replaced by Klopstock and Billreuth (*DH*, p. 145) if you want, but there's no reason why Dracula can't control multiple crooked banks.

Optionally, if Edom's trying to make a play for the Rubedo, then it might be running the thieves (Keith Lawson might be a Jack, or you could swap in Pearl (*DH*, p. 52) for one of the other thieves). Alternatively, Edom might send in a team of Jacks as soon as they work out that the Albedo's in the vault.

TREASON IN THE BLOOD —

Mr. Red, Mr. White, Mr. Black — the mysterious agents of British intelligence who show up to warn the player characters off — are obviously Edom. They're probably Dukes. Oakes (*DH*, p. 52), Elvis (*DH*, p. 50), or Osprey (*DH*, p. 52) are good Candidates for Red, if you don't have anyone else in mind. White and Black might just be muscle, or they could be other Dukes (Nails (*DH*, p. 52) or Ian (*DH*, p. 51) for intimidation purposes,

Hound (*DH*, p. 51) or Tinman (*DH*, p. 53) for support). Remember, anyone on this team might get killed in the graveyard at Bashoura, so only include NPCs you're willing to eliminate.

Katun (*ZQ*, p. 122) is also clearly connected to Edom. Some possibilities:

- She's a Legacy, likely Lucy Blythe (*DH*, p. 41)
- She's an immortal Gertrude Bell, as noted in *The Zalozhniy Quartet* — but Bell was also an Edom asset back in the day. Certainly, Edom had its talons in the old Intrusive network (*DH*, p. 293).
- An even wilder possibility is that "Mina Harker" was Gertrude Bell's workname — the ages match, and Bell's real-world accomplishments would fit with Mina's genius for organization. Bell never married, but was engaged to Henry Cadogan until her father refused to consent to the match. Perhaps her marriage to Harker was concealed.
- Katun could be Edom's 1894 vampire (*DH*, p. 53).

- Another interesting wrinkle — Katun is "Hopkins" (*DH*, p. 117), on the run from Edom. She set up the Cyprus safe house as her bolt-hole.

You also need to decide who Katun's working for. Is she:

- independent
- working for Edom, and trying to use the player characters as pawns after the original Edom team got wiped out in the Bashoura graveyard
- working for Edom, but part of a conservative faction interested only in stopping Dracula from getting hold of the Rubedo
- a minion of Dracula, trying to curry favor (or supplant the Master) by grabbing the Rubedo for herself
- a minion of Dracula, turning on the Master in a desperate — if oblique — play for redemption?

THE EDM FILES:

PREGENERATED

CHARACTERS

THE PLAYER CHARACTERS ARE:

- Workname QUENTIN: Medic
- Workname MULLER: Muscle
- Workname VAROUTTE: Black Bagger
- Workname HENLEY: Bang-and-Burner
- Workname PARTON: Analyst
- Workname SILIVASI: Asset Handler

The characters are built on 20 Investigative points and 85 General points. If you have fewer than five players ...

4 players	+2 Investigative points each
3 players	+4 Investigative points each
2 players	+12 Investigative points each

As it's a one-shot, each PC has reduced Cover and Network. They're built using the Cold War-era rules described on page 330 of the *Director's Handbook* — using Data Retrieval instead of Data Recovery, Radiotelegraphy as a separate Ability due to its importance, and swapping the less hacker-y Computer Use for Digital Intrusion.

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	—	—
Archaeology	1	—
Architecture	—	—
Art History	—	—
Criminology	—	—
Diagnosis	2	—
History	—	—
Human Terrain	1	—
Languages	1	—
—	—	—
—	—	—

Law	1	—
Military Science	—	—
Occult Studies	1	—
Research	1	—
Vampirology	1	—
—	—	—
—	—	—

INTERPERSONAL

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

TECHNICAL

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

DESCRIPTION You're a field researcher, more used to exhuming unnaturally preserved corpses and autopsying vampire victims than treating actual living patients. You need to be in control, and get nervous when things get chaotic — or when your "patients" start moving. You've got a few wooden stakes and a bone saw hidden at the bottom of your medical bag, just in case you need to carry out an unexpected "indulgence" (execute a target).

