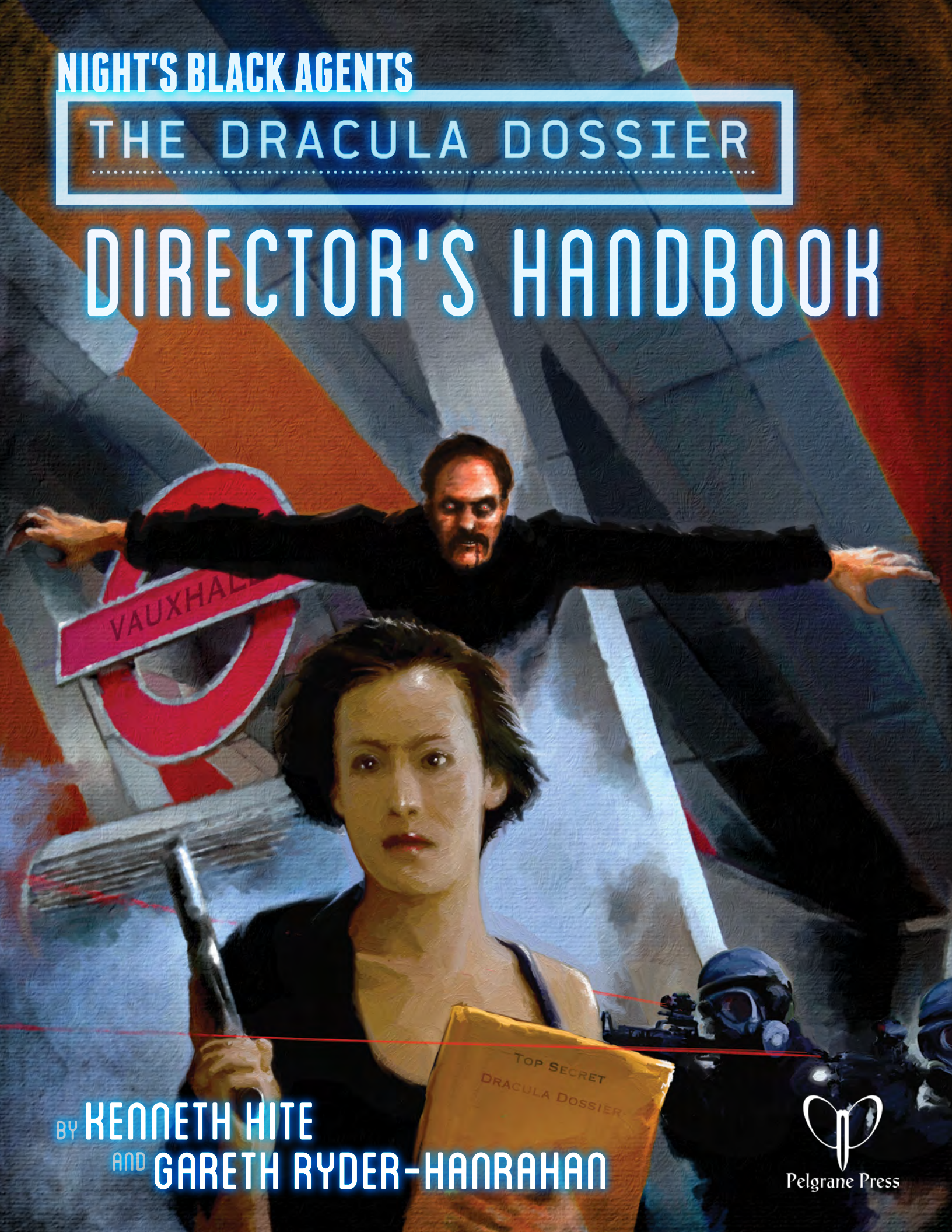
NIGHT'S BLACK AGENTS

THE DRACULA DOSSIER

DIRECTOR'S HANDBOOK



BY KENNETH HITE
AND GARETH RYDER-HANRAHAN

Pelgrane Press

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"We have on our side power of combination - a power denied to vampire-kind" - Van Helsing.

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CONTENTS

FOREWORD 8

OPERATION EDOM: EYES ONLY BRIEFING 10

Bold Experiments 10
Desperate Measures 10
Hidden Hunts 11
Black Assets 11

HOW TO USE THIS BOOK: OPENING THE DOSSIER 12

WHAT IS THE DRACULA DOSSIER? 12
What's in This Book? 13

DEFAULTS AND ASSUMPTIONS 15
The Default Dracula 15
The Default Dossier 15
Names and Worknames 15
The Default Campaign 16
The Dracula Conspyramid 16
Dracula's Vampyramid 18
Edom Pyramid 20
Legacies and the Story Map 24
Summing Up 25

YOUR DRACULA DOSSIER CAMPAIGN 27
How Do the Agents Acquire the Dossier? 27
Does Edom Have a Vampire? 27
Do Other Agencies Know About Vampires? 28
Does Dracula Have Any More Vampires? 28
Do Vampires Work the Way Van Helsing Thought They Did? 28
How Thoroughly Has Dracula Penetrated Britain? 28
Is Jack the Ripper Involved Somehow? 29
In Life, Which Historical Figure, If Any, Was Dracula? 29
Who Blew the First Operation Edom in 1894? 30
What Was Edom's Actual Plan in 1977? 30

THE 1894 NETWORK 32

THE ORIGINALS 32
Jonathan Harker 32
Wilhemina Murray Harker 33
Abraham Van Helsing 33
Lucy Westenra 34
Dr. John "Jack" Seward 35
Arthur Holmwood 36
Quincey Morris 36
Kate Reed 37
R. M. Renfield 38
Peter Hawkins 39
Inspector Cotford 39
Francis Aytown 40

LEGACIES 40
Lucy Blythe (née Harker) 41
Billie Harker 42
J. Q. Harker 43
Philip Holmwood, Lord Godalming 43
Tabitha Holmwood 44
Geerd Hoorn (Van Helsing) 45
Thad Morris 46
Carmilla Rojas 46
Dr. Jacqueline Seward 47

OPPOSITION FORCES 49

EDOM 49
"D" 49
"Dr. Drawes" 50
Dukes of Edom 50
Elvis (Alvah) 50
Fort (Mibzar) 51
Hound (Kenaz) 51
Ian (Iram) 51
Nails (Jetheth) 52
Oakes (Elah) 52
Osprey (Oholibamah) 52
Pearl (Pinon) 52
Prince (Magdiel) 53
Tinman (Teman) 53
Tyler (Timnah) 53
1894 Vampire 53
HMS Proserpine Ratings 54

THE CONSPIRACY 54
Regional Assets 54
The Satanic Cult of Dracula 55
Dracula 56
Brides of Dracula 57
Renfields 57
The Silent Servants 58
Telluric Vampires 59
Telluric Powers 59
Banes 60
Blocks 60
Dreads 61
Requirements 61

THIRD FORCES 61
Abhartach 61
Alraune 62
Powers and Statistics 63
The American Vampire 63
Elizabeth Báthory 65
Independent Báthory 65
Cerneati 66
Powers and Statistics 67
Jenglot 67
Jin-Gui 68
Lilith 69
Orlok 70
Powers and Statistics 71
Queen Tera 71
Mummies 72
Red Jack 73
Powers and Statistics 73
Solomonari 74
Powers and Statistics 74
Other National Vampire Programs 75
China 75
Germany 75
Israel 75
Russia 76
Turkey 76
United States 76
The Vatican 76

PEOPLE 78

WORKNAME TABLE 79

1940 PEOPLE 80
Acting Director of MI5 80
Anti-Communist 81
Former Gehlen Org 82
Iron Guardsman 83
Late Con Artist 84
Neo-Nazi 85

Pensioner 86
"Van Sloan" 87

1977 PEOPLE 89
Alleged Mole 89
Anthropologist 90
Balkans Specialist 91
CIA Agent 91
"Cushing" 92
Defector 93
The Hungarian 94
Informant 95
MI5 Deputy 95
Psychic 96
Retired KGB Agent 97
Retired MI6 Asset Runner 98
Retired MI6 Computer Boffin 99
Sculptor 100
Seismologist 100

2011 PEOPLE 102
Arms Runner 102
Art Forecaster 103
Black Site Interrogator 104
BND Deep-Cover Agent 105
Bookseller 106
Bucharest Private Detective 107
Bucharest Street Cop 108
Bureaucrat 108
Chief of Station, Bucharest 109
Chinese Agent 110
DIFC Tasker 111
Dissident 112
Drug Boss 113
Enigmatic Monsignor 114
Ex-IRA Informant 115
GCHQ Romania Desk Analyst 115
Hildesheim Legacy 116
"Hopkins" 117
"Mr. Hopkins" 117
Human Rights Activist 118
Human Trafficker 118
Icelandic Diplomat 119
Journalist 120
Madman 121
Medievalist 122
MI5 Agent 122
MI6 Lamplighter 123
MI6 Romania Desk Analyst 124
NATO Liaison 125
Online Mystic 126
Petroleum Executive 127
Pharmaceutical Researcher 128
Radical Imam 129
Real Estate Broker 129
Romanian Police Inspector 130
Smuggler 131
Sniper 131
SRI Agent in Charge 133
Syrian General 133
Tabloid Journalist 134
Tour Guide 135
Turkish Agent 136
Volcanologist 136

NAMES AT YOUR FINGERTIPS 138
British 138
German 138
Hungarian 138
Roma 138
Romanian 139
Slovak 139
Turkish 139
Ukrainian 139

NODES 140

NOVEL NODES 141
Archdiocese of Mechelen-Brussels 141
Axel Logistics 141
Billington & Sons 142
Burdett's Private Bankers 143
Fortified Monastery of St. Peter 144
HGD Shipping 145
Klopstock & Billreuth, Bankers 145
Leutner Fabrichen 146
Ruvari Sgzany 147

OTHER NODES IN ROMANIA 148
Al-Qaeda in Rûm 148
Echipa Mortii 149
Heal the Children 150
National Institute for Earth Physics 151
Romanian Government 151
Cabinet 152
Politia Româna 154
Serviciul Informatii de Externe (SIE) 155
Serviciul Român de Informatii (SRI) 156
Romanian Mafia 157
Sample Romanian Mafia Clan: "The Monks" 158
Station Bucharest 159

OTHER NODES 160
The Caldwell Foundation 160
Extraordinary Objects Department 161
Nox Therapeutics 162
Operation Gladio 163
Slovakian Border and Alien Police 164

LOCATIONS 165

BRITAIN 166
Exeter 167
HMS Proserpine 169
Other Ports 172
Ring 172
Slains Castle 176
Whitby 177

LONDON 179
Aërated Bread Company 182
Albemarle Hotel 183
The X Club 184
British Library 184
Carfax 185
Coldfall House 188
Cross Angel Cold Storage 189
Hillingham 190
Kingstead Cemetery 191
Korea Club 192
London Zoo 192
Norman Shaw Buildings 193
Safe House Network 194
Seward's Asylum 195
Sotheby's Auction House 198

ROMANIA 199
Bistrita (Bistritz) 203
"Black Light" Black Site 204
"Castle Dracula" 207
The State of Castle Dracula 207
Finding Castle Dracula 208
Castles in Romania 208
Outside Romania 212
Locations in the Castle 213
Galati 217
Pitesti Prison 218
The Scholomance 219
Concealed 219
Desolate 222
Effects of the Scholomance 222
Connections 222
Strasba Orphanage 223
Romania: Ethnic Faultlines 223

ARGENTINA 225

GERMANY 226
Dead House, Munich 226
Dolingen Tomb, Munich 227
Old Pinakothek Museum, Munich 228

HONG KONG 229

HUNGARY 230
Hospital of St. Joseph and Ste. Mary, Budapest 230

ICELAND 231
Barnafoss 231
Laki 234

IRELAND 235
Bram Stoker 235
Dun Dreach-Fhola 235

ISRAEL 236
Black Site Khoshekh 236

ITALY 238
Classense Library, Ravenna 238
Santa Maria la Nova, Naples 239
Vesuvius Observatory, Naples 242
NETHERLANDS 243
Van Helsing's House, Amsterdam 243
Vanderpool Glass-House, Haarlem 244
SLOVAKIA 245
Cachtice Castle 245
TURKEY 247
Monastic Caverns Hotel, Mustafapasa 247
The Orient Express 248
Connections 250
Tokat Castle 250
UNITED STATES 76
Camp Midnight 252
The Rosenbach Museum, Philadelphia 253
ESTABLISHING SHOTS 254
Archives or Library 254
Cemetery 255
Chinese Market 255
Dive Bar 255
Forest 256
Hospital 256
Hotel, Tourist 256
Hotel, Transient 257
Motorcade 258
River Dockyards 258
Safe House 258
Strip Club 259
Subway Station 259
Warehouse 261
OBJECTS 262
Aytown's Photographic Studies 262
Cameos of Dracula 263
Cryptic Lockbox 264
Earth-Disturbance Urn 265
Earthquake Device 266
Elizabeth Báthory's Journal 267
Golem Parchment 268
The Harker Rosary 268
Jasper Harker's Daybook 269
Jeweled Dagger 270
John Dee's Journal 270
Kate Reed's Diary 271
Knife Set 272
Le Dragon Noir 273
Makt Myrkranna Correspondence 275
Portrait of Dracula 275
Radu 276
Renfield's Journal 277
Sealed Coffin 278
Spirit Board 279
Stoker's Notes 280
Tepes Tapestries 280
Vampire Hunting Kit 281
Vanderpool Garlic 283
Vial of Blood 284
Westenra Brooch 284
The Zohar of Moses de León 285
SCENARIO SPINES 287
SPINE 1: LONDON HEAT 288
The Hook 288
The Curtain 288
The Wakeup 288
The First Reveal 288
The Blowback 288
The Twist 288
The Final Reveal 288
SPINE 2: COVERING OUR TRACKS 289
The Hook 289
The Curtain 289
The Wakeup 289
The Stall 289
The First Reveal 289
The Blowback 289
The Twist 289
The Relief 289
The Final Reveal 289
SPINE 3: FOR THE DEAD TALK FAST 290
The Hook 290
The Curtain 290
The Setup 290
The Wakeup 290
The First Reveal 290
The Twist 290
The Final Reveal 290
The Confrontation 290
CAPSTONES 291
ZALMOXIS RISING 289
Entry Vectors 291
Archaeologist 292
The King Under the Mountain 293
The Dig 295
Opposition Forces 295
Zalmoxis Awakes 296
DRACULA'S MILL 297
Entry Vectors 297
Senior Park Ranger 298
The Ultimate Sanctum 298
The Ranger's Post 298
The Frozen Climb 299
The Plummeting Water 301
The Dark Depths 301
The Eye of the Whirlpool 301
RUSSIAN ROULETTE 302
Entry Vectors 303
Deputy Press Secretary 304
Russian Security 305
The Russian Vampire Program 305
Bucharest Security 305
Mood Beats 306
Phase 1: Preparation 306
Phase 2: Implementation 307
Phase 3: Isolation 307
Phase 4: Endgame 307
THE TOMB OF DRACULA 308
Dracula's True Death 308
Dracula's Rebirth 308
Dracula's Ritual 308
Gateways 308
Finding Dracula's Tomb 309
Where Is It? 309
At the Tomb 311
Powers of the Tomb 311
CAMPAIGN FRAMES 313
THE ABHORRENT TRUTH 313
Dracthulhu or Draculathotep or 313
Through a Trapezohedron Darkly 314
Mythos Locations 315
Castle Ferenczy 315
The Black Stone 316
Mythos Vampires 317
Feasters From the Stars 317
Rat-Things 317
Resurrected Ones 318
Spawn of Yog-Sothoth 318
Vampirish Vapours 318
Using The Dracula Dossier in Trail of Cthulhu 319
The Dracula Dossier: 193- 319
THEY SAVED HITLER'S BLOOD! 320
Running This Campaign Frame 320
Airport Thriller Rules Modifications 320
Projekt Draugr: The German Vampire Program 320
The Kaiser's Wampyr 320
A New Lease on Un-Life 321
Draugr Now 322
Two Dooms 322
Linea Dracula 322
Telluric Vampires 323
Followers of the Fourth Reich 323
Point 211: The Final Redoubt 324

UNTO THE FOURTH GENERATION 325
Running Unto The Fourth Generation 320
1894: The First Generation 325
Creating Victorian Era Agents 326
Against Dracula 326
After The Hunt 327
1940: The Second Generation 327
Creating World War II-era Agents 328
Setting Romania Ablaze 328
After The Mission 330
1977: The Third Generation 330
Creating Cold War Agents 330
The Game Is Afoot 331
Piper, Dancer, and Gardener 333
The Night of Fangs 333
The Mole Revealed 333
After The Mole Hunt 333
Edom After 1977 - Rogue State 334
Now: The Fourth Generation 334

LOOKING GLASS: BUCHAREST 335

LAY OF THE LAND 336
Gateways 337
Markets and Masses 337
Three Backdrops 338
Palace of Parliament 338
Curtea Veche ("Old Court") 338
Herastrau Park 338

CONFLICTS 338
Factions 339
Organized Crime 339
The Parties 340

BUCHAREST STORIES 340
Seeds and Hooks 340

SOURCES AND RESOURCES 341

SOURCES 342

BRAM STOKER'S DRACULA 342
Ostensible Fiction 342
Nonfiction About the Fiction 342

ROMANIA 343

TRUE CRIME 343

THE CLANDESTINE WORLD 344

INDICES

WORKNAME TABLE 345

ANNOTATIONS INDEX 347

INDEX 350

SUB-INDICES 363
Academics 363
Agencies 363
Books 363
Castles 363
Cities 363
Criminals 363
Edom Bases 364
Gear and Serums 364
Magic and the Occult 364
Maps and Plans 364
Monsters 364
Operations and Projects 364
Special Forces and Special Police 365
Spies 365
Targets 365
Vampire Hunters 365
People by Location 365

FOREWORD

BY HANS CORNEEL DE ROOS

To unravel the mysteries of Life and Death, Victorians would meet at their private homes and spend whole evenings sitting around the dining table. Whether using table-tipping, a Ouija board, or the assistance of a professional medium (like the celebrated Florence Cook from Hackney, East London), they hoped to receive messages from beyond, offering guidance in the pressing questions they had on their mind.