BACKGROUNDS: Medic

PREVIOUS PATRON: Operation Edom

SOURCES OF STABILITY

- **SYMBOL** Your mother's silver crucifix
- **SOLACE** Your old medical school teacher
- **SAFETY** Your holiday home in Wales

COVERS

▪	—	—
▪	—	—
▪	—	—
▪	—	—
▪	—	—

NETWORK CONTACTS

▪	—	—
▪	—	—
▪	—	—
▪	—	—
▪	—	—

WEAPONS/ARMOUR/GEAR

▪	—	MOD
▪	—	—
▪	—	—
▪	—	—
▪	—	—
▪	—	—

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Weapons

ATHLETICS 8+ (HARD TO HIT):

+1 Hit Threshold

MEDIC 8+ (MEDICAL SCHOOL OF

HARD KNOCKS): +1 Diagnosis

PREPAREDNESS+ 8 (IN THE

NICK OF TIME): Put schemes

in place retroactively

SHRINK 8+ (TALK IT OUT):

+1 Bullshit Detector

GENERAL ABILITIES

Athletics	8	—
Computer Use	2	—
Conceal	1	—
Cover	5	—
Digui	2	—
Driving	2	—
—	—	—
—	—	—

Explosive Devices	—	—
Filch	4	—
Gambling	2	—
Hand-to-Hand	2	—
Infiltration	2	—
Mechanics	1	—
Medic	10	—
Network	7	—
Piloting	1	—
—	—	—
—	—	—

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

HEALTH	8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7
STABILITY	8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7

DESCRIPTION: You're former special forces. Did a tour with a bomb disposal squad, then with counterintelligence, and that brought you into Edom's orbit. You're one of its in-house pyrotechnics and explosives experts; turns out that a vampire-hunting unit needs to burn rather a lot of things at very high temperatures.

PREVIOUS PATRON: SBS / Operation Edom

SOURCES OF STABILITY

- **SYMBOL** A shotglass given to you by your father
- **SOLACE** Brenner, one of the other veterans from your old unit
- **SAFETY** Your father's retirement villa in Spain

COVERS

-

NETWORK CONTACTS

- 100 —

WEAPONS/ARMOUR/GEAR

- ☐ ☐ ☐ ☐ ☐ ☐

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS I/GAME):

Sense Trouble

ATHLETICS 8+ (HARD TO HIT):

+1 Hit Threshold

EXPLOSIVE DEVICES 8+ (BIGGER

BANG): Spend an extra 3 points for more boom

MECHANICS 8+ (SWISS ARMY PREP):

Use Mechanics as Preparedness

GENERAL ABILITIES

Athletics	8	_____
Computer Use	1	_____
Conceal	4	_____
Cover	5	_____
Diguiise	1	_____
Driving	4	_____

Explosive Devices	8
Filch	
Gambling	1
Hand-to-Hand	4
Infiltration	2
Mechanics	8
Medic	2
Network	7
Piloting	2

Preparedness	<u>2</u>	_____
Sense Trouble	<u>2</u>	_____
Shooting	<u>8</u>	_____
Shrink	_____	_____
Surveillance	<u>2</u>	_____
Weapons	<u>4</u>	_____

HEALTH

			10	9	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

ACADEMIC

Accounting	_____	_____
Archaeology	_____	_____
Architecture	<u>2</u>	_____
Art History	_____	_____
Criminology	<u>1</u>	_____
Diagnosis	_____	_____
History	_____	_____
Human Terrain	_____	_____
Languages	<u>1</u>	_____

INTERPERSONAL

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

TECHNICAL

Astronomy	_____	_____
Chemistry	<u>2</u>	_____
Cryptography	_____	_____
Data Retrieval	_____	_____
Electronic Surveillance	_____	_____
Forensic Pathology	_____	_____
Forgery	_____	_____

Notice	_____	_____
Outdoor Survival	_____	_____
Pharmacy	_____	_____
Photography	_____	_____
Radiotelegraphy	_____	_____
Traffic Analysis	_____	_____
Urban Survival	_____	_____

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	1	—	—
Archaeology	—	—	—
Architecture	1	—	—
Art History	—	—	—
Criminology	—	—	—
Diagnosis	—	—	—
History	1	—	—
Human Terrain	1	—	—
Languages	1	—	—
	—	—	—
	—	—	—

Law	1	—	—
Military Science	—	—	—
Occult Studies	1	—	—
Research	1	—	—
Vampirology	1	—	—
	—	—	—
	—	—	—

INTERPERSONAL

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

TECHNICAL

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

DESCRIPTION: You joined MI6 shortly after your partner disappeared mysteriously — possibly, you suspect, the victim of a vampire attack. The Parton family, you learned, has been targeted by such monsters in the past. You've never solved that case, but your investigations were noticed by Operation Edom, and it recruited you three years ago. You're still finding your feet in this strange shadow realm of spies and monsters, but you know you're building a better tomorrow for your child. He won't grow up in a world haunted by the Un-Dead ...