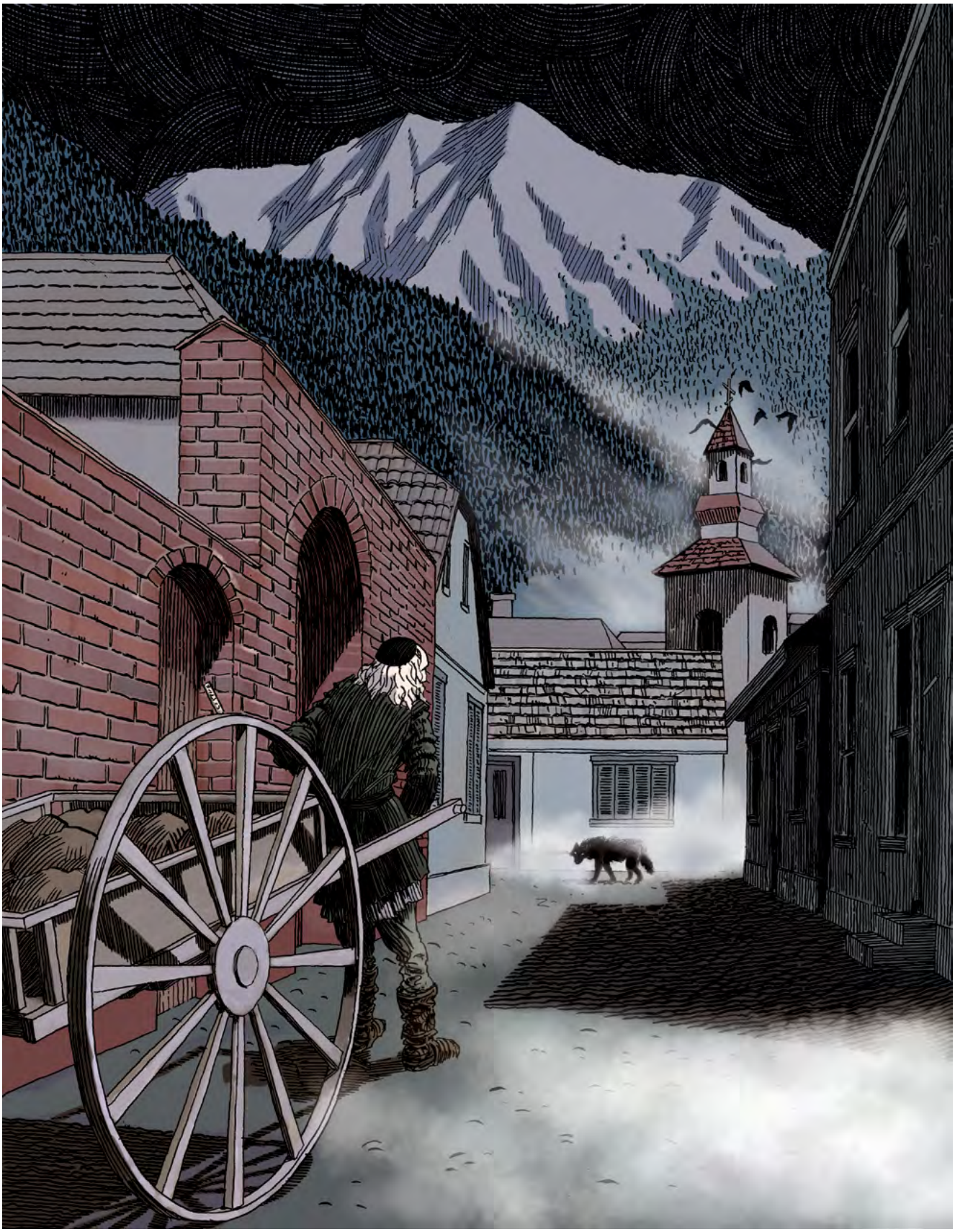
For spending an evening of suspense and glimpses from the grave, today the instrument of choice is Kenneth Hite's tabletop game ***The Dracula Dossier***, which should help you reconstruct the obscure dealings between the bloodsucking Transylvanian Count and generations of British Intelligence, and find your way through a labyrinth of manipulation and intrigue. Please, speak freely with your freshly buried friends, wake vampires from their vaults, and gossip with ghosts, as they may hold the key to understanding the myriad of conspiracies you will find yourself involved in — as a victim, or as a vile perpetrator. Do not be content with simple answers: behind an obvious solution, a wall of secrecy may hide another layer of the game, where the antagonistic forces of Light and Darkness engage in eternal battle.

Upon seeing the substantial ***Director's Handbook*** the game leader may consult to distribute clues and chances, I was dazzled by the seemingly endless range of roles, backgrounds, abilities, dangers, tools, variants and flavors — my own contribution to matters Dracula being rather scholarly at the moment. All the more was I pleased to find that ***The Dracula Dossier*** derives its creative potential as a roleplaying game from a huge reservoir of sound knowledge, both literary and historical, including original research on the vampire and its kin, the culture of centuries past, the intricate methods of espionage and counterespionage, and much, much more. Tough characters will find a tough basis of fact, rendering a realistic touch to the most mind-boggling scenarios.

One thing Kenneth and I have in common is our fascination with ancient maps, and it must be due to Kenneth's background as a cartographer that his dossier is laid out like a pirate's chart — no simple piece of parchment, of course, but resembling the "Mao Kun" map to the Land of the Dead from *Pirates of the Caribbean*, with circular segments that can be rotated, producing a kaleidoscopic variety of possible routes and plots. *Your* task will be to fill the game with life and find your unique — and preferably untraceable — path across the globe. Whether you are roaming through Romania's foreboding forests or wandering through a maze of dark alleys in London's East End, groping your way through the thick fog, do not mistake those red-glowing orbs for the gaslights of an inviting guesthouse, and you will live longer — if that still means anything to you …

Munich, 5 November 2014

HANS C. DE ROOS



OPERATION EDOM:

THE WILD BEASTS OF THE DESERT
SHALL ALSO MEET WITH THE WILD BEASTS OF THE ISLAND,
AND THE DEMON SHALL CRY TO HIS FELLOW;
LILITH ALSO SHALL REST THERE, AND FIND FOR HERSELF A PLACE OF REST.

– ISAIAH 34:14,
A PROPHECY CONCERNING EDOM

EYES ONLY BRIEFING

In 1893, a visionary British Naval Intelligence Department spymaster code-named "Peter Hawkins" launched a plan to recruit the perfect spy: a vampire. British intelligence assets on the Turkish frontier, specifically the army doctor George Stoker and the Orientalist and traveler Ármin Vámbéry, had uncovered evidence of vampires' existence during the Russo-Turkish War of 1877–1878, and, upon further investigation over the next decade or so, developed a trove of cryptic occult materials and obscure scientific papers to make their case. Their research provided NID a possible key to the awakening and control of vampires through the new science of volcanology. The telluric energies that vivify and preserve vampires (who can rest only in their "native soil") might be occult force or hidden natural law, but the methods were sound enough for a trial run.

BOLD EXPERIMENTS

Called "Operation Edom," after the vampire-tinged prophecy in Isaiah, the trial ran promisingly at first. Hawkins made contact with a vampire named Dracula, awakened or energized by the Romanian earthquake of 17 August 1893. A meet was set and made, a safe house and a headquarters in England prepared. Then it all started to go wrong. Dracula imprisoned his minder and double-crossed NID, outsiders — possibly with their own ties to foreign espionage — became involved, and Hawkins ordered a sanction. Then Hawkins disappeared, and the Edom agents on the ground had to run the operation themselves. They barred Dracula from England, and hunted him down on his home earth, where — during the great eruption and earthquake of 31 August 1894 — they terminated him, with extreme prejudice and two knives.

Or so they thought.

The NID called in George Stoker's brother Bram to write up the after-action report. Bram Stoker, who had previously touched up George's public memoir of the Russo-Turkish War for the Foreign Office's propagandistic purposes, turned in a draft that even in its sensationally novelistic form still revealed far too much sensitive information. The NID redacted his text and had him rewrite it, this time not as an after-action report but as disinformation, a fictionalized cover for any rumors that Edom had aroused. His first draft, however, the unredacted *Dracula*, they kept.

DESPERATE MEASURES

In 1940, Britain stood alone against an expanding Axis. If Germany could add Romania to its alliance, it would have the oil to continue the war on the Reich's

terms — if Britain could keep Romania neutral, then she had a chance. MI6 grasped at straws and reactivated Edom. It was clear from the Stoker report that Dracula was not dead forever; he had not been killed completely. Rather than bring Dracula to England, however, this time the plan was simply to let him out and turn him against the Hitler-allied Antonescu government — if necessary, to back him as Romania's new leader. Edom briefed a Special Operations Executive (SOE) team and dispatched it to Romania to awaken Dracula and bring him into the war. The earthquake of 10 November 1940 killed 1,600 people and brought down buildings from Bucharest to the Black Sea.

That was only the first thing to go wrong. Antonescu formally joined the Axis later that month. Dracula played for time and played the SOE for fools. The fascist Iron Guard, angry at being denied its share of the spoils, mounted its own coup attempt against Antonescu in January, triggered by the shooting of a German Abwehr agent, Luftwaffe Major Helmut Döring. The Wehrmacht moved in with the Romanian Army to crush the rising amid a massive pogrom of Bucharest's Jews. Dracula had vanished, possibly dead again, but Edom had failed.

One of the SOE agents kept a diary of sorts by annotating his mission brief: a copy of Stoker's unredacted *Dracula*. That annotated copy went back into the vaults. Edom did not — not entirely.

HIDDEN HUNTS

The search for the "Fifth Man" had nearly destroyed MI6 in the 1960s; Angleton's mole hunt tore the CIA apart in the early '70s. In 1977 it was Edom's turn. Romania was where the new moles burrowed in from. Somehow their Department of External Information (DIE) and Securitate had found a spy network in Britain with almost supernatural access. Leaked intelligence from London turned up in Bucharest; the Securitate rolled up a promising MI6 network in Transylvania; the identity of Oleg Gordievsky, MI6's top man in the KGB, was in danger of exposure. The new head of MI6 ("C"), Sir Maurice Oldfield, needed the leaks plugged and the mole found. The Edom apparatus smelled the wind and promised results, quietly and soon.

Edom needed to find Dracula's leave-behind network in London — after all, the analysts realized in retrospect, he had had months to build it back in 1894, and the power to keep it alive long after his seeming demise. Edom went back to the Balkans, ostensibly to secure MI6's remaining assets. On 4 March 1977, another earthquake ripped through Romania. Edom operatives kicked in doors in Whitechapel and dodged questions in Whitehall, trailed spies in Bucharest and traded lies in Bonn. Daylight arrests became a briefly common sight on London's streets, but not, of course, in its newspapers. And then it ended. Oldfield retired as "C" in February 1978. In July 1978 Ion Mihai Pacepa, the deputy chief of Romania's foreign intelligence section, defected to the Americans. Ceausescu began an increasingly paranoid hunt of his own for subversives and dissidents that would eventually help bring him down.

What had happened? Did Edom find the mole? Was that Dracula's only mole? Was the whole operation an excuse to awaken Dracula as an anti-Communist asset, or part of a play by Dracula's minion in MI6 to redirect suspicion? Did Dracula and MI6 do another deal? Did the CIA deal itself into the game? A midlevel Edom analyst using the workname "Cushing" studied the problem as best he could. He named his 1940 SOE counterpart "Van Sloan," two cinematic Van Helsings who had hunted Dracula in two generations. "Cushing" added his annotations, but few answers, to the Dracula Dossier. Then he put it back in the files. And he set a trigger for someone else to find.

BLACK ASSETS

On 4 October 2011, another earthquake rocked Romania, as many had in the past decade. This one triggered the flag "Cushing" planted in the MI6 computer system, which checked certain other parameters: MI6 assets lost in Romania, murders in London, chatter in German channels. The conditions added up, and the second part of the plan "Cushing" set up went into action: warnings routed through desks in MI6 and GCHQ. Edom stopped most of them, but not all. One analyst without Edom clearance saw the alert, and started digging into the files. What she discovered was the Dracula Dossier — and the newest incarnation of Edom. After the terror attacks of 7/7, Edom had reminded MI6 that they already had the perfect asset for retaliation: a superhuman killer who had spent decades of his life at war with Islam. And Dracula was completely deniable — he was downright fictional!

She began to keep her own record, annotating the Dossier as her predecessors had. She gave herself the workname "Hopkins" as she annotated the bloody fingerprints of Edom — and the trail of corpses left by Dracula. The vampire wasn't just killing al-Qaeda by then, but Edom was still protecting him, perhaps completely penetrated by his Conspiracy. Or perhaps Edom just hoped to bring him fully into their network, collateral damage forgiven or even budgeted for, all to finally succeed where Hawkins and Harker had failed.

She studied Stoker's draft and its annotations. She kept backups. She was careful. Just not careful enough. She has disappeared. She has sent the Dracula Dossier to you.

Time to open the Dossier — and to close the file on Edom, and on Dracula, forever.

HOW TO USE THIS BOOK: OPENING THE DOSSIER

I am quite convinced that there is no doubt whatever that the events here described really took place, however unbelievable and incomprehensible they might appear at first sight. And I am further convinced that they must always remain to some extent incomprehensible, although continuing research in psychology and natural sciences may, in years to come, give logical explanations of such strange happenings which, at present, neither scientists nor the secret police can understand.

— Bram Stoker, author's preface to the Icelandic edition (1901) of *Dracula*

Before starting this chapter, go back and read the EYES ONLY Briefing, if you haven't already.

WHAT IS THE DRACULA DOSSIER?

The Dracula Dossier (without italics) is an in-game artifact, the first draft of Bram Stoker's *Dracula*. Written as an after-action report for Operation Edom in 1894, it was classified by Her Majesty's Government, to be issued on a need-to-know basis to Edom operatives on later missions. Two of those operatives, tasked for Edom missions in 1940 and 1977, added their own annotations to one copy of the Dossier, providing a few answers and many leads. In 2011, that copy fell into the hands of a third denizen of Britain's shadow realm, who added her own annotations — and when she disappeared, it showed up in your player characters' computers, or in their hands. The Dracula Dossier is the annotated version of ***Dracula Unredacted***.

The Dracula Dossier (with italics) is a collaborative, improvisational ***Night's Black Agents*** campaign, in which heroic Agents hunt and (one hopes) finally destroy Dracula, while they evade (and likely expose) the secret vampire program within MI6 known as Edom. What do we mean by collaborative and improvisational? In many ways, that's for you, the Director, to decide.

This is a **collaborative campaign** because no one vision necessarily has the final word. Bram Stoker provided a mythology, which we've changed from a straightforward story of good and evil into a spy thriller. We provide a backstory and several dozen potential leads, but you can change our backstory, and the players don't have to follow all or even any of the leads. You, the Director, may come up with answers to some of the big mysteries in this campaign, but the players may discover or deduce better ones — or following the players wherever they go may just be more fun for everyone! The players decide which clues are important by following them; you respond to their choices with information and danger in the classic thriller beats. The players may lead themselves down a dead end, from which you need to extricate

them without damaging narrative flow. Or they may resist moving into danger, which you should meet with danger that moves into them. The end result can be mythic, intricate, clever, and surprising — and ideally, suspenseful or downright terrifying throughout.

This is an **improvisational campaign** because the players select their own path into the mystery from the scores of clues and leads provided in ***Dracula Unredacted***. The players pick the hooks and plot threads they find the most inviting or evocative, the order in which they want to tackle them, and the actions or tactics they take. You then improvise responses to their actions, both from those they approach and from their enemies in the shadows: Edom and Dracula. You can decide which leads turn out to be red herrings or deadly traps, or you can let the players' choices simulate the intuition of veteran spies and operatives: wherever they choose to look turns out to lead further into the mystery! Their deductions determine your Conspyramid; the clues you plant with NPCs and on crime scenes can lead them toward big reveals and thrilling terrors.

No two ***Dracula Dossier*** campaigns will run the same way or establish the same background. In one campaign, Quincey Morris might turn out to be a werewolf working for one of Dracula's unhappy Brides; in another, he might have been a selfless Secret Service agent giving his all for his friends.

WHAT'S IN THIS BOOK? —

The annotations in ***Dracula Unredacted*** provide the leads: this volume provides dozens of potential meanings for each clue. Together, you have the raw material for a wide-open campaign, in which the players send their Agents after whichever cryptic clues and suspicious references they see fit.

EYES ONLY BRIEFING: This gives a general overview of the Edom background. Experienced Agents can deduce everything in this section from the annotations to the Dracula Dossier, so you can give this to the players (or to the Agent with the highest Tradecraft rating) as a handout after they've had a chance to read the Dossier in game.

OPENING THE DOSSIER: You're reading this chapter right now! It gives a few defaults to make the Director's life simpler, and poses some questions you'll want to answer (at least tentatively) before you start running the game. Some of those answers will change, and you may switch up our defaults — that's perfectly normal.

THE 1894 NETWORK: This chapter describes the protagonists of Stoker's novel, the original operatives of the first Operation Edom — and gives them a variety of possible agendas from innocent victim to government asset to vampiric minion! Then it offers a selection of **Legacies:** descendants or successors of the original 1894 band, with their own agendas and possibilities.

OPPOSITION FORCES: The chapter provides statistics and abilities for the OPFOR your Agents face. The first section gives the overt ones: soldiers, spies, and vampires working for Edom, Dracula, or both. It also provides some details of the various **Third Forces** that might interfere: other vampires, other monsters, and vampire projects run by other governments.

PEOPLE: Sixty-six characters, many of them referenced either directly or by workname in the annotations. Divided by era (1940, 1977, 2011), each comes in three versions: as an innocent caught up in the horror and danger, as an asset of Edom or another intelligence agency, or as a minion of Dracula and his Conspiracy. Alternate names and physical descriptions allow you to reuse them as new NPCs as needed; suggested story roles let you smuggle them into the player characters' Network or introduce them in seemingly unrelated scenes.

NODES: Twenty-nine organizations or groups, either referred to in the annotations or overwhelmingly likely to show up in the course of the investigation. Each is presented with its innocuous surface appearance, as part of the Edom network, or as part of Dracula's Conspiracy, allowing you to tailor it to fit your current narrative needs. Suitable connections let you plant another NPC, or leapfrog into a new scenario if need be.

LOCATIONS: Forty-eight locations referenced in the annotations, likewise offered both as "cool" and unproductive objectives and as "warm" active leads. Like the nodes, they also feature a variety of possible connections, hosting people, nodes, and objects to lure (or hurl) the heroes deeper into the mystery. Another 14 "establishing shots" give quick, generic locations suitable for fights or chases, or for montage-style descriptions on the way to the next big scene.

OBJECTS: Twenty-seven objects — books, objets d'art, mysterious artifacts — that the Agents might stumble over or hunt down. Each object is described, then presented as a major item, a minor item, or a useless item. Each object offers possible connections, not least among them where it might be found in the campaign world.

SCENARIO SPINES: This chapter shows you how to wrap all this material into a satisfying campaign of epic scope and Gothic horror. It provides a few fully worked examples of a scenario going from one or two annotations into full-on thriller structure.

CAPSTONES: These optional "grand finales" offer a climax to drive the story toward, rather than letting it entirely find its own head. If you want Dracula to have a grand plan — resurrect an ancient god, or take over Russia — or set his death scene on a mountain or at his tomb — set a capstone as your campaign target.

CAMPAIGN FRAMES: This chapter outlines some options for campaigns informed by other influences: the Cthulhu Mythos, or hidden-Nazi airport thrillers. The final frame, *Unto the Fourth Generation*, lets the players take generational roles as Edom assets from 1893, SOE operatives in 1940, Edomites pursuing the 1977 mole hunt, and finally rogue agents in the present day working from their players' own notes!

SOURCES: This chapter offers the best of the fiction, film, and nonfiction about Dracula, British espionage, Romania, and other matters of interest to Directors and players of this campaign.

DRACULA WITHOUT THE UNREDACTED DOSSIER

If, for one reason or another, you don't want to give your players the bibliomaniacal joy of scouring through the annotated ***Dracula Unredacted***, you can use a regular copy of the novel. (Or a copy annotated by a *Dracula* scholar, of which there are several by now.) The Agents discover that Dracula is real, and that the novel is mostly accurate, and that they've got to take the Count down. (You can also reveal the existence of Edom at the start of the game, or keep the existence of a vampire-control operation within MI6 a secret for a while.) They won't have all the material that Edom forced Stoker to remove from the report, and they won't have the insights and connections from the annotations, but they can still go hunting Dracula.

All you need to do is give them an entry vector into the mystery — a dying informant, a recovered document like the Lennart Dossier from p. 206 of the ***Night's Black Agents*** core rulebook, an intercepted transmission — that points them at any one encounter in this book. From there, they can follow the connections all the way to Castle Dracula without ever looking back at the novel. George Smiley might uncover conspiracies through careful deduction, but beating up bad guys and spending those Interrogation points works just as well. Just make sure that the Agents always have a few core clues leading on from every scene, since the players won't be able to refer back to the annotations for another lead when they get stuck. You may need to give them a few extra clues or hints from contacts from time to time, or let a good Human Terrain or Criminology spend fill in some blank spots on the Conspyramid.

Keep in mind that you'll need to introduce the concepts of the 1940 SOE mission, the 1977 mole hunt, and — most importantly — the present-day anti-terror operation early in the campaign, or the players will fixate on the 1894 information to the exclusion of everything else. Give them early leads that carry them away from the original incident into the murky history of Operation Edom in the 20th and 21st centuries.

A cruel Director might keep the "real" Dossier out of reach, making it a legend in the espionage underworld, a holy grail that the Agents search for while also tangling with Edom and Dracula's minions. An especially cruel Director might have Edom *assume* that the Agents have the real Dossier, when all they have to go on is a cheap paperback edition of the common novel.