BACKGROUNDS: Analyst

PREVIOUS PATRON: Operation Edom

SOURCES OF STABILITY

- **SYMBOL** Your wedding ring
- **SOLACE** Your 4-year-old son
- **SAFETY** The old farmhouse you stayed at as a child

COVERS

▪

▪

▪

▪

NETWORK CONTACTS

▪

▪

▪

▪

WEAPONS/ARMOUR/GEAR

MOD

▪

▪

▪

▪

▪

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Disguise

PREPAREDNESS 8+ (IN THE NICK OF TIME): Put schemes in place retroactively

SENSE TROUBLE 8+ (COMBAT

INTUITION): Use your Sense Trouble rating to determine initiative

SHRINK 8+ (TALK IT OUT):

+1 Reassurance

GENERAL ABILITIES

Athletics	6	—	—
Computer Use	2	—	—
Conceal	—	—	—
Cover	5	—	—
Digui	4	—	—
Driving	2	—	—
	—	—	—
	—	—	—

Explosive Devices	—	—	—
Filch	2	—	—
Gambling	4	—	—
Hand-to-Hand	4	—	—
Infiltration	4	—	—
Mechanics	—	—	—
Medic	—	—	—
Network	12	—	—
Piloting	—	—	—
	—	—	—
	—	—	—

Preparedness	8	—	—
Sense Trouble	8	—	—
Shooting	4	—	—
Shrink	8	—	—
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														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	1	—
Human Terrain	2	—
Languages	1	—
—	—	—
—	—	—

Law	—	—
Military Science	—	—
Occult Studies	1	—
Research	—	—
Vampirology	1	—
—	—	—
—	—	—

INTERPERSONAL

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

TECHNICAL

Astronomy	—	—
Chemistry	—	—
Cryptography	1	—
Data Retrieval	—	—
Electronic Surveillance	1	—
Forensic Pathology	1	—
Forgery	1	—
—	—	—
—	—	—

Notice	1	—
Outdoor Survival	—	—
Pharmacy	1	—
Photography	—	—
Radiotelegraphy	1	—
Traffic Analysis	1	—
Urban Survival	1	—
—	—	—
—	—	—

DESCRIPTION: You grew up in Romania, but you've been an Edom agent since before you were born. Your family was recruited by the British spy network in your grandfather's time, and the "English money" came in, regular as clockwork, for more than seventy years. Then, a neighbor betrayed you, and you spent more than a year in a Romanian prison before you were able to escape and flee the country. Edom took you in, gave you a new home in England. You owe them your life.

BACKGROUNDS: Asset Handler

PREVIOUS PATRON: Securitate / Operation Edom

SOURCES OF STABILITY

- **SYMBOL** The key to your old prison cell
- **SOLACE** An old school friend in Bucharest
- **SAFETY** Your cousin's private island in Greece

COVERS

▪

▪

▪

▪

▪

NETWORK CONTACTS

▪

▪

▪

▪

WEAPONS/ARMOUR/GEAR

MOD

▪

▪

▪

▪

▪

▪

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Infiltration

GAMBLING 8+ (LUCK OF THE DEVIL):

Roll a die at the start of the game. At any point, swap that result for any other die roll.

SURVEILLANCE 8+ (THE WIRE):

+1 Electronic Surveillance

GENERAL ABILITIES

Athletics	4	—
Computer Use	—	—
Conceal	2	—
Cover	8	—
Digui	2	—
Driving	2	—
—	—	—
—	—	—

Explosive Devices	—	—
Filch	2	—
Gambling	8	—
Hand-to-Hand	4	—
Infiltration	4	—
Mechanics	—	—
Medic	—	—
Network	7	—
Piloting	—	—
—	—	—
—	—	—

Preparedness	3	—
Sense Trouble	5	—
Shooting	6	—
Shrink	4	—
Surveillance	8	—
Weapons	8	—
—	—	—
—	—	—