DRACULA WITHOUT *DRACULA*

We're not going to judge you if you don't like *Dracula*. You're wrong, but we're not going to judge you. It's fine — maybe you think that the myth's played out, that there's no horror left in the vanilla vampire. Maybe you can't disassociate Dracula from all the parodies and jokes. Maybe bad Bela Lugosi impressions are to ***Night's Black Agents*** what *Monty Python and the Holy Grail* are to ***D&D.*** More forgivably, maybe your awesome concept for vampires won't fit with our Dracula lore.

In that case, what you're holding in your hands isn't an adventure — it's a compendium or toolkit of unconnected (or partly connected) NPCs, locations, conspiracy nodes, objects, and monsters. Even if your players aren't hunting Dracula in Transylvania, you're still going to need lots of burned-out spies, sinister Eastern European gangsters, eccentric experts, cryptic contacts, and blood-curdling thrills for any ***Night's Black Agents*** game set anywhere in the world. (And let's face it, a lot of them are going to get set in Romania whether you crack open the Stoker or not.) Put a stake in Dracula, assume Edom never happened (or was shut down in 1894), and use this book as a grab bag of vampiric resources for your own adventures.

READING THE ANNOTATIONS

The marginal notes in ***Dracula Unredacted*** are individually numbered and tagged according to who wrote them. The tag VS stands for Van Sloan (p. 87), CU for Cushing (p. 92) and HO for Hopkins (p. 117). For example, if you see a Dossier reference to **HO137** in this book, you'll know that particular annotation was written by Hopkins, and it's annotation number 137 in ***Dracula Unredacted***.

The Annotations Index on pp. 347-342 lets you stay one step ahead of your players. If they decide they're going to investigate annotation 50, you can check the index, which will direct you to the entries in this book most pertinent to that annotation. Not every annotation has an entry in the index; these might be atmospheric but redundant notes, dead ends, pure red herrings, or openings for you to create your own connections to the Conspiracy.

DEFAULTS AND ASSUMPTIONS

Even the most improvisational of campaigns must start from somewhere. ***The Dracula Dossier*** starts, fundamentally, from Bram Stoker's novel *Dracula*. This provides Director and players with a common framework, of story and setting. Better yet, it short-circuits the potential problem with a game handout the size of a novel — it's a novel that at least one player at the table is very, very likely to have read. (Everyone should. Really.) Even non-readers of Stoker's masterpiece know the general outline of the story, and at least some of the proper names — Van Helsing, Mina, Dracula, Transylvania — enough to get their feet under them.

THE DEFAULT DRACULA —

This campaign assumes vampires that default to the Linea Dracula vampires from the core rulebook (***NBA***, pp. 143–45), though not that specific conspiracy. In the core rulebook, the Linea Dracula vampires exemplify the damned vampire type; they also work relatively well as supernatural vampires. (See p. 59 for a discussion of the mutant "telluric vampire" alternative, and p. 59 for the telluric vampire build.)

If your vampires have worked in some other fashion, simply treat them as one-off species not relevant to the mainstream of infestation — or consider Dracula to be a "singular specimen" created by the interface of the "normal" cause of vampirism and the unique geological energies around his Castle. Likewise, if your campaign has already featured a different vampire conspiracy in charge of Europe, Britain, or (especially) Romania, either reveal that they were "always" part of Dracula's larger Conspiracy — or start clearing them out. Dracula is making his move and shouldering his rivals aside just as he might have his feudal enemies in life.

This campaign also assumes that Dracula still intends to rule Britain, just as he did in 1894 — but he's learned some patience since then. Just how far along his plans have gotten is something you need to think about answering for your own campaign (p. 28). Dracula is also assumed to be a figure of evil, no matter how many al-Qaeda cells he eats.

This campaign does not assume that the Count Dracula of the novel, the figure at the head of the Conspiracy, is the same personage as Vladislav III Dracula, also known as Vlad Tepes ("the Impaler"), the historical voivode of 15th-century Wallachia (not Transylvania). Stoker didn't have enough access to the historical record to clarify the matter, and he very carefully garbled Van Helsing's speech on the subject. The campaign works fundamentally the same regardless of whether Dracula is Vlad; see p. 29 for a further discussion of the possibilities.

There may be some confusion about the term "Renfield" in this book: it refers both to the original bug-eating eponym of 1894 (p. 38) and also to a minion given vampiric powers by Dracula. The term should be clear in context. Note that similarly vampire-charged humans in service to Edom (if there are any such) don't use the term; they call themselves "Jacks," after Jack Seward.

THE DEFAULT DOSSIER —

The Dracula Dossier, like any good MacGuffin, drives the story. Edom will kill to get it back; Dracula (if he knows it exists) will kill to destroy it. The default assumption is that "Hopkins" did not upload the Dossier to the Web, or even to the Deep Web where only security services, criminals, and terrorists lurk. Why not?

- "Hopkins" physically couldn't upload it. Some quality of the Dossier kept unresolving her scans, derecognizing her OCR, shutting the cable down, or changing the URL. Or perhaps, like Dracula, taking an electronic image of the Dossier is simply impossible! It may have some of Dracula's blood in its leather, spilled in the 1940 operation. Or Edom placed some sort of Goëtic curse on it to prevent just such an eventuality. (She complains of her wonky scanner in **HO147**.)
- "Hopkins" knew that if she uploaded the Dossier, GCHQ would absolutely track her down, MI5 or Edom would move in, and she would be renditioned to somewhere very unpleasant very soon. (This is the explanation she gives in **HO172**.)
- "Hopkins" didn't want to hand al-Qaeda a huge propaganda victory by exposing Edom's — and hence MI6's — role in a lot of unsavory murders. (Any Agent with **Human Terrain** can predict the horrific consequences to Western civilians if this story gets out.)
- "Hopkins" didn't feel it was "the done thing." Her codes of professional ethics and Englishness just wouldn't let her cheat the game and let down the side by pulling an Assange. (**Tradecraft** or **Shrink** can guess at this motive by reading her annotations.)

On a purely physical level, the Dossier resembles the sort of government-issue binder that proliferates in every cubicle farm from Kharkiv to Kansas City. Once it falls into their hands, the players can tackle the issue of repackaging it or propagating it according to their designs.

NAMES AND WORKNAMES

Many of the annotations give "KGBs" (also called "code names") to the people they mention. In addition to mirroring standard spy and analyst practice, this keeps the uncertainty and improvisation alive — if BULSTRODE might be an MI6 lamplighter, an obnoxious journalist, or a Romanian mobster, there are more options for play. And of course, any of those people might actually be in Dracula's control, or the last heir to the Van Helsings, or anything else. That part is up to you, or emerges through play.

Thus at the beginning of the scenario, once the players have fixed on a given lead, look on the *Workname Table* (p. 345) to see who might fill the role of the relevant workname. The players might eventually "deduce" that it's someone else entirely, of course, but this gives you a few starting possibilities to consider. Once you've got the name pretty well figured out (either by you or, more likely, by you and the players acting in concert), write the "clear name" or real name in the blank space provided.

A Director who thinks this is too much recordkeeping, or too much hippie improvisation, can simply provide the players with her chosen real name for the NPC at the outset, and everyone agrees to pretend the workname was never there.

On much the same basis, this book uses the familiar Stoker names for the main 1894 cast of characters, both for their Gothic frisson and to minimize page-flipping and confusion. You can decide that in that more innocent era of spying Stoker didn't bother to conceal the names of the principals in the action, or simply avoid pointing out the strangeness and enjoy the play value of looking for a house belonging to "Van something-or-other, Hellman? Helltown? Helsing, that's it" in a world where *Dracula* has stayed in print for over a century and spawned dozens of blockbuster films to boot. "Van Helsing." "Oh, like the movie?" "Yes. Like the movie."

Or you can intensify the question "who, exactly, were the first generation in Edom" by also keeping the players uncertain of even the legendary names. If Harker, Westenra, Seward, and so forth were worknames, finding their real names is yet another lead to follow. (We provide some possible clear names for the 1894 network in the *Originals* write-ups on pp. 32-40.) Discovering that this photojournalist or that oil company executive are actually Legacies of Edom's past becomes an even greater reward.

THE DEFAULT CAMPAIGN –

The details of a ***Dracula Dossier*** campaign are up to you and your players, but its structure can comfortably default to the standard ***Night's Black Agents*** campaign structure described on pp. 116 and 193–94 of the core rulebook.

THE DRACULA CONSPYRAMID

My revenge is just begun! I spread it over centuries, and time is on my side.

— Dracula

Dracula being the medieval reactionary that he is, his Conspiracy fits neatly into the Conspyramid structure. For example:

LEVEL 6: Dracula himself.

LEVEL 5: His Brides (p. 57) if he's learned to delegate since 1894, or Orlok (p. 70), or a trusted vampiric Legacy. If Dracula runs (or has generally penetrated) it, MI6 goes here. If he controls all of Romania, his main organ of national control (SRI (p. 156), the Control Body of the Prime Minister (p. 153), etc.) goes here. The Satanic Cult of Dracula (p. 55) might slot in here or lower down, depending on how important it is to his operations.

LEVEL 4: A less crucial Legacy, or a Bride enforcer. If Dracula only runs Edom, it goes here, as do local powers like the SRI (p. 156) or the Russian Mafiya in Romania. Whichever bank he's suborned might be up on Level 4, too.

LEVEL 3: The Ruvari Szgany go either here or on Level 2, as primarily provincial or local controllers. If Dracula only controls part of Romania's government, those parts show up here: the Ministry of Tourism, the National Forest Administration, or the Romanian special forces, for example.

LEVEL 2 and **LEVEL 1** you can almost entirely leave up to player choice: the first thing they look at is a Level 1 node, the clues they follow out lead up to a Level 2 node, and so forth. Play on Level 1 and 2 until they have a sense of the dangers in Dracula's Europe and Edom's England, then start chasing them up the ladder.

You never have to fill in a single box ahead of time, with the possible exception of adding Edom or MI6 if you decide they've been penetrated by the Count. Remember, Dracula doesn't have to call all the shots for an organization, command its every operation, or brainwash all its leadership for a node to show up on the Conspyramid. He only needs to dominate one or two key figures, who then give (seemingly legitimate) orders to their subordinates, or suggestions to their nominal bosses. But if an organization *does* show up as a node on the Conspyramid, Dracula might have his talons into anyone in it if it makes the adventure work better.

On your initial brainstorming sketch, you may want to make sure there's at least one node on each level and one line between each level of the Conspyramid, or you may be happy to trust the players to uncover a conspiracy that you don't need to lock in ahead of time. Either way, you will almost certainly wind up using the Conspyramid as a story map (see ***NBA***, p. 159), as the players fill in their own details.

The nodes on pp. 140–164 are just some of the organizations that might or might not be part of Dracula's Conspyramid. The people on pp. 78–139 can also lead to nodes, either supplied or implied: a journalist implies a newspaper or TV channel, for instance. Look at the descriptions of the various Conspyramid levels in the core rulebook (***NBA***, p. 158) and apply them to this setting. Feel free to speculate, guess, and add anything that sounds right or spooky or both.

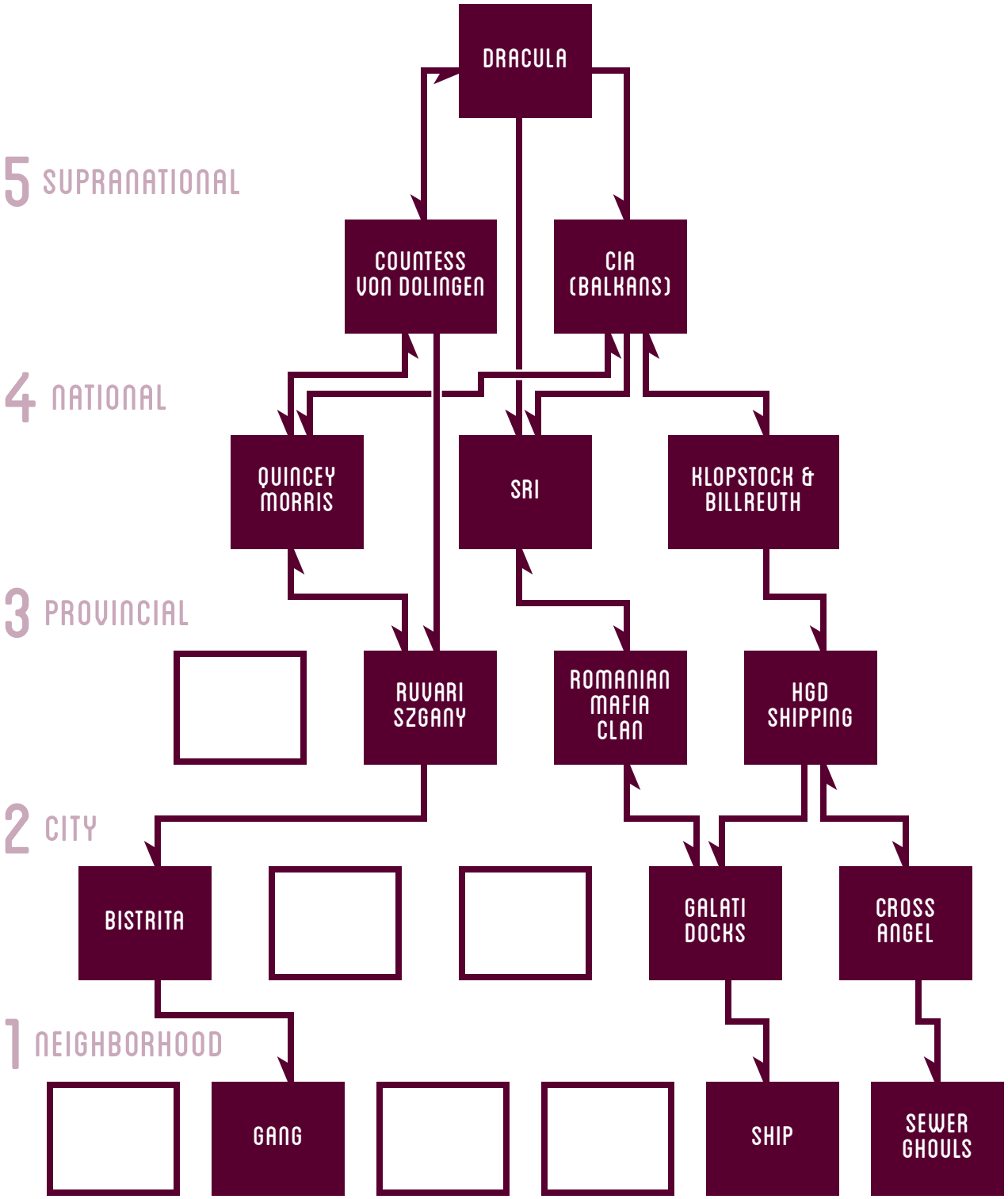
A SAMPLE CONSPYRAMID

The tentative Dracula Conspyramid on page 17 provides an example of a first brainstorm sketched out. Dracula is at the top, with the Countess von Dolingen (one of the Brides, p. 57) as his main lieutenant. To change up expectations, Dracula suborned the Balkan operations of the CIA — with Pacepa's defection in 1978? During the Iraq War when the Americans were grateful for willing allies? Through Quincey Morris, made an immortal enforcer by the countess outside Munich? The CIA, being big and powerful and high-budget, goes on Level 5, even though Dracula only actually controls their Eastern European presence.

The CIA controls the SRI, and considers Morris an asset. Klopstock & Billreuth funds CIA operations in the Balkans, another way for Dracula to control the CIA. The rest is fairly simple: bank controls shipping line controls warehouse controls London sewer ghouls; Morris' Szgany enforce the Master's will on the city of Bistrita (near Castle Dracula). Level 1 is almost entirely blank or generic: the players will decide who belongs there based on who and where they investigate.

Note that you can easily expand this Conspyramid to add Edom at Level 4, MI6 at Level 5, and so forth. Or add an oil company to play up Morris, the CIA, and other American elements. Or swap out Quincey for the Un-Dead Major Dörner from the 1940 operation, if the players decide that a dead Nazi spy has to be a level boss. This is a sketch, not even a blueprint.

SAMPLE DRACULA CONSPYRAMID



DRACULA'S VAMPYRAMID

He must, indeed, have been that Voivode Dracula who won his name against the Turk, over the great river on the very frontier of Turkey-land. If it be so, then was he no common man; for in that time, and for centuries after, he was spoken of as the cleverest and the most cunning, as well as the bravest of the sons of the "land beyond the forest." That mighty brain and that iron resolution went with him to his grave, and are even now arrayed against us.

— Van Helsing

Dracula is not a passive foe. He is quite possibly a Wallachian warlord of no small strategic gifts. Even if his previous life was more pacific, the vampire count has the fighting instincts of the tiger who "prowl unceasing," in Van Helsing's words. The Director models Dracula's tactical responses to the Agents' attacks with this custom Vampyramid. It works just as described on pp. 189–93 of ***Night's Black Agents***, but, as befits Dracula's nature, it is far more dangerous and brutal than the "standard" Vampyramid.

ROW ONE: SCOUT THE FOE

SHADOW AGENT (RATS OR OWLS): Dracula shadows the Agents themselves. Since they have likely proven troublesome or dangerous, he uses rats in any urban area or owls in rural locales. Spotting such unconventional surveillance this early in the showdown requires a **Sense Trouble** test of Difficulty 8 (Difficulty 7 if the Agents spend **Vampirology** or whichever is more relevant among **Outdoor Survival** and **Urban Survival**). Even successful tests won't let the Agent determine how much Dracula knows, and it's always more than he should. The spotter knows that it's literally impossible to stay out of the sight of every possible rat in London, feral dog in Bucharest, or owl in Transylvania, but spending 2 points of **Surveillance** or **Disguise** per Agent every session helps minimize their exposure. If the Agents fail to notice the surveillance (or to spend to partially evade it), apply the Romania conditions on p. 203 to everywhere they travel.

SHADOW SOURCE: Dracula sends minions to shadow as many of the Agents' Network contacts, Sources of Stability, etc., as he can, with an emphasis on women. This may be part of a general security perimeter sweep, or a targeted stalking. His goal is to know everything about the Agents' human connections, just as he identified Mina and Lucy in 1893. In Romania, he uses Ruvari Szgani (p. 147) or Romanian police (p. 154); in Britain, he uses one of his turned operatives there (possibly the MI5 Agent (p. 122), Journalist (p. 120), or MI6 Lamplighter (p. 123)) or has them use their own subordinates or assets (ideal for retired 1977 characters such as the MI5 Deputy (p. 95)). Watching the watchers and back-tracing them to their superiors (both likely **Surveillance** contests) is a great way for the Agents to move up the Conspyramid.

ENHANCED INTERROGATION: Dracula selects the weakest-seeming Agent and enters her dreams, where he breaks her resistance and drains her memories and plans. (He did this to Renfield and Lucy in 1894.) He must be in the same city as his target; his dream-sending cannot penetrate garlic or crucifixes. Treat Dracula's dream-sending as a mental attack (***NBA***, pp. 131–32); he oneirically interrogates the Agent over three nights, and must successfully make the mental attack all three nights. He spends plenty of Aberrance to make this happen, especially if he is thwarted initially.

Night One: Reveals the surface details of the Agent and her team; general competencies, standard worknames, etc. Dracula and his minions now have a generic 3-point team pool (***NBA***, p. 108) that can be used in any contest or combat against the Agents during any one session.

Night Two: Gives up all the team's Network contacts (including future contacts retroactively created from unspent points), Sources of Stability, and standard operational procedure known to the dreaming Agent. Dracula and his minions now lower their Difficulties (or raise the Agents' counter-operational Difficulties) for any operation or contest against the Agents, including ambushes (but not Hit Thresholds) by 1.

Night Three: Gives up all the team's Safeties and all dark or deniable secrets known to the dreaming Agent. Dracula also secures a "back door" into the Agent's dreams to let him top off his data on future nights. A Difficulty 5 test of **Shrink** or **Hypnosis** (p. 31), or a 2-point one-time spend of **Pharmacy**, might let the Agent sleep without dreams — at the cost of 1 Stability per night. Or she just has to get used to the smell of garlic and the feel of a crucifix at night.

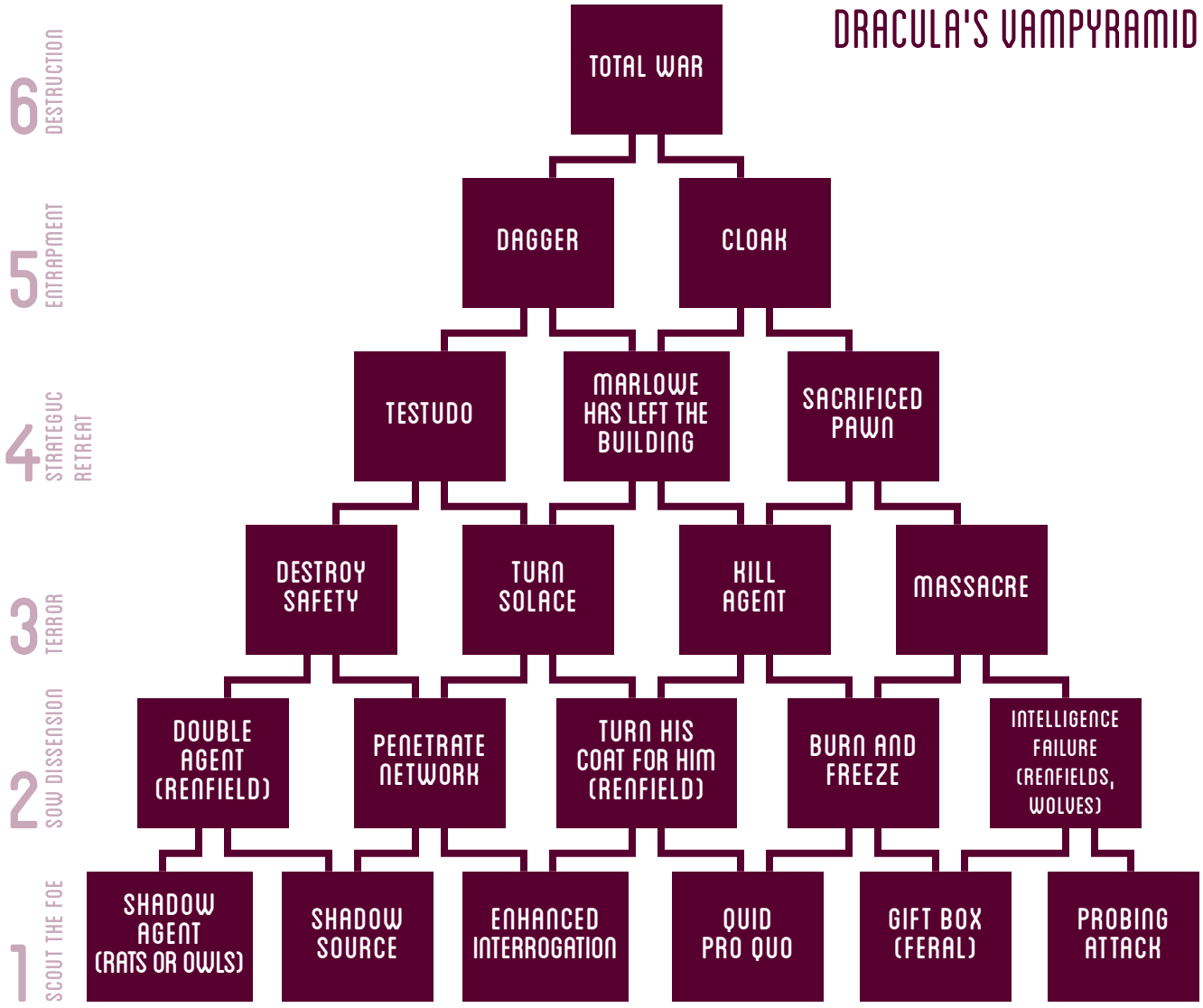
The Agent remembers seeing Dracula in her nightmares, asking questions in his rasping, sepulchral voice, but not any specifics besides horrible imagery (blood, rats, etc.) tied up in flashes of her teammates' faces and her recent memories.

QUID PRO QUO: Dracula calls a meet with a Duke of Edom (most likely Oakes (p. 52), Hound (p. 51), or Elvis (p. 50)) and demands that Edom provide him a full rundown on the Agents. Given the resources of GCHQ and its data-sharing policies with the NSA, this is a pretty complete data dump. If the Agents are quick about it, they may be able to track the Duke back from the meet, or see Dracula's traces in the terror cell he slaughters as his return favor to Edom.

GIFT BOX (FERAL): Dracula sends a box of Romanian grave earth (*not* his native soil, however) into the Agents' current city. In case they don't notice it, as a backup he plants clues to its location on easily dispatched minion foes. He has a Renfield on overwatch to see how the Agents track its location — when they find and open it, it holds either a feral vampire (created from one of his recent kills; ***NBA***, p. 150), a ghoul (if your campaign uses them; ***NBA***, p. 150), or just a whole lot of ball bearings and C4 repurposed from an al-Qaeda bomb factory (Class 3 explosion; +6 damage in debris range). The goal here is twofold: learn how the Agents hunt for his coffins, and discourage the Agents from opening his boxes when they do find them. After the opening, the surviving Agents' best move is to track the Renfield back up the chain.

PROBING ATTACK: Dracula's street-level soldiers ambush and attack the Agent. This probably won't kill the target, but will help the Count assess the threat, and possibly identify sources of weapons or special gear. A Renfield may be tasked to observe the fight to perform just such an assessment; the Agents' **Sense Trouble** may make them aware of that observer.

DRACULA'S VAMPYRAMID



ROW TWO: SOW DISSENSION

DOUBLE AGENT (RENFIELD): Dracula plants a double agent in the target's circle: possibly a previously created Network contact, a plant "rescued" from a killing ground (either another spy (p. 105, p. 110, p. 119) or a complete "innocent" (p. 118, p. 120, p. 136)), or someone (perhaps a Legacy, real or false) who approaches the Agents with meaty intel on Dracula's plans. An Edom triple agent (the MI6 Lamplighter (p. 123) or a false "Hopkins" (p. 117)) is an excellent choice for this role, too. Dracula doesn't burn this double agent until Row Four or Five if he can avoid it. The double might not be a Renfield; he might merely be bribed or coerced into service.

PENETRATE NETWORK: Dracula works his way through the Agents' Networks: any assets they run, he flips. Any sources they go to, he suborns. Key contacts he Renfields. He's richer, scarier, and better connected than the Agents can hope to be. His priority is contacts with access to the Agents' safe house, but he'll use anyone and everyone he can. Even if the campaign isn't a **MIRROR** game, use the rules for flipping Network contacts (***NBA***, p. 32), except Dracula can try to flip *two* contacts per session, not just one. As the campaign moves up each row of the Vampyramid, add +1 to Dracula's roll to flip assets. Reaching Row Four ends this attack.

TURN HIS COAT FOR HIM (RENFIELD): Dracula approaches one Agent with an offer of recruitment: supernatural power, money, safety on some tropical island — no fee is too big. The Count sends a surprising asset to make the offer, ideally a previously introduced NPC the Agents do not suspect of being his minion, a trusted patron, or a beloved public figure. Even if the target refuses, Dracula's minions treat him as though he accepted the offer: not killing him, putting money in his bank accounts to be "accidentally" found, slaughtering his enemies in Edom.

BURN AND FREEZE: Dracula selects one Agent to be openly burned by Edom and frozen out of her contacts. For that Agent only, the Heat in Britain (and Network test Difficulties) increases by +3. Use elements from the Edom reaction pyramid below for specific flavor. His goal is to separate that Agent from her partners, and possibly open her up to influence or to the mistakes bred of isolation.

INTELLIGENCE FAILURE (RENFIELDS, WOLVES): Dracula trails evidence tailored for one specific Agent's skills or access, pointing to a promising victory: a coffin

warehouse, his true birth or burial place, a graveyard holding a former Bride, etc. Instead or in addition, of course, the site is a killing ground rigged for ambush: three times the Agents' number of gunmen, two packs of wolves, three or four Renfields, etc. Dracula's goal here is not necessarily to wipe out the team, but to cause them to doubt the target Agent. And secondarily, to slow their investigation or abort it entirely.

ROW THREE: TERROR

DESTROY SAFETY: Dracula destroys as many of the Agents' places of Safety as he can find and reach, in as dramatic and horrifying a fashion as he can contrive.

TURN SOLACE: Dracula finds an Agent's Solace (the most vulnerable female Solace he can) and drains her blood, turning her into a vampiric assign (***NBA***, p. 145) under his domination like Lucy Westenra.

KILL AGENT: Dracula kills an isolated and vulnerable Agent, brutally and messily. If he hasn't successfully separated one Agent from the team, he sets up a feint in one part of the city and waits for the players to split the party at night. (He uses suborned Network contacts or his double agent if need be to make sure one Agent goes off into the dark alone.) The attacked Agent can use **Military Science** or **Vampirology** to know his only hope is immediate escape.

MASSACRE: Dracula kills a lot of innocent civilians and leaves the Agents' names painted in blood on the walls or otherwise connects them visibly to the atrocity. Even if the Agents don't get the message (*"Back off, or I'll keep doing this"*), Edom does, and conveys it to the Agents with extreme prejudice at the earliest possible opportunity. No matter what happens, the Agents' Heat increases by +2.

ROW FOUR: STRATEGIC RETREAT

TESTUDO: Dracula turtles up and pulls back to Romania, or seems to. His turned contacts or other go-betweens give the Agents a sense of how much more powerful and unconstrained he will be on his native soil — perhaps this is a good time for them to go after Edom instead. Ideally, the same minion who approached the team in "Turn His Coat for Him" (p. 19) conveys the message. Alternatively, a Duke of Edom the Agents have met acts as a go-between and offers immunity and possibly a job with Edom as in "Recruit Agent" (p. 23) — in exchange for letting Dracula retreat.

MARLOWE HAS LEFT THE BUILDING: Dracula arranges a confrontation and fakes his own death, turning to dust just as the Agents unload their guaranteed vampire-killing weapon on him. (He might, instead, use an illusion or a duplicate vampire or any number of other stratagems.) For extra verisimilitude, he magically or tellurically triggers an earthquake to mark his alleged passing. Savvy players may note that they're only on Row Four of the Vampyramid and suspect a trick; savvy readers may note that they just re-enacted the last section of Stoker's novel, and it turns out that didn't end with Dracula really dead and gone either. The Director should welcome such suspicions. If the players actually convince themselves they've won — let them enjoy their illusions. Run some other ***Night's Black Agents*** sessions for a while, or let them hunt Edom … and then, a year or two later, comes word that Dracula has risen from the grave — again.

SACRIFICED PAWN: Dracula burns a source in Edom or reveals some high-level intel such as:

- the location and security situation of Ring (p. 172) or Carfax (p. 185)
- the location of "Dr. Drawes" (p. 50) or of Lucy Westenra (p. 34) or any other vampire made by Edom from his, Lucy's, or Mina's blood
- the current whereabouts of a Duke of Edom the Agents particularly dislike

His goal here is to get the Agents into a full-scale war on Edom, during which he will repair damage to his Conspiracy and plan his new attacks. Depending on the flavor of the campaign, he may make this offer explicitly or leak the intel through a cut-out.

ROW FIVE: ENVELOPMENT

DAGGER: Dracula activates some heretofore under-used or unexplored portion of his Conspyramid: the CIA, the Slovakian mafia, a Russian warlord, or a Chinese financier. He then sends that organization after the Agents, to make their attacks in their own distinctive métier. His goal is to throw the Agents off balance, to make them turtle up so he can hunt them down and take them out.

CLOAK: Dracula goes completely invisible, dropping off even Edom's grid. He picks one place in his network where he is at his most powerful — likely his Castle (p. 207) — and waits there for the Agents to find him. While the Agents flail around, his minions and Edom (who desperately want Dracula to resurface and go back to killing terrorists) bleed them — a long hunt is a tiring one.

ROW SIX: DESTRUCTION

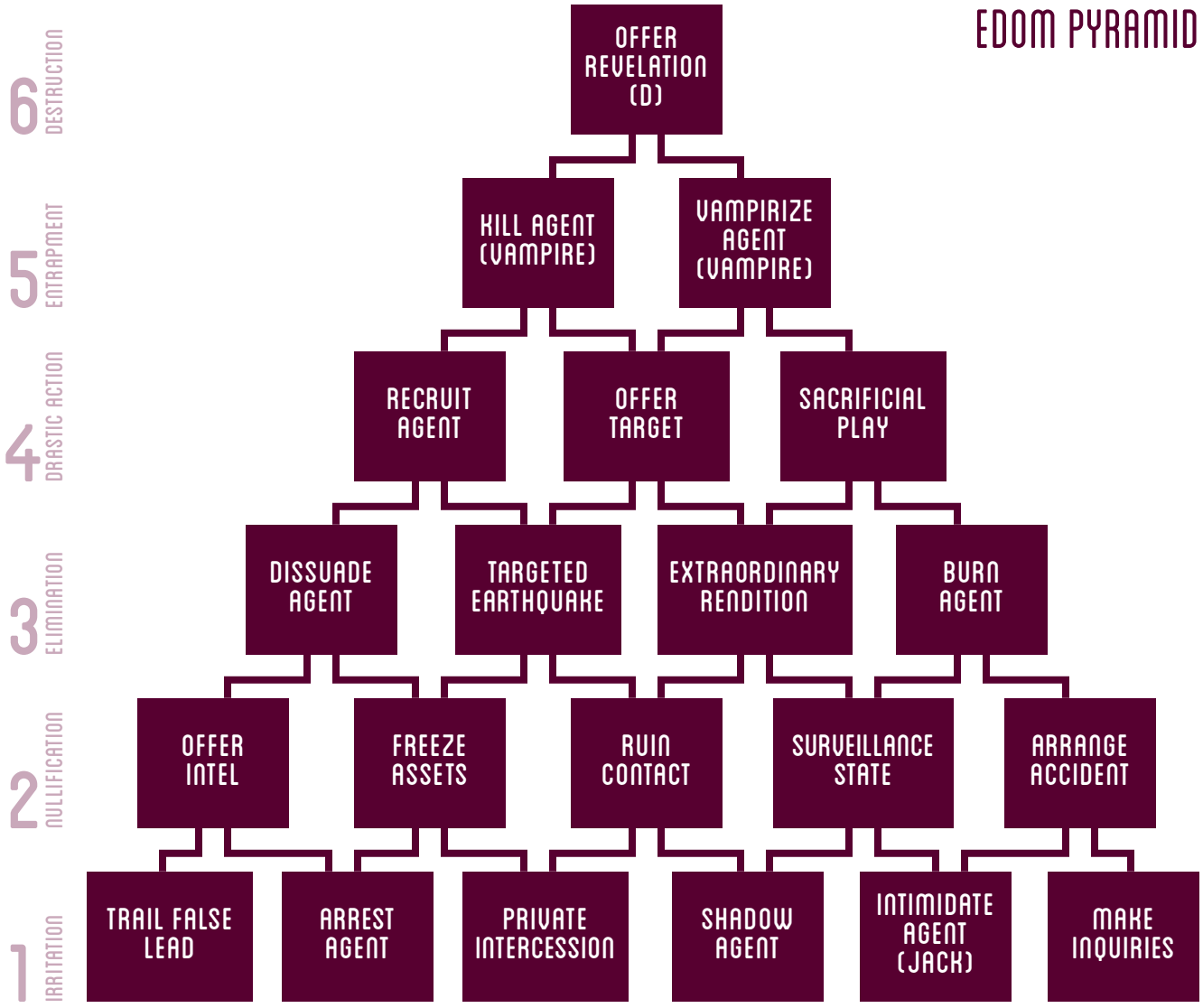
TOTAL WAR: If the Agents have survived this long, and gotten this close, their utter destruction is Dracula's only priority. Every part of his Conspiracy goes after them with every weapon to hand: the Agents' Heat increases by +3 (at least) as Dracula's minions in the Romanian National Police put Interpol red cards out on them, he buys Russian Mafiya snipers by the squad-load, and he diverts Edom wet workers like Ian (p. 51) and Nails (p. 52) to target the Agents. (Edom may also, or instead, send the kill order — it recognizes the Agents' threat, too.) Dracula burns Aberrance by night attacking the Agents' minds; his wolves and Renfields harry their steps. The Agents should not be able to trust or depend on a single human or animal, or sleep the night through, from now until their — or Dracula's — final death.

EDOM PYRAMID

Unlike Dracula's Conspiracy, Edom is run by men, not monsters. They're part of the British Establishment, and are at least nominally bound by rules of engagement. Their reactions, then, are a little more restrained than those of the Conspiracy. They throw around a lot more "soft power," and they won't kill someone out of hand — at the very least, they'll have a committee meeting about it first.

This reaction algorithm works in exactly the same way as the Vampyramid above — start with any response on Row One and work your way up, targeting either an individual Agent or the whole group as appropriate. Much more than Dracula, Edom tends to react when the players are turtling up or the game is slowing down.

EDOM PYRAMID



ROW ONE: IRRITATION

TRAIL FALSE LEAD: Edom plants a false lead in the Agent's path, either by leaving evidence for the Agent to find or arranging an "accidental" meeting with an informant who claims to know something about vampires. The lead points away from any active Edom operations — good options include Argentina (p. 225), the Scholomance (p. 219) or the other ports in England (p. 172). The aim here is to get the Agents out of Edom's way and tie up their resources.

ARREST AGENT: The Agent is arrested and held in a British police station. Under normal circumstances, the maximum duration of custody without charge is 24 hours, or 96 if the police suspect a serious crime, but if the magic word of terrorism is mentioned (and it's trivially easy to connect an Agent to terror), then the Agent can be held for up to two weeks. After a few days in a cell, the Agent's released without a charge (or an apology). Edom might be content to just let the Agent sweat, or use the jail time to sow dissent among the player characters, or arrange a prison beating or frame-up — or send a friendly contact to "help" the Agent, like the MI5 Deputy (p. 95).

Of course, if the Agents carry serious Heat, they may face genuine charges once arrested.

PRIVATE INTERCESSION: Edom pressures one of the Agent's friends, contacts, or mentors into delivering a warning not to pursue the current line of inquiry. It's not an overt threat, just a piece of friendly advice that'll become a threat if it's not heeded. This works best with Agents who are connected to the British government and so have UK-based friends / Solaces / Network contacts who might be vulnerable to this sort of pressure; that said, Edom's reach is long.

The intercessor is sufficiently troubled by the whole experience that she temporarily becomes unwilling to help the Agent; a spend of **Reassurance** or another suitable Interpersonal ability gets her back in the game.

SHADOW AGENT: Edom dispatches a shell squad team (p. 54) to shadow the Agent. **Sense Trouble** (or a spend of **Urban Survival, Notice**, or **Tradecraft**) picks up the first tail; after that, it's a contest of **Surveillance** to stay ahead of the watchers. Treat the watchers as a single entity with Surveillance 10 if you want, or else use the stats for Special Police (***NBA***, p. 70) and give them all Surveillance 4. The Edom team pulls back if confronted, but that just means a replacement team gets sent out in a day or two, and the Agent has to spot the tail again.

The watchers keep tabs on the Agent until the Agent takes measures to escape from their surveillance net (going underground and changing **Cover**), or until Edom decides that the point has been made and calls off its dogs, which may take several days. If the Agent stays in one place, Edom box men bug the area (tap any landlines, and plant laser microphones on any external windows and hidden cameras if they can get physical access).