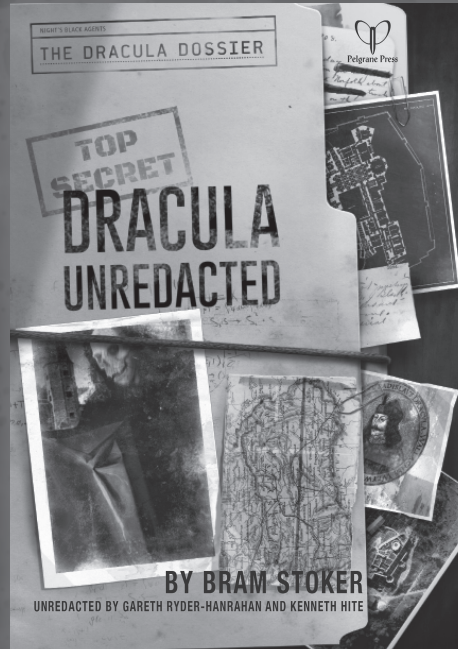
HEALTH						8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7	8	9	10	11	12

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

PLAYER						
AGENT	Quentin	Muller	Varoutte	Hemley	Parton	Silivasi
Previous Patron	Edom	Edom	Edom	SBS/Edom	Edom	Securitate/Edom
Drive						
Health	8	10	6	10	8	8
Stability	8	8	6	8	6	8
Symbol	silver crucifix	old passport	black gloves	shotglass	wedding ring	old cell key
Solace	school teacher	English girlfriend	former boyfriend	old unit veteran	son, 4yo	school friend
Safety	Wales home	Paris bedsit	Swiss ski lodge	father's villa	old farmhouse	cousin's island
Cover	5	5	5	5	5	8
Network	7	7	7	7	12	7
Contact 1						
Contact 2						
Contact 3						
Contact 4						
Contact 5						
Accounting [A]						
Archaeology [A]						
Architecture [A]				2		
Art History [A]						
Astronomy [T]						
Bullshit Detector [I]	2					
Bureaucracy [I]						
Chemistry [T]				2		
Cop Talk [I]						
Criminology [A]						
Cryptography [T]						
Data Recovery [T]						
Diagnosis [A]	2					
Electronic Surveillance [T]						
Flattery [I]						
Flirting [I]						
Forensic Pathology [T]	2					
Forgery [T]						
High Society [I]						
History [A]						
Human Terrain [A]						2
Interrogation [I]						
Intimidation [I]						
Languages [A]						
Law [A]						
Military Science [A]		2		2		
Negotiation [I]						
Notice [T]						
Occult Studies [A]		2				
Outdoor Survival [T]						
Pharmacy [T]						
Photography [T]						
Radiotelegraphy [T]						
Reassurance [I]					2	
Research [A]						
Streetwise [I]						
Tradecraft [I]						
Traffic Analysis [T]						
Urban Survival [T]						
Vampirology [A]						

PELGN06

Stands alone as the revelation of Bram Stoker's true agenda. Pairs best with *The Dracula Dossier Director's Handbook* as a handout for *Night's Black Agents*.



THE CUP IS PASSED

[illegible]

Pelgrane Press

www.pelgranepress.com

PELGN05

THE DRACULA DOSSIER DIRECTOR'S HANDBOOK

"Gaming's most insane supplement!"
— the Escapist

AN IMPROVISATIONAL AND
COLLABORATIVE CAMPAIGN FOR
NIGHT'S BLACK AGENTS

The original heroes of *Dracula*
carried out a secret operation for
British Intelligence...

...an operation that went wrong.

Operation Edom failed to capture
Dracula in 1894

Failed to stop Hitler in 1940

Failed to find Dracula's mole in 1977?

Now Edom uses Dracula to stop
terror in the 21st century

But Dracula cannot be used
And Edom cannot be trusted

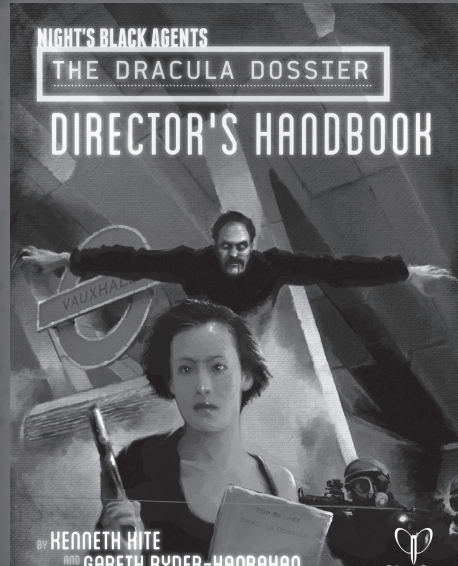
You found out the truth — you found the Dracula Dossier
Now you must follow its clues to evade Edom and kill Dracula for good

13 Terrifying New Monsters	Allies?	Innocents?
27 Eerie Objects	Assets?	Spies?
64 Enigmatic NPCs	Servants of DRACULA?	
29 Organizations		
66 Dangerous Locations		

Enter freely, and of your own will . . .

Stands alone as an epic conspiracy for *Night's Black Agents*.

Unlock deeper secrets with *The Dracula Dossier* companion volume,
Dracula Unredacted.



www.pelgranepress.com

Pelgrane Press

THE EDM FIELD MANUAL

PELGN08

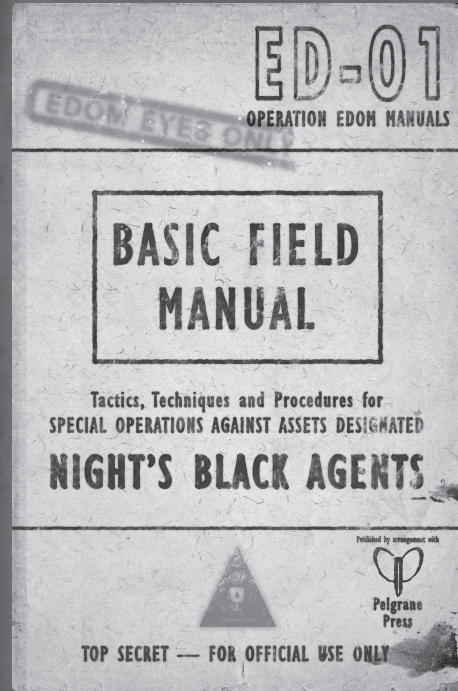
DRINK FROM THE CHALICE, AND JOIN
THE RANKS OF THE UNSEEN IMMORTALS.

You're on the inside now.

For more than a century, the top-secret operation within MI6 codenamed 'Edom' has defended the United Kingdom from the machinations of the Un-Dead. This book describes the operation's history, methods, and tradecraft, initiating you into the innermost secrets of the British vampire program.

FOR PLAYERS — create your own Edom officers and hunt vampires with the sanction and backing of the British government! Immerse yourself in the clandestine world with eyes-only documents and briefings. Call on Dukes for aid and counsel, gather intel with the aid of Edom's networks of informants, and gear up with specialised anti-vampire weapons and tactics. Use the Fields of Edom campaign frame to play the spies hunting for the stolen Dracula Dossier, or defy your masters and complete the original mission by taking Dracula down for good.

FOR DIRECTORS — Build your own Edom with a guide to the operation's structure and methods. Two dozen non-player characters give you a supporting cast for Edom-centred games. Explore Edom's secret history and render



its shadowy present in vivid detail. Advice and campaign options help you bring the operation to a thrilling conclusion — or a bloody catastrophe. So watch for the cup-and-blaze mark and the hand signal. Keep your kukri close, and remember your training. Four generations of agents have passed the cup on to you — do not falter at the last! The Edom Field Manual stands alone as a guide to a vampire hunting program. Combine it with the other books in the Dracula Dossier series for insight into Edom its machinations.



Pelgrane Press

www.pelgranepress.com

PELGRANI0D

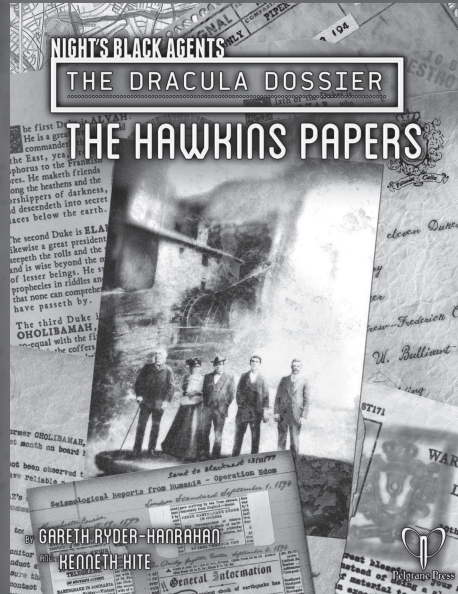
THE HAWKINS PAPERS

The original 1894 Operation Edom brief, key memos, secret military maps of Transylvania, précis of reports from Balkan battlefronts and German academies alike, and plans for the next century's battle for control of the Un-Dead —