INTIMIDATE AGENT (JACK): An Edom leg-breaker (either an ex–special forces type or a small, unassuming Jack given inhuman strength by the Seward Serum (p. 51)) threatens an Agent by beating him up, shoving her into traffic or into the Danube, trashing his hotel room, or whatever else will intimidate the Agents. This is a probing attack, not a full-scale assault, and will always be staged as something deniable like a bar brawl, crime of passion, mistaken identity, or accident for the benefit of witnesses — but in the middle of the attack, the Edom leg-breaker whispers a warning to the Agent to stay away from the Dracula case. Use the stats for a Special Police (***NBA***, p 70) or Special Operations Soldier (***NBA***, p70), adding on the benefits of the Seward Serum (p. 51).

This attack works best on weedy analysts and hackers — if all your Agents are super-skilled martial artists, then have Edom intimidate a contact or Solace instead.

MAKE INQUIRIES: Edom attempts to ascertain who this troublemaker is. If the Agent is operating under a Cover, Edom digs up any criminal activity or legend attached to that identity, and the player must make a **Cover** test to ensure that Edom doesn't find out their real identity. If the test fails, or if the Agent operates openly, then Edom gathers as much information as they can about the Agent.

They won't use any of it … yet. The Director can increase a Heat gain by +1 or raise the Difficulty of future tests, or have Edom tip off some enemies of the Agent later on when it starts leveraging the information. Network contacts and allies of the Agent may report odd visits by plainclothes police, or strange requests by the Home Office for old personnel files.

ROW TWO: NULLIFICATION

OFFER INTEL: Edom either allows the Agent to find a tame informant (like the Informant, p. 95, or one of the Legacies) or deliberately lets the Agent get hold of information that reveals something of either Edom or the Conspiracy. The intel is genuine — but Edom can now predict the Agent's next move, and so can either sic the Agent on a troublesome Conspiracy node or lay a trap. Good targets for this operation on the Conspiracy side include:

- Strasba Orphanage (p. 223)
- Leutner Fabrichen (p. 146)
- NIEP (p. 151)

And within Edom:

- Hillingham (p. 190)
- Carfax (p. 185)
- Kingstead Cemetery (p. 191)

FREEZE ASSETS: Using powers granted the security service under anti-terror legislation, Edom locks down any bank accounts associated with the Agent — including those held by family members and close contacts, as well as any Covers that Edom knows about. An **Accounting** spend or **Preparedness** test means the Agent has squirreled away enough cash to keep going; otherwise, the Agent needs to take steps to acquire a new source of funding immediately.

RUIN CONTACT: Edom targets a contact or other close associate of the Agent, and destroys his reputation. This might take the form of a frame job, a sex scandal, professional disgrace, sudden financial pressure, arrest on charges of possession of child pornography, allegations of drug abuse, or whatever else will ruin the target. The more public the profile of the target, especially in the United Kingdom, the easier it is for Edom to bring them down. Agents with high ratings in High Society or Streetwise are particularly vulnerable to this pressure.

Edom may attempt to turn the target against the Agent (*"We'll make these charges go away if you do us a favor"*) or use the situation to blackmail the Agent (*"You know what they do to kiddy-fiddlers in prison. If you want to save your brother, listen very carefully …"*)

SURVEILLANCE STATE: Edom surveillance of the Agent kicks into high gear. Facial-recognition software searches for the Agent's features on every security camera in London; the Agent's name, known aliases, and description are circulated to every police station via the HOLMES 2 database; ECHELON starts listening for their voiceprints — all courtesy of Edom's hacker Prince (p. 53). The penalties for covert action in London (p. 182) now apply throughout the UK.

Prince also launches hacking attacks on the Agent's own computer systems, if any. Doing anything online without alerting Prince requires a contest of **Digital Intrusion**; failure means she traces the Agent's IP and either gains access to the Agent's computer or discovers his current location.

Escaping the digital net may mean fleeing the UK for a while, breaking into GCHQ and planting a virus (which will rapidly lead to fleeing the UK in its own right), or else finding Prince's lair and applying a low-tech solution to a high-tech problem.

ARRANGE ACCIDENT: Not necessarily a *lethal* one, but not necessarily *not* a lethal one. Anything that cripples the Agent for a long time — a car accident, courtesy of Ian (p. 51), or a house fire set by Fort (p. 51), or just shoving the Agent under an approaching tube train with Serum-granted super strength. In Romania, Edom might outsource the job to the Romanian SIE (p. 155) or a Mafiya hit squad orchestrated by Elvis (p. 50) — or even to a vampire, by adding the Agent's name to Dracula's al-Qaeda hit list. As long as Edom can plausibly deny having ordered an assassination without government sanction, collateral casualties are acceptable. (That said, this is only Row Two on the Vampyramid — this is a quick-and-dirty drive-by hit, not a grand opera.)

ROW THREE: ELIMINATION

DISSUADE AGENT: Edom lays some of its cards on the table. The Agent's contacted by one of the Dukes of Edom, likely Hound (p. 51), Nails (p. 52), Oakes (p. 52), or Tinman (p. 53), and invited to a meeting. Just the two of them, somewhere public. A good restaurant, maybe — and Her Majesty's picking up the tab, so feel free to order the lobster.

There, the Duke explains that everything is under control, that

Edom has plenty of experience dealing with vampires, that the Dossier (and "Hopkins," p. 117) cannot be relied upon, and the best thing to do now is drop the investigation. It's conciliatory, friendly, and may even lead to a job offer (see "Recruit Agent," below). The Duke may offer some useful intel, help the Agent by calling off some Heat, or advise on ways to deal with a troublesome supernatural foe. Edom might offer a payoff, or threaten supernatural badness if the Agents don't back off (*"We have your daughter's blood on file, you know — it would be just terrible if* He *got a taste for her …"*)

TARGETED EARTHQUAKE: Edom deploys its Earthquake Device (p. 266), if it has one, and hammers the Agent with, effectively, a targeted quake. If the Agent is somewhere isolated, then Edom can cut loose with a major tremor — wiping out a place of Safety with an impossibly localized earthquake or eruption is a suitably dramatic escalation. If the Agent is in London or another urban center, then Edom just drops a building on them. The media blame fracking for the quake.

In addition to the obvious damage, the earthquake machine is tuned to cause resonance between the telluric currents and the Agent (this may require a sample of the Agent's blood, obtained by Pearl, p. 52). Vampires can now sense the Agent at a distance — in game terms, apply the rules for Dracula's Conspiracy in Romania (p. 203) to everywhere the Agent goes, as long as she is touching the ground. **Geology, Photography, Vampirology**, or **Fringe Science** may detect a strange lingering change in the Agent's bioelectric field; finding a way to discharge this invisible brand ends the resonance.

If you're not using telluric vampires (p. 59), or if Edom doesn't have an earthquake machine, then substitute an alternative attack — have Edom's vampire prey on a contact or Solace, have Fort bomb their safe house (to be blamed on al-Qaeda), or else maybe they dose the Agent with a mix of psychotropic drugs and the Seward Serum that causes a hallucinatory flashback to 1894.

EXTRAORDINARY RENDITION: A Jack strike team (led by a combat-trained Legacy, or a Duke, or even a vampire) grabs and sedates the Agent. The unfortunate Agent wakes up in an Edom interrogation cell — probably Carfax (p. 185), HMS *Proserpine* (p. 169) or "Black Light" (p. 204). Interrogation (or experimentation) by "Dr. Drawes" (p. 50) is inevitable. Escape is virtually impossible, so it's up to the other Agents to mount a rescue. Fortunately, the hasty abduction left clues (**Traffic Analysis, Notice**, maybe a tracking device planted with **Electronic Surveillance** or **Preparedness**) that lead the rest of the team to the interrogation site. The player of the captured Agent might play a newly recruited Legacy or Network contact for the duration of the rescue mission.

BURN AGENT: Edom drops 5 (or more!) Heat on the Agent by circulating "proof" that she is a terrorist mastermind. If necessary, the earthquake machine (or Nails' old crew in Ireland) gets hauled out to create an atrocity that can then be blamed on the Agent. At least one of the Agent's Covers gets blown, and Network is severely impacted (all Difficulties increase to the Heat level) until the Agent can prove they're not the next bin Laden. Edom goes to the media with this one — the Agent's face becomes a fixture on rolling news channels for a while.

The Agent gets put on Dracula's hit list too, for good measure.

ROW FOUR: DRASTIC ACTION

RECRUIT AGENT: Edom offers the Agent official sanction. It's a chance to come in from the cold and hunt vampires with the support and blessing of MI6. They offer funding, equipment, training, secrets, access to their networks, and a chance to take down the worst renegade vampires. In return, the Agent must give up his or her vendetta against Dracula — Edom's goal is to harness vampires, not exterminate them. It's for the greater good.

This recruitment offer may be genuine, or it may be a ploy to recover the Dracula Dossier and eliminate the Agent. It may be offered to the whole group, or just to a single Agent. Edom's first assignment for the new recruit will be something distasteful and illegal, so they have guaranteed leverage over the Agent going forward. **Tradecraft** recognizes the offer for what it is.

OFFER TARGET: Edom offers intelligence on a key node in Dracula's Conspiracy. It might reveal the location of one of the Brides, or Count Orlok, or even Dracula himself (assuming Edom has its own vampire in reserve). It might be the location of some relic or item that Edom wants liberated from the Conspiracy, or the identity of someone compromised by Dracula. Possible targets:

- *Le Dragon Noir* (p. 273)
- Dracula's bank: Burdett's (p. 143) or Klopstock & Billreuth (p. 145)
- CIA Agent (p. 91), MI5 Deputy (p. 95), or other rival agency minion of Dracula
- Director or deputy of a Romanian clandestine agency such as the SRI or SIE (pp. 156, 155) or Renfielded colonel of Romanian special-forces unit (p. 154)

Or, if you've got ***The Zalozhniy Quartet*** lurking on your shelves, this could be a good time to point the Agents at the Rubedo plot in that book.

One of the Dukes brings the intel to the Agent, and it's genuine (confirmed with **Military Science**). Taking down the target won't be easy, and may cost the Agent dearly, but Edom is playing fair in this case — it merely opens the door. It's up to the Agent to enter freely and of his own will.

SACRIFICIAL PLAY: Edom gives up one of its own, in the hopes that this bloodletting will satisfy the Agents' vendetta. If the Agents have an antipathy toward a particular Duke, then Edom sets that Duke up for a fall. If the Agents are closing in on Edom's headquarters, then they're given the opportunity to take out a lesser (but still obviously important) Edom base, like Hawkins' house near Exeter (p. 167) or maybe even the "Black Light" (p. 204) facility. Evidence planted by Edom implies that this is the end of the operation — that Edom's finally done and dusted after more than a hundred years. The surviving elements of Edom go underground, and won't appear again until later in the campaign (make sure they come back with a blast).

Alternatively, this may be a plot by Dracula's mole in Edom, if such a traitor exists. Maybe the mole sells "D" (the code name for Edom's head; see p. 49)

on the idea of giving up a key Edom asset to distract the Agent, dividing Edom against itself and occupying the Agent at the same time.

ROW FIVE: NECESSITY

KILL AGENT (VAMPIRE): Edom sends its vampire to eliminate the troublesome Agent. It may set up this attack with another targeted earthquake (*"You haven't invited me into your home? That's fine — I'll huff and I'll puff and I'll knock your house down"*) or back its vampire up with an appropriate Duke and a hand of Jacks. Either way, it's Edom's last thrust, the final spasm of an operation that's long outlived its natural life span.

VAMPIRIZE AGENT (VAMPIRE): The plan has always been to obtain a tame vampire. Why not try again? Edom reveals the Agent's location to Dracula, and gives the Count a reason to turn the Agent into one of the Un-Dead (maybe by planting or revealing evidence that the Agent is a Legacy, dosing the Agent with an extract of Lucy Westenra's blood, or just appealing to the Count's cruelty). Alternatively, Edom could break out a stored Vial of Dracula's Blood (p. 284) and have "Dr. Drawes" conduct some bizarre transfusion. See the rules on *Vampire Agents* on p. 126 of ***Night's Black Agents***.

ROW SIX: THE TRUTH

OFFER REVELATION ("D"): Ultimately, all Edom has left is a century of secrets. Maybe one last revelation can stop the Agent and save the plan. "D" reveals something shocking or terrible, like:

- Dracula's next target (a Solace? The president of the United States? The Devil himself, called up using rites learned at Scholomance? An Agent?)
- a secret from the Agent's past, ideally one tying that Agent to Edom (is the Agent an unknowing Legacy? An unknowing latent vampire?)
- the extent of Dracula's control over the British government

As a bargaining chip to keep Edom alive, "D" may reveal a core truth to prove his bona fides, like:

- the true nature of vampirism
- the location of Dracula's real Castle
- the location of a key object, weapon, or Legacy

LEGACIES AND THE STORY MAP

Part of the fun of playing with source material like *Dracula* is the possibility of using the actual characters from the book — or their descendants, at any rate — as NPCs. (Or as PCs; see p. 41.) When using such Legacies, the Director should take care, as with any magnetic NPC, not to deform the storyline away from the players' Agents. Nor should she drown the players in multiple-NPC arcana, even out of an understandable urge to color in her own version of the Stokerverse or to provide evocative backdrops for her campaign. If everything refers to *Dracula,* after all, nothing does — the novel's characters should (with one aristocratic, blood-sucking exception) remain secondary to the players' characters.

NUMBER OF LEGACIES

As a rule of thumb, then, there should be no more than three Legacies playing active, visible roles in the story — too many becomes too confusing, and uses up too much narrative oxygen.

One Legacy might be anything: innocent to be protected, secret warrior against Dracula pulling the Agents into her fight, loyal (or questioning) Edom asset, supplier of the Dossier, or minion of the Count.

Two Legacies should be on opposite sides, either at the beginning or the end. If Lucy Blythe is Edom, then Thad Morris is Conspiracy — except that the *Agents* (not Lucy) have a chance to flip Thad at the climax. If Tabitha Holmwood is actually an independent vampire slayer, Geerd Hoorn might seem like a fellow hunter — until in the third act turn the *Agents* discover him to be a GRU agent running the Russian Orlok program.

Likewise **three Legacies:** no two of them should ever be able to team up against the player characters for spotlight space. Rather, the players should hold the balance in inter-Legacy rivalry; their actions should determine which Legacy survives and which one gets beheaded. Three Legacies will probably shake out to one Edom legacy, one outside-agency or free-agent Legacy, and one vampiric Legacy. Which one is which might switch around during play — either "officially" or behind the scenes as the Director retcons them to match intriguing current player speculation.

Having a **fourth or fifth Legacy** turn up dead, or mentioned in a diary or email, is probably okay if it doesn't happen too often. If the players are determined to hunt down every possible Legacy — *and that hunt is still fun after the third or fourth operation* — keep it coming, and try to tie other elements of the Dossier (various nodes, locations, etc.) into the Legacy hunt. Remember, many of the "regular" NPCs in this book can turn out to be Legacies, or be built that way on purpose by a Director who is feeding genuine player obsession.

Similarly, a surprise Legacy reveal at the climax of the story can work: the director of Edom, the mysterious "D," is actually the current Lord Godalming; or perhaps one Agent's trusted patron, killed by Dracula in the penultimate operation, was an electrically immortal Van Helsing all along.

PACING AND LEGACIES

As important as the number of Legacies is their pacing: introduce them gradually enough and use them sparingly enough that the story doesn't become a class reunion the Agents aren't really invited to. If each introduction comes with a strong and varying narrative agenda tied to the PCs, that works best and militates against just slapping in a Legacy for scenery's sake. It also provides some story relief from the constant warfare against (and waged by) Dracula.

Consider pacing the Legacies' actions to the Conspyramid, using that diagram as the story map (***NBA***, p. 159). Here's a sample set of "Legacy beats," tied to the Agents' progress into the campaign as signified by which level of the Conspyramid they've penetrated to:

LEVEL 1: A Legacy gives you a lead covertly or semi-anonymously. Possibly this Legacy is who supplied you with the Dossier.

LEVEL 2: The Agents discover a (second?) Legacy. This may later turn out to have been the Legacy "trailing her coat" for the Agents to find.

LEVEL 3: One Legacy betrays the Agents. Possibly they don't know which one, or possibly they saw Jacqueline Seward crawling along the ceiling. Possibly Dracula turned that Legacy, and her betrayal was postmortem.

LEVEL 4: A Legacy attacks, blocks, or thwarts the Agents. Getting around, flipping, or defeating that Legacy is a major challenge, one the other Legacies cannot (or will not) significantly help with.

LEVEL 5: A Legacy provides key help to the Agents. This is a one-time thing: the Legacy might die in battle for the Agents, or die battling them but have a helpfully unsecured laptop in their car.

LEVEL 6: The surviving Legacy is threatened — by the Agents or by Dracula depending on his allegiances — and his survival (or death) is in the Agents' hands at the end.

Think in terms of strong story beats when a Legacy comes on stage in an operation: recruitment, betrayal, attack, assistance, life-or-death decision.

SUMMING UP

With four separate plot elements (the Conspyramid, Dracula's Vampyramid, Edom's pyramid, and the Legacy story beats) potentially responding as the players move forward in search of Dracula, every level of the campaign can be as narratively rich, as murderously Gothic, and as thrillingly suspenseful as you like. Don't overplan — the goal of the campaign is collaborative, improvised play. But it never hurts to have some idea of what might happen next, even if you're letting the players decide where it happens, and to whom.

Adjust the mixture in response to the players — if they're racing toward Castle Dracula too fast, hit them with an Edom or Dracula response. If they're trapped and gun-shy, bring a Legacy on stage to open up the story a bit. Whenever they slow down, suggest another dive into the Dracula Dossier. If they're completely lost, you can bring up possibilities they've abandoned, or remind them of clues they've blown past. If all else fails, offer the analyst a choice of three leads to follow "based on your experience and your well-honed gut instinct."

DRACULA DEATH RACE

A shorter, more streamlined campaign might consist of a series of six rapidly escalating confrontations informed by leads from the Dossier, with each confrontation triggering one sort of blowback: Edom, Dracula, or Legacy. Locations, etc., in this spine are provided solely for example's sake: your players will choose where they go and what they find there.

LEVEL 0: Agents receive the Dossier from a Legacy, begin developing leads.

LEVEL 1: Agents go looking for "Hopkins" among Dracula's and Edom's nest of London safe houses and criminal covers. Dracula "Scouts the Foe" (p. 18).

LEVEL 2: Agents discover the London center of Dracula's operations. Edom tries "Nullification" (p. 22) to put them out of the way, but not before they burn out lots of Dracula's safe house network. A second Legacy appears.

LEVEL 3: The Agents go on the run from Edom and follow Van Helsing's trail (possibly at a Legacy's behest) to Belgium or Holland, where they tangle with a Conspiracy transport or banking node. Dracula "Turns a Solace" (p. 20) as they get closer.

LEVEL 4: A Legacy betrays the Agents; they survive the killing ambush by a Bride of Dracula in Munich. The Agents devise a way to enter Romania covertly. Offscreen, Edom manipulates the rest of MI6 into active and overt pursuit of Agents, raising their Heat by +1.

LEVEL 5: Romania is a killing gantlet; the Agents may need to drop back down to Dracula's Level 3 or 4 nodes in the country to uncover vulnerabilities and leads. If Edom has a vampire, it makes one last attempt to sanction the Agents; if not, a hit team of Dukes does the same.

Level 6: The Agents must choose whether to believe a Legacy's lead. They track Dracula to his lair and destroy him at great cost, despite the "Destruction" (p. 20) he unleashes on them.

DRACULA DOWNFALL

By contrast, here's one possible spine for a lush, full-bodied ***Dracula Dossier*** campaign, again demarcated by Conspyramid levels.

LEVEL 0: ENTER FREELY

- The Agents receive, discover, or steal the Dracula Dossier. The players realize (and discuss) the possible scope of their actions. They decide on promising leads in the annotations.
- Edom realizes the Dossier is missing and sends assets to look at usual suspects like the Agents; full Surveillance contest or short counter-tracking op against Edom's duped Special Branch (or local security police, if overseas) agents.

LEVEL 1: FIRST BLOOD

- The Agents begin investigation of their first lead — it leads to a node on Level 1 of the Conspyramid, and possibly to violence.
- If the Agents don't know vampires are real, this is the time to find out for sure — a trusted patron or other ally (or a Network contact they've set looking into the Dossier's provenance) independently crosses Dracula's Conspiracy with gory results.
- Dracula responds to interference with his Conspiracy with "Scout the Foe" (p. 18).
- First contact with a Legacy.
- Edom responds to interference with Dracula with "Irritation" (p. 21).
- The Agents may respond to either of Dracula's attacks, still on Level 1. If they don't already have one (or another promising lead from the Dossier), this response uncovers a clue leading up the ladder to Level 2.

LEVEL 2: THE DEAD PAST

- The Agents investigate, confront, destroy, etc., a node on Level 2.
- If the Agents haven't discovered or encountered Renfields or Jacks, bring one of them on stage now.
- Dracula responds by attempting to "Sow Dissension" (p. 19) among the Agents.
- The Agents discover a second Legacy, or confirm the existence of the single Legacy.
- Edom responds by attempting "Nullification" (p. 22) of the threat.
- More of the Agents' leads come into play, again sending them after other nodes on Level 2 or up to Level 3.

LEVEL 3: THE MIST THICKENS

- The Agents interfere with Level 3. Here they may feel out of their depth; the nodes on this level are potentially powerful, and Dracula's assets have been deeply buried in their organization for decades — or even centuries!
- This may be the Level where the Agents need to find a way into Romania that won't show up on a GCHQ computer search.
- A Legacy is not what she seems.

- If the Agents dare to tread his native earth, Dracula unleashes "Terror" (p. 20) upon them.
- Edom switches policy to "Elimination" (p. 22) of the threat.

LEVEL 4: DEFENSE OF THE REALM

- But if they press on, the Agents force Dracula into a "Strategic Retreat" (p. 20).
- Looking for him sets the Agents in competition or collision with Level 4 nodes and lots of Renfields. The Agents might well be in Romania at this point, but, even if they're still clearing Dracula's safe houses out of London, they represent a clear and present threat.
- A Legacy (consciously or unconsciously) obstructs the Agents from moving forward against Dracula or Edom.
- Edom gets clearance for "Drastic Action" (p. 23). If Edom hasn't dropped a dime on them previously (or their Heat hasn't already driven MI5 or the SRI to action), the Agents become wanted by MI6 (+1 Heat at least) and actively pursued with intent.
- If Edom has a vampire, the Agents discover it or it discovers them or both.
- Same thing with outside actors and any outside vampires such as Orlok.

LEVEL 5: THE HEART OF EDOM

- The Agents turn on Edom as the most immediate threat to their freedom of movement. A ladder of clues presents itself in the pages of the Dossier, and they climb it to Ring (p. 172), the HMS *Proserpine* (p. 169), Carfax (p. 185), or some other suitable killing ground.
- This development may have been instigated or aided by a Legacy.
- Edom strikes back out of "Necessity" (p. 24).
- Dracula takes advantage of their distraction to attack in flank with an "Envelopment" (p. 20).
- That attack exposes a Level 5 node to retaliation by the increasingly confident, knowledgeable Agents. Lesser vampires go down like ninepins now to clear the decks for the big boss fight.

LEVEL 6: DRACULA MUST DIE

- Edom attempts to bargain with "The Truth" (p. 24).
- That truth, or the last testament of a Legacy, or simply brilliant spycraft, hands the Agents the crucial equipment (e.g., an Earthquake Device (p. 266) or ancient grimoire (p. 273)) or information (e.g., the true location of Castle Dracula (p. 207) or the Scholomance (p. 219)) to penetrate Level 6.
- The Agents track Dracula to his lair through his attempts to unleash total "Destruction" (p. 20).
- A Legacy's ultimate fate lies in the hands of the Agents.
- The Agents destroy Dracula at great cost.

NEW INVESTIGATIVE ABILITY: GEOLOGY

The very place, where he have been alive, Un-Dead for all these centuries, is full of strangeness of the geologic and chemical world. There are deep caverns and fissures that reach none know whither. There have been volcanoes, some of whose openings still send out waters of strange properties, and gases that kill or make to vivify. Doubtless, there is something magnetic or electric in some of these combinations of occult forces which work for physical life in strange way …

— Van Helsing

Given the emphasis in the campaign legend on volcanoes, caves, big boxes of mysterious earth, and mountains, consider adding this Academic ability to the Investigative list. Pre-existing characters can freely convert rating points in Chemistry into Geology rating points.

You are an expert on rocks, soils, minerals, and volcanoes. You can:

- analyze and identify soil samples, crystals, minerals, and so forth
- match soil or rocks to their locality of origin
- determine the age of a rock stratum
- locate and navigate inside cave formations
- date and identify fossils
- operate geo-sensing equipment, ground-penetrating radar, magnetometers, seismographs, and similar devices
- identify promising sites for oil or water wells, mines, etc.
- anticipate and identify volcanism, seismic events, avalanches, and other earth phenomena
- interact with speleologists, volcanologists, seismologists, mining engineers, etc., as a professional equal

If you don't want to use this ability, this makes an excellent thing for soon-to-die Network contacts to know, along with NPCs like the Seismologist (p. 100) and the Volcanologist (p. 136). This ability otherwise falls, with the rest of the material sciences, under Chemistry.

YOUR DRACULA DOSSIER CAMPAIGN

The players aren't the only ones who custom-fit and improvise a ***Dracula Dossier*** campaign. You, the Director, should ponder some fairly crucial questions in the name of narrative flow and story organization. (And one or two relatively weightless questions in the name of flavor and historical resonance.) You can change your mind about most of these answers in play, and justify it with the old "laid a false trail / told a cover story" dodge, but it will seem less organic and satisfying outside a hardcore **MIRROR** campaign.

HOW DO THE AGENTS ACQUIRE THE DOSSIER?

If this is a campaign with all-new Agents, any of a hundred MacGuffin methods can work: they find it covered with blood in a safe house, they get it from an informant dying of a gunshot wound, they beat a hated rival group to an unknown prize and now have to decide what to do with it, and so forth. *The Harker Intrusion*, an adventure in the ***Edom Files*** adventure anthology, offers a default solution, but anything works.

If you begin ***The Dracula Dossier*** as part of an ongoing ***Night's Black Agents*** campaign, it's almost as easy to work the Dossier into your story. If one of the Agents already has a Network contact inside British intelligence, it might be "Hopkins," or her cut-out. If the Agents are already tracking vampire conspiracies in Europe, they may hear about Dracula being on the warpath and uncover the Dossier as a rumor: "Dracula? I thought that he was just a myth." "So did we, until we heard about the Dossier on him. MI6 has it all somewhere, in black and white."

DOES EDOM HAVE A VAMPIRE?

By and large, more vampires makes for more fun gaming. Edom might well have any number of vampire prisoners in HMS *Proserpine* (p. 169) without much changing the facts on the ground.

But if Edom has a tame vampire they can send on missions, it seems less likely that they want to keep Dracula safe and alive. Dracula needs some sort of doomsday switch: perhaps his lawyers can reveal all of Edom's thefts and crimes if he turns up permanently dead. He may have some bureaucratic hold over MI6, or have planted a deadly Marburg V bomb (***NBA***, p. 146) somewhere in London.

Alternately, if Edom made their vampire from Dracula's blood (via Mina or Lucy, for example), his death might de-power Edom's vampire and leave them

CAMPAIGN MODES

A ***Dracula Dossier*** campaign can play out in any or all of the core ***Night's Black Agents*** modes. It's just a matter of emphasizing the elements and themes that match, and downplaying or hurrying past the occasional infelicities.

BURN

When Edom strikes, it strikes at the Agents' Symbols and their old Networks, cutting away their ties to their past. When Dracula strikes, he poisons and corrupts the Agents' human connections — when he doesn't merely kill Solaces and destroy places of Safety. Legacies should all be wounded people, still (and possibly unknowingly) emotionally crippled by their ancestors' sacrifices. Present real moral dilemmas when these Legacies appear: make the needy betrayers more attractive and sympathetic than the cold, sociopathic hunters. Tempt the Agents with the warmth of belonging, even if it is belonging to an inhuman monster.

DUST

Emphasize the gritty, individual level of the spycraft involved. Draw on the real-life hunt for bin Laden (or at least *Zero Dark Thirty*) rather than Marvel Comics' hunt for Dracula. Give Dracula only a few Renfields, and a lot of venal thugs; consider using the "real names" behind the novel characters rather than "Harker" and "Van Helsing" and so on (p. 79). **DUST** mode games work well with lots of Interpersonal scenes with NPCs, each pointing a little farther down the path. Use the minimized or fraudulent explanations for the wilder artifacts such as the Earthquake Device or *Le Dragon Noir*; consider incorporating telluric vampirism (p. 59) with a strong science-fictional gloss.

MIRROR

Cast Edom as the dark mirror of the Agents' own previous agencies: hint that Edom has always had an under-the-table sanction. Legacies are betrayers, even if they merely sacrifice the Agents as pawns in their own insane crusade against Dracula — but they more likely work for the BND, CIA, Edom, or the Conspiracy. Or more than one. Make sure at least one Agent, like Mina, is tainted with Dracula's blood; make sure at least one Agent has ties to Edom. At least one of the original 1894 band betrayed the others — reveal their treason when it echoes one Agent's recent actions. Emphasize Dracula's powers of mind control, invasion of dreams (p. 18), and ability to turn *anyone* into a loyal slave.

STAKES

When the players begin to doubt their mission, present Dracula's latest atrocity in stark Sky News color. Even when he slaughters al-Qaeda, add some collateral damage to his take: innocent neighbors or cops who saw too much. One Legacy is heroic, holding fast to Victorian morality in the face of Satanic evil: you know your **STAKES** game is working when he or she no longer seems camp. Present Dracula as animalistic, medieval, everything the heroes aren't. If any vampire but Dracula dies, they die with relief in their face: they are no longer prisoners of Hell.

powerless. They keep Dracula alive out of pure selfishness, and use his predations to cover their own tracks.

DO OTHER AGENCIES KNOW ABOUT VAMPIRES?

The Dossier never explicitly says that any other agency (foreign or domestic) besides Edom knows about vampires, or even about Edom. It's very likely that a large number of individual SRI and SIE operatives know about vampires, given their position between Dracula and the outside world, but (not least thanks to those operatives' efforts at covering up their treason) their agencies can remain officially oblivious.

The more fun and interesting answer is to add at least one or two other players to the game: the CIA via Morris and the rendition program at "Black Light" (p. 204) and the successor to the German program during the world wars, which might be the BND in West Germany, or the FSB or GRU in Russia (from East German records). This does add complexity, and in a very straightforward, run-up-the-middle **STAKES** game or a binary player-on-the-other-side **MIRROR** story, that might not be a desired seasoning.

Other secret directorates in other services, intact (CIA, FSB) or defunct (N, Abwehr, Securitate), might also have their own vampires as well as their own agendas. These can provide new targets for the Agents, and new (possibly deadly and distracting) vectors for investigation.

See *Other National Vampire Programs*, p. 75, for more.

DOES DRACULA HAVE ANY MORE VAMPIRES?

Specifically, does he have vampire servants capable of (or allowed) independent action? In the novel, Dracula has three Brides who, one thinks, might have come in handy when vampirizing London, but he leaves them behind.

By this new century, he may have decided that vampirism is too valuable a force multiplier to leave it behind entirely. In the novel, he only vampirizes women: his subordinate vampires are more likely to be female, like Elizabeth Báthory (p. 65). That said, cousins or experiments like Orlok (p. 70) remain possible.

Further, what if Dracula's vampires don't see eye to blood-red eye with him? Orlok may resent his junior role, or Mina keep her "New Woman" attitude into Un-Death. The short story "Dracula's Guest" (incorporated into ***Dracula Unredacted,*** chapter 17) implies that some of his powerful agents acted without his approval in other lands, even back in 1894.

DO VAMPIRES WORK THE WAY VAN HELSING THOUGHT THEY DID?

The "default" vampire in Stoker's novel is damned, with touches of the supernatural — hence the twin defenses of the crucifix and garlic. But Stoker reveals technophilic tendencies in many places, not least in Van Helsing's numerous mentions of geology, chemistry, electricity, and volcanology in the seemingly incongruous context of vampire lore. You have a surprisingly open vampiric field to play with, in other words.

- You can present Dracula and vampires in general as default damned vampires with the canonical set of powers and vulnerabilities (p. 56) and chalk the rest of it up to Van Helsing's Victorian-era tendency toward scientism. This matches well with **STAKES**-mode campaigns.
- You can present Dracula, instead, as a "telluric vampire," tuned to the earth's electromagnetic field by extremophile bacterial infection. Or make the vampiric vector exposure to a mysterious Transylvanian mineral — perhaps fallen meteoric "dark matter" — resonant with or amplifying telluric currents through the medium of magnetized, iron-bearing blood. (See p. 59 for a telluric vampire build; a mutant or alien in damned colors.) If you keep the science po-faced and realistic sounding, you could even match a telluric vampire with a **DUST**-mode game.
- In either case, Van Helsing might simply have been mistaken: If Dracula is damned, Van Helsing's (and this campaign's) insistence on his connection with volcanism is simply a red herring. Or if Dracula is a mutant, Van Helsing simply misread the symptoms through his knowledge of Balkan superstition and own devout faith.
- Or Van Helsing might have been lying. If Van Helsing was part of the German government's own secret vampire program, he could have been feeding Edom disinformation: note that he doesn't bring any garlic along to Romania, for instance. What the Agents don't know can literally kill them. If Van Helsing lies, you should salt the knowledge of true banes among key NPCs: one Legacy, an old Edom hand like Oakes (p. 52), or perhaps "Dr. Drawes." This seems like a good thematic possibility for **MIRROR** campaigns.

Alternatively, you can bisociate the vampire and explore the intersection of science and the supernatural. Dracula's attuned to the telluric currents because of his bargain with the Devil, and the grave of a suicide has a measurably different electrical potential to that of a good Christian buried on consecrated ground. Both could be true! Orlok (p. 70), if he exists in your game, might be the product of misguided German belief in scientific vampirism, while Dracula is the real Satanic deal. Van Helsing may have been "almost right" or "mostly right" in the way of many other Victorian scientists — with the all-important remainder up to the Agents to uncover.

HOW THOROUGHLY HAS DRACULA PENETRATED BRITAIN?

It's nearly certain that Dracula's leave-behind network in London survived the mole hunt in 1977. If not, he has surely rebuilt it since then. How deep does the rot go? Does Dracula control Edom? MI6? The entire military-industrial complex? The whole island? Perhaps he consummated his takeover of the British government some time after 1977, and is content to rule from behind the scenes. There's no bottom to that paranoid well, and one answer is about as good as another: it's very much a Director's call, in other words. It's also a call you can postpone until the midgame or even the endgame if need be.

By and large, of course, the larger and more powerful Dracula's Conspiracy, the harder it is for the Agents to kill Dracula. Easing back on the obstacles risks an unrealistic and therefore unsatisfying victory. Players have more than enough

THE EDOM AGENT

If your campaign bends toward the adversarial, or you want to have fun with disillusionment and treachery, you can allow one of the players to play an Edom double agent. This Edom spy is under orders to infiltrate the player characters' group, gain their trust, and then await further orders. The spy's handler is a Duke, presumably Hound (professional but distant; p. 51), Elvis (prodding and supportive; p. 50), Oakes (secretive and profound; p. 52), or Osprey (tough and demanding; p. 52) — although there's no guarantee that the double agent knows the true identity of the handler.

Unless you're prepared for the possibility of your campaign going spectacularly off the rails, then ask the player to choose one:

- *You work for Edom, but over the course of the campaign you're going to question your loyalty to them. What's the weak spot in your loyalty to Edom?*
- *You work for Edom, but only because they've got some hold over you. What is it?*

This ensures the double agent can switch sides when dramatically needful, midway through the campaign. Alternatively, the double agent can simply flip out of self-preservation when the team finds proof that Edom's not only got a spy in the group, but that it intends to sacrifice that spy along with the rest when it sends Dracula on a kill mission.

The double agent doesn't have a full picture of Edom's internal workings. The Agent knows that Edom is using vampires as weapons in the war on terror, and you can give the player a copy of the ***Edom Field Manual*** to study before the game begins, but that's it — everything is compartmentalized on a need-to-know basis. If your Edom swings that way, maybe hint at vampiric hypnosis or Bourne-style conditioning (like Amnesia with no Mystery Drive; ***NBA***, p. 86).

The double agent's handler contacts the spy once every few sessions; they communicate through secret cellphones / encrypted emails / dead drops / vampire-tinged nightmares / mysterious Romanian couriers, and of course the occasional face-to-face in a park, vehicle, or parking garage. When the double agent does flip, capturing and interrogating the handler moves the investigation up at least one row of the Edom reaction pyramid.

problems dodging an uncontrolled MI6 and a vengeful Edom without giving Dracula two whole countries at the start of play. It's likely best to assume that Dracula controls anyone in Britain the Agents are looking at too hard, but that he doesn't have full command over the security services. Yet.

IS JACK THE RIPPER INVOLVED SOMEHOW?

This is a loose-cannon question, asked in the spirit of Victorian monster mashups more than anything else. The main effect on the game is to add a few more locations in London for Edom safe houses or Dracula blood-cult fanes, and to add another possible monster to the opposition (p. 73). Bram Stoker unleashed the possibility himself when he referenced the Whitechapel killings in the foreword to the Icelandic edition (1901) of *Dracula*, and you can easily continue in that tradition. In the Icelandic novel, a Satanic cult carried out the Ripper killings; when Dracula joined them, they committed the Thames Torso murders together (p. 193).

Renfield and Seward are the "usual suspects" here, but you can postulate anything from a previous Edom experiment gone wrong to a war-traumatized George Stoker gone homicidal and giving the Special Branch a hold on Bram for life. Stoker also apparently knew an American Ripper suspect, Francis Tumblety, and associated himself briefly with the Hermetic Order of the Golden Dawn, if you want yet more magic in the campaign.

IN LIFE, WHICH HISTORICAL FIGURE, IF ANY, WAS DRACULA?

This mostly concerns Agents looking into Dracula's historical past in order to deduce the location of his current Castle, the origin of his "native soil," and so forth. His personality, powers, and so forth are those as set forth in the novel, regardless of what biographers might claim about Vlad Tepes or John Hunyadi.

Some possibilities include:

VLAD III DRACULA, A.K.A. VLAD TEPES (1431-1476)

PRO: Actually named Dracula, fought the Turks, was bloodthirsty

CON: Wallachian, not Hungarian; was beheaded

NATIVE SOIL: Sighisoara, Transylvania



JOHN HUNYADI (1406–1456)

Pro: Was Hungarian, voivode of Transylvania, fought the Turks
Con: Very unlikely to take the title Dracula
Native Soil: Unknown, but probably in Transylvania

MICHAEL II PATRASCU, A.K.A. "MIHAI BRAVU" (1558–1601)

Pro: Of House Draculesti (Vlad Tepes' great-grandnephew); voivode of Transylvania; fought the Turks; treacherously murdered, giving him a good vampire grudge
Con: Wallachian, not Hungarian
Native Soil: Dragoesti, Wallachia

JOHN DRACULA (FL. 1535)

Pro: Actually named Dracula (Vlad Tepes' great-grandson), Hungarian, had the same coat of arms as the Báthory family
Con: Obscure (which can be a pro)
Native Soil: Unknown

NICOLAUS OLAHUS (1493–1568)

Pro: Grandnephew of Vlad Dracula, half-Hungarian, Archbishop of Esztergom (for Vatican conspiracies)
Con: Not a warlord, half-Wallachian
Native Soil: Sibiu, Transylvania

Research them further on Wikipedia or in your favorite source for obscure early modern Balkan history.

You can also just add a fictional member of the House of Draculesti (also known as the House of Basarab, depending on the branch) as the historic Count, with the advantage that you can design your answers about his Castle, native soil, etc., to suit the campaign, not the other way around. There are plenty of blank spaces left, even in the historical Dracula bloodline.

WHO BLEW THE FIRST OPERATION EDOM IN 1894?