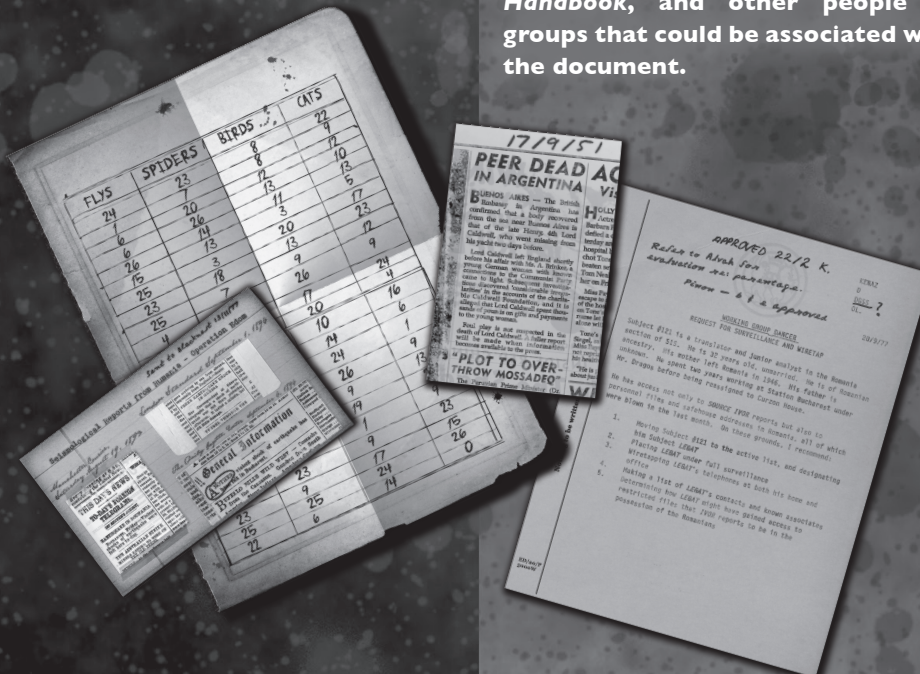
THESE ARE THE HAWKINS PAPERS.

The handouts that make up the *Hawkins Papers* are as improvisational as the rest of the *Dracula Dossier* campaign. Drop them into your game as needed, and let the players decide how to interpret them and what conclusions to draw. Maps, reports, private correspondence, newspaper columns, business cards, and period photographs add historic flavour, and modern-day realism, to your *Dracula Dossier* campaign.

The *Hawkins Papers* also includes The *Hawkins Annex* — for the Director's eyes only, this invaluable



reference lists a description of each of the more than 30 handouts. It suggests likely places for the Agents to find the handout, as well as a Director-friendly breakdown of what clues are available in the handout, pointers to entries in the *Director's Handbook*, and other people or groups that could be associated with the document.



www.pelgranepress.com

Pelgrane Press

PELGRINE

THE THRILL OF DRACULA

THE FORTY FACES OF DRACULA

Game designer (*Trail of Cthulhu*), horror scholar (*Tour de Lovecraft*), and Dracula devotee (*The Dracula Dossier*) Kenneth Hite takes you on an eerie journey through the myth of Dracula!

From the first medieval atrocity stories about Vlad the Impaler to Bram Stoker's immortal novel to the most recent Universal blockbusters, *The Thrill of Dracula* zooms through centuries of blood, bats, and — ballet? — to bring you the most complete look at the Count's story ever!

- See Dracula take on not just Van Helsing but Batman, Blade, Buffy, Billy the Kid — and Abbott and Costello!
- Read the occult mysteries behind *Nosferatu*, and untangle the shifting time and space of the Hammer Dracula series!
- Follow Dracula into space, and into Spanish!

THE THRILL OF DRACULA INCLUDES:

- The first Dracula legends, from dancing dead men to the garden of the hanged
- The foundation pieces of the novel and the myth: characters, settings, tropes and story beats
- Plots and reviews of 40 movies, including every Dracula film from Universal and Hammer Films — and how they too have added to the Dracula mythology



Geniuses from Orson Welles to Werner Herzog have remade Dracula — now you can, too! Hite gives you their tools, tools you can use to build new yet mythic stories about the King of the Vampires or about your own creatures of the night, tuned for thriller adventure, cosmic horror, or even intense personal drama.

So sharpen your stakes and prepare for the thrill of your Un-Lifetime — *The Thrill of Dracula*!



Pelgrane Press

www.pelgranepress.com