It might have been a vampirized source within NID, or another country's agent: Van Helsing for the Germans, or Morris for the Americans. See the discussions of *The Originals* on pp. 32–40 for some more possibilities. But don't rule out Dracula simply being more cunning than Edom thought at first: no traitor is necessary to explain Edom's failure.

It's less important to know this answer ahead of time. Feel free to "reveal" it once the players decide their truth.

WHAT WAS EDOM'S ACTUAL PLAN IN 1977?

Whichever option you pick from the selections on p. 89 informs the answers to many of these other questions. If Dracula's agent instigated the mole hunt to set up a coup within Edom, then Dracula is more likely to run Edom by 2015, for example. If instead it was cover for an attempt to recruit the king of vampires against the Soviets, then it foreshadows the current unsavory reality, but doesn't necessarily implicate Edom as actual vampirized tools of Dracula.



The ambiguity around 1977 is a good place to plant second vampires, new lineages, a splinter cell within Edom (around "Cushing" or independent of him), or any other change to the background. We can't cover all the possibilities here; the best we can do is provide an all-concealing mist in which you can find them yourself.

OPTIONAL GENERAL ABILITY: HYPNOSIS

Given the major role hypnotism plays in Stoker's novel, and considering that it is one of the few reliable diagnostics for vampiric command (unlike Mina, Renfield would not burn at the Host's touch), you may wish to add the General ability Hypnosis.

This ability is only available to characters with ratings of 8+ in Shrink or Medic. Pre-existing characters can freely convert Shrink rating points into Hypnosis rating points, as long as that prerequisite is maintained.

This ability represents medical hypnosis; it is not psychic mind control or vampiric mesmerism. You can only hypnotize a *willing* subject, and only one subject at a time. Hypnotizing full vampires is impossible.

Using Hypnosis requires a test against a Difficulty Number that varies depending on the purpose you use it for.

- **SIMPLE HYPNOTIC STATE:** To place a patient in a hypnotic trance, you must succeed against Difficulty 3. During this trance, she is calm and placid.
- **ESTABLISH ANALYTIC RAPPORT:** Once you have successfully hypnotized a patient, your Shrink pool increases by 3 during any future use of Shrink on them. Your Shrink rating must be at least 3 to gain this benefit.
- **RECOVER MEMORIES:** The patient's fragmented or buried memories, as of dreams, traumas, or murky monster attacks, can be called to the surface and "relived." This is a Difficulty 4 test. Reliving an experience that cost Stability will cost the patient the same amount again, although you may practice immediate Psychological Triage (***NBA,*** p. 85) to minimize the patient's shock. The Director is free to provide false memories if she feels you are "leading the witness."
- **POST-HYPNOTIC SUGGESTION:** Upon lifting the trance, you may cause your patient to perform a single action without apparent thought. You may require a "trigger phrase" or simply specify a time: ("When you get home, you'll leave the book on the desk.") Spells and other complex activities cannot be post-hypnotically induced. The patient will not accept a suggestion contrary to her normal behavior. This is a Difficulty 4 or higher test; the Director may increase the Difficulty based on the suggestion.
- **POST-HYPNOTIC TRANCE TRIGGER:** One very common post-hypnotic suggestion is "return to a hypnotic trance when you hear this phrase" followed by a trigger phrase. This is a Difficulty 5 test; if successful, add the margin between 5 and your total roll and spend to your Hypnosis pool for your next session with that patient.

  You wish to give Derek a trance trigger, a passage of Schiller. You spend 3 points and roll a 4, for a total of 7. This beats the Difficulty of 5; he will go under without a test when next you quote Schiller to him, and you add 2 points to your Hypnosis pool (7 − 5 = 2) during your next session with Derek.

- **EASE PAIN:** You can relieve symptomatic pain in a patient. This removes the mechanical penalties for being Hurt (see ***NBA***, p. 64), and lasts until the patient is wounded again. This is a Difficulty 4 or higher test; the Director may increase the Difficulty depending on the pain's severity. *This does not work under battlefield conditions.*
- **ESTABLISH CLAIRVOYANT CONNECTION:** If your patient is already connected to a vampire, you can enable her to sense that vampire's surroundings as though her mind were there in his body. This is a Difficulty 5 test on a living human who has consumed the vampire's blood (she must then make a 5-point Stability test; a failure breaks the connection), a Difficulty 6 test on Renfields (imprinted or tainted), and a Difficulty 7 test on mere victims of the vampire.
- **FALSE MEMORIES:** You can purposely implant false memories in the patient or bury real ones. This is extremely unethical without a direct therapeutic benefit (such as easing a remembered trauma). This is a contest between your Hypnosis and the patient's Stability. Your Difficulty Number is 5; the patient resists with Difficulty 4. Again, the Director may increase your Difficulty based on the severity of the memory change. At the Director's discretion, if the patient suffers a further trauma (such as her Stability dropping below −5 again), she may suddenly recall the truth.

THE 1894 NETWORK

THE ORIGINALS

This section discusses the main operators and the surrounding characters of the original 1893–1894 Operation Edom. After a brief biographical sketch true for all variations of the character, we provide several possible interpretations of their agenda and actions.

Edom: The character was an agent of the British secret service, most likely the Special Branch or Naval Intelligence Department. They were knowingly involved in bringing Dracula to England on behalf of the Crown, and may even have known the Count's true nature.

Minion: Willingly or unwillingly, the character served Count Dracula and tried to protect him. Renfield is the eponym of the minion, but other characters may have secretly been under Dracula's control.

Other: This section is something of a catchall, providing other possible motivations and agendas for some characters, or postulating a suitable future fate for the character after the events in Stoker's report.

Clear name: If in your campaign Stoker used pseudonyms in his fiction, here are some possible "cleartext" real names for the main characters.



JONATHAN HARKER

Clerk and later partner in the law firm of Peter Hawkins, Harker was in his mid-twenties when he made his fateful journey to Castle Dracula. Described by Hawkins as "full of energy and talent in his own way, and of a very faithful disposition," Harker barely managed to escape the Castle alive, and never wholly recovered from his experiences there.

He was a devout member of the Church of England. His parents are never mentioned, and he referred to Peter Hawkins as his "second father"; he may have been an orphan — almost certainly his parents died young.

After the events of *Dracula*, he and his wife Mina had a son, Quincey Harker.

Edom: Together with Peter Hawkins (p. 39), Harker arranged Dracula's move to England. If Hawkins was also a British agent, then he was likely Harker's handler; if Hawkins was just a cut-out, then Harker's unexplained business trips to places like Launceston (**CU173**) were cover for meetings with British intelligence to report on the progress of the Dracula operation. Certainly, Harker displayed more courage and resourcefulness than might be expected of a legal clerk in his escape from Castle Dracula.

He demonstrated almost superhuman strength at the end when he threw down Dracula's coffin, allowing Quincey Morris to deliver the final blow. This might be evidence of an Edom "vampire serum" or of his own turning by Dracula.

Minion: Interestingly, Dracula made Hawker write several dated letters (**CU54**) to be sent to Hawkins. The first step in turning an agent is to ensure their handlers do not become suspicious when the agent misses a pre-arranged check-in.

Dracula turned Harker while the Englishman was at the Castle. Conceivably, Harker was seduced by the vampire women, and offered Mina

to Dracula as tribute. He was singularly ineffectual in stopping Dracula from feeding on Mina (**CU212**). Dracula may have used him as a stalking horse; Harker's ravings in the hospital at Budapest and in London would have attracted the attention of any vampire hunters. If Seward had not summoned Van Helsing already, then Harker might have drawn the professor out to where Dracula could keep him under observation.

OTHER: Harker might have merely been a friendly, a pliable solicitor recruited by Edom to arrange the mundane necessities of Dracula's transfer to England. In this case, his exposure to Dracula turned him either into an informal Edom ally or into a minion of the Count.

CLEAR NAME: James Harper, Jackson Hutter, Jeffrey Hosmer

Stoker clearly took Harker's workname from Joseph Harker, a set designer at the Lyceum Theatre.



WILHEMINA MURRAY HARKER

An assistant schoolteacher at the time of the novel, Wilhelmina "Mina" Murray likely made the acquaintance of Lucy when they were both students. She was exceptionally well educated and organized, and possessed of considerable strength of will. On receiving news of Jonathan's sickness following his escape from Castle Dracula, she crossed Europe to marry him hastily in Budapest.

Count Dracula fed from Mina after compelling Renfield to invite him into the asylum. As a result of her "vampiric baptism," Mina developed a psychic connection to Dracula that proved instrumental in tracking the Count down.

Dracula's "death" removed all outward traces of her curse. She and Harker later had a son together, Quincey.

EDOM: She typed up and organized every diary entry and note; she coordinated train timetables; she read books on criminology — Mina's the archetypical analyst. Note that it is she who suggested that Van Helsing hypnotize her to spy on Dracula. If she was not an agent, then it's only because some recruiting officer failed to spot her potential. If Edom did talent-spot her (possibly while at school with Lucy — explaining how she afforded such an expensive education with no visible connections), she was part of the Edom team in place in Whitby.

As an Edom agent, Mina faced a heart-wrenching choice when she received news of Jonathan's situation. She had to choose between rushing to the side of her dying fiancé and continuing to observe Dracula in Whitby. Could the operation have been completed successfully if Mina had never gone to Budapest?

MINION: Dracula drained and possibly seduced Mina at the asylum, and the two shared a psychic link after that. Van Helsing and the others tried to keep Mina out of their planning sessions, in case she somehow relayed intelligence back to Dracula (and Dracula did evade the hunters by arriving at Galatz instead of Varna).

While Van Helsing assumed that Dracula's death freed Mina from his power, and he took the vanishing of the burn mark on her forehead as proof of her restored purity, there is no reason to assume this is true. Dracula demonstrates the ability to restore himself; if Mina also mastered this power, she could possibly heal the wound and conceal the fact that she retained her vampiric abilities.

OTHER: Even if Mina was an innocent during the events described, it hardly seems likely that she returned to a simple life as a schoolteacher or a solicitor's wife. Perhaps she continued to research vampiric lore with Van Helsing, or maybe the blood of Dracula flowing through her veins continued to transform her into something other than human.

Van Helsing points out that, as long as Dracula lives, then Mina will inevitably become a vampire after death, even if she dies of old age. She almost certainly survived through 1940, and may have sensed enough of that Edom operation to plan her own cremation or some other more permanent means of destruction — or to plan her eventual return in 1977!

CLEAR NAME: Ellen Mowbray, Genevieve "Gina" Malcolm, Elizabeth Farris



ABRAHAM VAN HELSING —

Professor Van Helsing held a chair of medicine at the Municipal University of Amsterdam, where he specialized in obscure diseases. He taught Dr. Seward, and the young doctor saved his life when the professor was accidentally infected with gangrene. Summoned by Seward to help diagnose Lucy Westenra's mysterious ailment, Van Helsing quickly identified the telltale marks of the vampire. He led the campaign against the Count; he procured supplies from his many allies on the Continent and guided the younger men in their hunt for Dracula and his spawn.

Van Helsing was married; his wife was insane and locked in an asylum. Her madness may have been connected to the death of their son in unexplained circumstances. While he lived in Amsterdam and had a Dutch name, he would slip into German when surprised or alarmed.

Van Helsing was a doctor of law in addition to his medical degree, and seemed to be acquainted with every contemporary scientist and philosopher of note. He was a Catholic, and claimed to have an indulgence for his (blasphemous) use of the Host — implying very high-level connections within the Church.

EDOM: If the aim of Operation Edom was to recruit Dracula, then why was Van Helsing so eager to kill the vampire? There are two possibilities.

First, if the conspiracy planned to acquire a vampire, then any vampire would do. Once he procreated, Dracula would therefore be an unwanted loose end. Van Helsing arrived after Lucy was infected, and oversaw her transformation into a vampire. He also stopped Seward from removing Renfield from the asylum, which allowed Dracula to similarly infect Mina (perhaps Lucy was somehow unsuitable, and Van Helsing decided to try again with another woman). This interpretation casts Van Helsing as a cold-hearted manipulator who treated everyone around him as disposable tools, to be used or broken as he saw fit.

Alternatively, Van Helsing came in as a cleaner. Edom's initial plan having failed, Dracula proving intractable, the Service needed to deal with this rogue vampire immediately. Therefore, they brought in the freelance vampire hunter Van Helsing to coordinate the fight against the wayward vampire and mop up any unwanted spawn.

MINION: Although Van Helsing made numerous tactical and strategic mistakes during the hunt for Dracula, the eventual outcome — Dracula driven from England, his Castle violated and demolished — makes Van Helsing's doubling during the initial operation unlikely.

However, note that we have only Van Helsing's account that he successfully resisted the charms of the vampire women in Castle Dracula and destroyed them. His description of the vaults doesn't match Harker's, either, implying a cover story — either his own, or one implanted by Dracula or his Brides. Van Helsing as minion makes the epilogue of the novel into something sinister, as he sits with Quincey Harker on his knee, having invited the Harkers to return to Castle Dracula …

OTHER: What killed Van Helsing's son, and drove his wife insane? Could Van Helsing's knowledge of the Un-Dead have come from some personal experience? Van Helsing as a freelance vampire hunter fits his history and his legend.

Or he might not have been freelance. Van Helsing was a spy — but he wasn't a British spy. His habit of breaking into German when under strain implies a connection to the Kaiser's naval intelligence section, Nachrichtenabteilung, or N (naval intelligence ran operations against Britain and America; the army's Abteilung IIIb dealt with France and Russia). He may also have worked for the Vatican, given his connections to indulgence-granting Catholic prelates.

CLEAR NAME: Max Windshoeffel, Martin von Hessel, Jakob van Helmont

Van Helsing may also have been the cover name of the German philologist and scholar Friedrich Max Müller (1823–1900), holder of the chair of comparative languages at Oxford. An expert in myth and ancient "Turanic" languages, he could have been brought in by Edom to evaluate George Stoker and Vámbéry's initial trove of vampire materials — to Edom's detriment if he was, in fact, an agent of German intelligence.

Alternatively, the real Van Helsing may have been the biologist Baron Ernst von Blomberg (1821–1903), a professor of zoology at the University of Lübeck. For reasons as yet unclear, Blomberg's name has been associated with fraudulent vampire-killing kits sold by major auction houses since the 1980s.

Other possibilities include the Hungarian-Austrian neurologist Moritz Benedikt (1835–1920), who specialized in criminal psychology and high-frequency electrotherapeutics; the pioneering Dutch psychiatrist and hypnotist Albert Willem van Renterghem (1846–1939), also involved in spiritualism and homeopathy; or the Irish surgeon William Thornley Stoker (1845–1912), Bram Stoker's eldest brother, granted a baronetcy in 1911.

A more outré possibility casts Van Helsing as the cover name of Robert Roosevelt (1829–1906), uncle of the American president Theodore Roosevelt and American ambassador to the Netherlands from 1888 to 1890. If Edom began as an early Anglo-American cooperative venture (possibly because Quincey Morris' experience with vampires in South America made his participation vital), then Roosevelt (like Morris, a dedicated outdoorsman and adventurer) may have run the operation on the ground — much as "Van Helsing" does in the novel.



LUCY WESTENRA

Lucy Westenra's life was cut short by Dracula at the age of only 19. She lived with her widowed mother in Whitby. She attended the same school as Mina Murray, and remained in regular contact with her. Even before Dracula's attacks, Lucy's health was precarious, and she suffered from somnambulism.

She had a number of suitors, three of whom proposed marriage on the same day. Lucy's love life is curious in its own right, even before one introduces vampires to the mix. Her three suitors — Seward, Godalming, and Morris — all knew one another and were close friends, but none of them seemed to know the intentions of the others toward Lucy. Either Lucy managed to juggle three courtships with remarkable discretion, or else the three friends all agreed to propose almost simultaneously and let Lucy make the choice.

Dracula targeted Lucy within three days of his arrival in England, and continued to feed from her intermittently for nearly two months before she perished.

EDOM: It seems unlikely that British intelligence would recruit a 19-year-old girl fresh out of school, but consider the following: Lucy spent her days watching shipping from her perch in the Whitby graveyard. In Stoker's original manuscript, she complained about having to "sit by like a dumb animal and smile a stereotyped smile till I find myself blushing at being an incarnate *lie*" — words any undercover agent can sympathize with!

Lucy was also a habitual sleepwalker, a possible sign of psychic sensitivity. Edom may have recruited her as an "early warning system" of Dracula's approach and activities.

Finally, and perhaps most tellingly, Dracula went to extraordinary lengths to feed from her. Even when Van Helsing blocked Dracula's entry into Westenra House, Dracula acquired a wolf from the London Zoo to smash down the door and force entry. Why go to all that trouble, if all he wanted was blood?

MINION: Lucy, of course, became a minion of Dracula after he turned her into a vampire — but was she complicit in this? She certainly seemed less than displeased with his attentions.

In her final note, she described how the house servants were drugged with laudanum, leaving her alone and undefended. Later, however, Dracula dealt with Jonathan Harker using mesmeric powers. Why, then, would the vampire need to drug the servants? Was Lucy removing the last obstacle to her transformation?

This point can go to either the Edom or Minion explanation: If Lucy began as an Edom stalking horse, she may have drugged the servants to get them safely out of the way, knowing it was her job to let Dracula vampirize her.

OTHER: As a vampire, Lucy emerged from the family tomb to prey on the children of Hampstead as the "Bloofer Lady." Van Helsing and Seward tracked her down, and Arthur Holmwood staked her, putting an end to her unlife — assuming, of course, the received narrative is accurate. After Holmwood staked her, Seward and Van Helsing sent him and Quincey Morris out of the tomb, ostensibly so that they could saw off Lucy's head and fill her mouth with garlic. However, two alternate possibilities present themselves.

Firstly, if both Seward and Van Helsing were part of the Edom conspiracy to acquire a vampire, they could have used that opportunity to spirit the paralyzed Lucy away, and then lied to Holmwood about decapitating her. If that sealed coffin in the Westenra grave is empty, then perhaps Lucy was brought to some secret military base for experimentation (p. 169). Indeed, she may still be there.

A second possibility is more personal — and more horrifying. Seward's journals show he was obsessively in love with Lucy. He had access to the resources of the asylum, including secure rooms and restraints where a patient could be imprisoned. Van Helsing, the only other witness, owed his life to Seward, and had his own experiences with imprisoning loved ones in madhouses. Could Seward have taken the Un-Dead Lucy back to the asylum as his vampire bride? (Possibly he even hoped that killing Dracula would somehow free Lucy from the taint.) In this scenario, the immortal Lucy may still be imprisoned in some secret dungeon in the asylum.

CLEAR NAME: Alice Westen, Charlotte Westerman, Laura Wexford



DR. JOHN "JACK" SEWARD -

Aged 29 at the time of the novel, Seward operates a lunatic asylum near Carfax. He trained under Van Helsing, and was a friend of Arthur Holmwood and Quincey Morris. The three traveled together for some time. He unsuccessfully courted Lucy Westenra, and continued to dwell on his rejection for months afterward.

Seward was an obsessive diarist, recording both his observations of his patients and his personal thoughts on wax cylinders using a phonograph. Strong jawed and handsome, he projected an outward aura of calm and confidence that was utterly belied by his nervous, almost neurotic, diary entries.

He married after the events of the novel, although the identity of his wife is never made clear.

EDOM: If Seward was part of Edom, then he was likely recruited after Dracula arranged to purchase Carfax. (His recruiter and handler was most likely either Holmwood or Morris, who would have taken the measure of his character during their earlier travels.) The asylum was ideal for any operation to acquire a vampire, with a ready supply of inconsequential victims, secure rooms, and lots of burly porters. Furthermore, any unusual events could be explained as the actions of madmen.

Perhaps Seward panicked when he was unable to save Lucy from Dracula, and called in Van Helsing to help kill the vampire in contravention of his orders. In this scenario, Seward would presumably have destroyed any incriminating wax cylinders — unless, of course, a message from Lucy was recorded on one of them, and he could not bring himself to lose this last connection to his love.

MINION: This interpretation works best if Renfield is an Edom deep-cover agent; the unfortunate Renfield tries to warn the world about Dracula, but is stopped by the nefarious Dr. Seward. The proximity of the asylum to Carfax makes Seward an easy target for Dracula, especially if Dracula promised him Lucy as a reward.

OTHER: He is a sexually frustrated medical man with obsessive tendencies, named Jack. Was he attached to the Royal London Hospital in Whitechapel five years earlier, in 1888? He may have carried out an earlier operation for the Freemasons who command the Special Branch, proving his mettle in matters of blood, magic, and secrecy.

CLEAR NAME: James Sanders, Jonathan Sievers, John Sadler, Joshua Stanley

Medical Ripper suspects include: Morgan Davies (1854–1920), surgeon at London Hospital in 1894; bibliophile, court physician, and obstetric surgeon Sir John Williams (1840–1926) gained a baronetcy that same year, ostensibly for his campaign against the vampiric ailment tuberculosis.



ARTHUR HOLMWOOD

Later Lord Godalming, heir to the estate of Ring, and one of the most desirable bachelors in London prior to his engagement to Lucy Westenra, Holmwood provided the hunters with financial backing and the shield of his reputation. He took the lead in tracking down and destroying Dracula's network of refuges across London, and he delivered the killing blow to Lucy. Taciturn and solemn, Holmwood seemed willing to follow Van Helsing's lead at every turn.

EDOM: If Operation Edom did manage to recruit a vampire, then obviously the eventual goal would have to be a *British* vampire — and who would be more trustworthy than a man of noble blood? Holmwood was Edom's vampire-designate until the Count targeted Lucy instead of the young lord. Possibly, Van Helsing's intervention ruined this scheme. If it were not for the transfusions, then Lucy would have succumbed weeks earlier, with Arthur by her side ready to join her in Un-Death. Note that he practically volunteers to be drained by the dying Lucy, only to be blocked by Van Helsing.

MINION: Note Holmwood's telegram (**CU72**) in which he says that he has news for Seward and Morris that will "make their ears tingle." This news is never described, but it cannot be word of his engagement to Lucy. Both men already know about the engagement; indeed, Morris references it in the very letter Holmwood replies to! The timing, however, coincides with Dracula finalizing his travel plans for the move to England. If Holmwood was in communication with Dracula — perhaps having met the vampire during his travels — then his Renfield-like excitement at the impending arrival of "the Master" might have spilled over into an unwise telegram to his friends.

The mysterious and convenient deaths of Holmwood's father and Lucy's mother, which left Arthur in possession of a title and an immense fortune, may have been Dracula's payment to Holmwood for services rendered.

Presumably, Dracula's attack on Lucy convinced Holmwood to switch sides (out of chivalry or jealousy at being snubbed), and he then concealed any previous knowledge of the vampire to avoid disgrace. Records of his involvement with Dracula may still exist in the archives at Ring.

It may be worth noting that Sir Francis Varney made his home at "Ringwood" — possibly the anonymous author of *Varney the Vampire* combined "Ring" and "Holmwood" to insinuate something about the Godalming lineage. Holmwood may have launched Edom to remove a rival vampire!

CLEAR NAME: Three viscounts died in 1894, and any of their two heirs might be the actual Holmwood: Hon. Albert Henry George Grey (becomes 4th Earl Grey and 4th Viscount Howick in 1894), Hon. Henry Charles Hardinge (becomes 3rd Viscount Hardinge in 1894). The Hon. George Godolphin Osborne becomes 10th Duke of Leeds and 10th Viscount Latimer, and 3rd Baron Godolphin, in 1895; the name is close enough that Stoker may have moved the year as part of his coverup. The Hon. Francis Douglas, Viscount Drumlanrig, dies without issue in 1894 in a mysterious shooting incident in Somerset. Adding a fictional son seems a small price to pay to get a mysterious shooting incident.



QUINCEY MORRIS

The elusive Quincey Morris was an American adventurer and explorer, a friend of Arthur Holmwood and Jack Seward. He also courted Lucy Westenra, suggesting he intended to reside in England indefinitely (or that he expected Lucy to follow him around the world). Notably, he spent time in South America, where he encountered vampire bats.

He carried a Bowie knife, and had a collection of firearms that he used to considerable effect during the hunt for Dracula. He died delivering what Stoker reported to be a fatal blow to the Count.

EDOM: Is Quincey Morris even American? Certainly, "American" is the first thing anyone notices about him, with his stage-Western drawl and his gun-totin' rugged outdoorsman approach, but that could be a cover identity. If a spy adopts a conspicuous disguise, the disposable elements of that disguise are what people remember. ("He was a redheaded man with an eye patch, and he had a really strong Russian accent!")

If Morris was a British agent, then he may have been Dracula's handler. His actions were consistent with those of an officer diligently babysitting a useful but temperamental agent. He arrived conveniently at the Westenra house to clean up after Dracula's last attack on Lucy; he was the first to mention vampires; he drove the Count away without injuring him when he tried to spy on Van Helsing's council of war; he repeatedly slipped off on mysterious "patrols";

and of course, he finally "resolved" the renegade vampire at the end.

MINION: All of Quincey's curious behavior can equally be explained if he was a minion of Dracula. He was recruited in Whitby, and was Dracula's spy in the outside world. After all, Renfield could hardly wander around London looking for victims for his master. Quincey was under no such restrictions.

Despite the American's attempts at sabotage — for example, he failed to prevent Dracula's escape when the company corners the vampire — his master was forced to leave London. Quincey accompanied the others on the chase, and of course was the one to kill Dracula — or was he?

As Van Helsing pointed out, Dracula can change form at sunset or sunrise. When did Quincey deliver the fatal blow? At the moment of sunset, when Dracula can easily turn into a cloud of mist! Quincey failed to use any of the vampire-killing methods proscribed by the Professor: no wooden stake, no decapitation, no garlic in the mouth. Clearly, Quincey's role here was to make it look like Dracula was dead, ending the pursuit and ridding the Count of these meddling hunters.

Morris' death in Transylvania opens another possibility: that after the Edom team had departed, Dracula raised him as a ghoul or a full-fledged vampire in his own right. Quincey Morris may still be roaming around the backwoods of Romania, or working with Dracula at the right hand of his Conspiracy.

OTHER: Even though Quincey's life ended in the shadow of Castle Dracula, his past is sufficiently mysterious that a Director can plausibly insert almost any backstory. Quincey Morris might have been an inventor, an explorer, a cowboy, a jewel thief, a spy, or a monster, as needed.

Specifically, he may have been working for the American Secret Service, either formally or informally. Even in the 1890s, the American and British services cooperated on several occasions, but Morris may have been acting under orders to make sure the British never got a tame vampire. His previous vampire experiences in South America ostensibly concerned bats, but perhaps he knew enough to hijack Edom for the aims of the United States, at the time or later. A vampire Quincey might have switched allegiances from Dracula to the CIA, for example, and worked to contain Edom ever since.

CLEAR NAME: Brutus Marix, Quincy Adams, James Brown, Mark Franklin



KATE REED

A writer and journalist, Kate Reed was a regular contributor to the *Englishwoman's Review* and the *Westminster Gazette*. She was a schoolmate and lifelong friend of Mina Murray, and remained in correspondence with her when Reed moved to London to pursue her aspirations of becoming a journalist. She came from a liberal, academic background; her father was a professor at Cambridge, and her mother was a noted actor. Reed herself considered acting as a career for some time, and likely moved in the same circles as Bram Stoker and Henry Irving.

While writing for the society pages of the *Englishwoman's Review*, she investigated the mysterious Count de Ville who had recently arrived in London, and discovered his true identity. She witnessed the bizarre dinner party / necromantic rite hosted by Dracula for his newly recruited followers, which brought her back into contact with Mina Murray and through her, with the rest of the hunters.

EDOM: As a journalist, Reed was well placed to intercept any embarrassing leaks or reports of vampire attacks. She failed to (or chose not to) suppress the *Gazette*'s account of the Bloofer Lady attacks, but was able to keep Dracula's own predations out of the public eye, while also monitoring his activities in London society in the guise of an eager young journalist under the spell of a glamorous foreign aristocrat.

Her mysterious "uncle James" (**HO62**), with his cryptic job in the civil service and interest in train timetables, might well have been an Edom officer or even her handler. This may be why Stoker or Edom cut her out of the final novel.

MINION: The other hunters suspected Reed of being a minion of Dracula when she attempted to poison Mina Harker, but there's no guarantee they were right — Kate claimed that she was trying to euthanize Mina, and Seward and Van Helsing discussed similar contingencies shortly afterward.

Reed's account of Dracula's feast contains several inconsistencies and contradictions; it might, in fact, be a cover story hiding the fact that she was at the feast willingly, as one of the Count's servants. She then tricked her way into Holmwood's confidence, putting her in position to monitor the activities of the other hunters and report their doings back to her master.

Also, Dracula only targeted Mina Harker later on, despite having ample opportunity to feed from her in Whitby. Some have speculated that the indiscretion mentioned in an early letter (**HO110**) might be evidence of an affair or romantic entanglement between Reed and Jonathan Harker; if so, could a jilted Reed have asked Dracula to eliminate her old rival?

OTHER: Why were all references to Kate Reed excised from the text of *Dracula* by Edom? Two possibilities:

First, Reed's father may have had connections to the X Club (p. 184), a dinner club of scientists and naturalists that served as Edom's advisory committee. Considering Reed's eventual fate, perhaps her father pulled strings within Edom to have a veil drawn over his daughter's involvement in the failed operation. If so, then there may be key documents relating to vampirism and Operation Edom in her father's files in the archives at the Seeley Historical Library in Cambridge (which may point at a connection to the Balkans Specialist, p. 91).

The other option revolves around Kate Reed's Diary (p. 271). If that notebook went missing before Stoker collated all the reports, then Edom might have decided to remove Reed to avoid drawing attention to the notebook's contents, hoping that whoever found it would never connect it to the events of 1894.

CLEAR NAME: Genevieve Havelock, Barbara Ward, Catherine Cook (a hypothetical niece or out-of-wedlock daughter of *Westminster Gazette* founder and editor Edward Tyas Cook (1857–1919))

"Kate Reed" might also have been Edith Craig (1869–1947), the daughter of the actor Ellen Terry. Craig spent 1887–1890 in Berlin studying piano (or being recruited by Van Helsing for the Nachrichtenabteilung), and her mother sent her to America in 1895 — to escape Dracula's wrath, or Bram Stoker's employers? Edith Craig's later lover Christabel Marshall (1871–1960) was, for a time, Winston Churchill's secretary, which might explain how Edom got revived in 1940.



R. M. RENFIELD

The vampiric minion so infamous that he lent his name to the concept, Renfield was a patient in Dr. Seward's lunatic asylum. To quote Seward's diary: *"R. M. Renfield, ætat 59 — Sanguine temperament; great physical strength; morbidly excitable; periods of gloom, ending in some fixed idea which I cannot make out."* Renfield sensed Dracula's approach long before the Count landed in England — he became obsessed with consuming life while Dracula was still at sea. He also demonstrated a preternatural knowledge of Dracula's arrival and location; Renfield claimed "the Master [was] at hand," and repeatedly tried to escape the asylum into the neighboring Carfax estate. Either Renfield possessed some strange link to Dracula, or the Count deliberately cultivated the madman as a minion. (Certainly, Renfield claimed that Dracula sent him insects.)

Renfield's sole contribution to Dracula's activities was to invite the Count into the asylum, enabling him to prey on Mina Harker. Renfield knew what the Count had in mind, as he begged Seward and Van Helsing to send him away before he invited Dracula in. Within a few hours of that, though, he became extremely secretive and talked about "walking with God" and acquiring a new and higher form of life.

When Dracula entered the asylum, however, he barely acknowledged Renfield. Infuriated, Renfield attacked the vampire and was mortally wounded in the altercation.

Little is known about Renfield's life before he went mad. We do not know if he was in the asylum voluntarily, or if he was committed there by a family member or some other third party. In his moment of lucidity, he claimed to be a friend of Arthur Holmwood's father (and, interestingly, seconded his membership of an exclusive club, the Windham), and demonstrated an excellent grasp of current affairs.

EDOM: The question must be asked — was Renfield wholly insane? If Edom knew that Dracula planned to live at Carfax, then Renfield's assignment might have been to spy on the estate from the asylum. Not even the most paranoid vampire would have suspected a madman of being an agent of the Crown. All that fly-eating may just have been an extreme example of living one's cover. Renfield might also have actually gone mad on a previous reconnaissance mission, or on an earlier attempt to recruit a different vampire — in Styria, perhaps.

Renfield demonstrated high intelligence, great powers of observation (he noticed Mina had lost blood before anyone else), and astounding physical strength and agility (he scaled a wall that the much younger Dr. Seward could climb only with the aid of a ladder). Could he have been a spy *before* he went mad? Renfield's Journal (p. 277) is another interesting wrinkle in the case.

MINION: Dracula did not have to recruit Renfield. The madman was drawn to him. Dracula's psychic aura heralded his arrival in England; long before the *Demeter* arrived at Whitby, Renfield knew his master was coming. The aura was also detectable by other sensitive creatures. Lucy, for example, started sleepwalking weeks before the ship arrived. How many other sensitives were similarly affected? Did every asylum have patients throwing themselves against the wall, demanding to see the Master? Were there madmen on the streets of London, ranting about the coming of the Lord? The psychic shockwave of the vampire logically called up an army of Renfields, who established Dracula's leave-behind network in London even after he retreated to Transylvania.

OTHER: Finally, was someone besides Dracula responsible for Renfield's death — by beating, not by exsanguination? Any one of the principals could have slipped into Renfield's cell to put an end to the madman (perhaps silencing a former ally who knew too much). For that matter, did Renfield really die? His death certificate (written by Seward) records "death by misadventure in falling from bed," but his crippled form could have been spirited out of the asylum by Seward, Van Helsing, or one of their agents. Perhaps, granted the knowledge of life and blood by his proximity to Dracula, a horribly wizened, crippled R. M. Renfield still runs Edom to this day.

Another possibility: If Seward's asylum was already a convenient safe house for British intelligence, where better to keep a murderous — but inconveniently well connected — madman, stashed under a false name? If the ruling order employed a Freemasonic mystic with strange notions of blood and power to clear out a few Whitechapel prostitutes who threatened the Royal Family, could their ripping tool be stored under Seward's unknowing gaze? This might explain how he recognized Arthur Holmwood and claimed to know the previous Lord Godalming.

Even without government involvement, Renfield might still

be the Ripper. If the Icelandic text's speculations are true, and Dracula's highly placed Satanic cult did anticipate the Count's coming by carrying out the Ripper killings, perhaps that explains how Renfield sensed Dracula's immanence. Dracula may have killed Renfield to prevent him from revealing his high-born allies under hypnosis.

CLEAR NAME: James Kelley, Roderick Reynolds, Clark Maybrick

Renfield as Ripper whose death was faked by the authorities for Masonic or other reasons can have any number of real identities: Sir William Gull (1818–1890), Montague Druitt (1857–1888), William Bury (1859–1889), poet J. K. Stephen (1859–1892), mad heir to the throne Prince Albert Victor (1864–1892), or Nathan Kaminsky, a.k.a. David Cohen (1865–1889).

If Renfield is a real murderer under a false name (with his death faked as above, of course), the possibilities are almost as endless: murderer Richard Dadd (1817–1886), mad painter who spoke to fairies and the god Osiris; master burglar and murderer Charlie Peace (1832–1879), whose skills at breaking and lockpicking might explain Renfield's frequent escapes; serial poisoner Thomas Neill Cream (1850–1892), also a Ripper suspect; poisoner and Russo-Turkish War surgeon George Henry Lamson (1852–1882), who may have hunted vampires with George Stoker and gone mad as a result; "railway murderer" Percy Lefroy Mapleton (1860–1881).

PETER HAWKINS

Solicitor Peter Hawkins of Exeter took little part in the events of *Dracula*, but his importance cannot be overstated. He was Jonathan Harker's employer, business partner and surrogate father, and it was he who sent Harker to Castle Dracula. Hawkins suffered from gout that made it impossible for him to travel.

Hawkins died abruptly (**HO129**), leaving his house and business to the Harkers. Oddly, Hawkins, the elder Lord Godalming, Mrs. Westenra, and Lucy Westenra all died at roughly the same time.



EDOM: Hawkins is an excellent candidate for the operation's mastermind. It was he who contacted Dracula to lure the vampire to England; he then sent Harker as a cut-out to Castle Dracula to make the final arrangements. When the Harkers returned, Hawkins invited both Jonathan and Mina to live with him, where he could debrief them over a bottle of port or two. Finally, once he knew everything that Jonathan found, and once Dracula was secure in Carfax, the Hawkins identity was quietly shut down. He had no family because Peter Hawkins never existed; he was a long-running cover that was no longer relevant.

In this scenario, Hawkins survived and presumably remained active in British intelligence for some years afterward.

MINION: Why did Dracula contact an obscure solicitor in Exeter? Did he just pluck a name out of his copy of *The Law List*, or was there some other connection between the two? Hawkins' sudden death becomes suspicious in this context — while gout can lead to kidney complications, it is not normally fatal.

Perhaps Hawkins suffered from some other condition, and sought out Dracula in the hopes of finding a cure through vampirism: he could have proposed Operation Edom to his superiors in NID entirely as a means of ensuring his survival. Working from behind the scenes, Hawkins made sure the hunters were always a few days short, and possibly gave the order to Harker (and Morris) to "kill" Dracula exactly at sunset.

CLEAR NAME: Abraham Aaronson, Arthur Abbott, John Gilbert

Captain William Henry Hall (1842–1895) was the head of the Naval Intelligence Department until 1889; he might have continued to nurture Edom after "retirement" — the timing of his surprising death (he was taken ill on a train while traveling to a new posting) at a relatively young age is certainly suggestive. He might have been killed by one of Dracula's vampire agents, or faked his own death to continue running Edom from behind the scenes.

Rear Admiral Cyprian A. G. Bridge (1839–1924) was director of Naval Intelligence in 1893; his sudden retirement on 1 September 1894 suggests he was cashiered (or resigned) after the Edom operation turned sour.



INSPECTOR COTFORD

Dogged Inspector Cotford is, at best, an honorary member of the original Crew of Light; he died or vanished midway through his own parallel investigation into Dracula. His notebook, recovered from an anonymous tomb in Hampstead Cemetery, was his only legacy — he apparently had no family or close friends in London. As a police officer, he was persevering but only moderately effective, and failed to spot the danger he was in until it was much too late.

The lack of investigation after Cotford's disappearance is puzzling, but can be attributed to Edom interference.

EDOM: Cotford was a soldier before he became a police officer; he mentioned his service in Afghanistan, which may mean

he also served in India, and the Indian police service was closely associated with spies and espionage. Even if he wasn't directly involved with Edom, he may have unwittingly assisted them by reporting on Dracula's movements to his superiors. The offer of a promotion could have been a reward for a job well done, or a way to pull a pawn off the board when it was no longer needed.

MINION: What happened to Cotford after he was locked in a tomb with a hungry young vampiress? Dracula could well have found a use for a tame police officer. Might Cotford have returned to the Metropolitan Police as Dracula's spy — or become a vampire in Dracula's service?

CLEAR NAME: Ebenezer Crook, Thomas Snell, Athelstan Jones

FRANCIS AYTOWN

Another of the hunters mentioned in Stoker's original case notes but excised from the published novel, Francis Aytown was a society painter with fine-art ambitions. Technologically advanced if artistically perhaps somewhat retrograde, he regularly took photographs of his sitters for use in his compositions. A fixture in the artistic scene in Soho and Chelsea, Aytown shared a Chelsea studio with his friend and lover Paul Jenkins.

Coincidentally asked to paint both Lucy Westenra and another of Dracula's victims, Juliette Parton, and to photograph a soiree featuring "Count de Ville," he discovered the deleterious effect of vampirism on photographs. His investigation into this effect nearly led to his death at Dracula's hand. After meeting with Kate Reed, he joined the hunters and successfully painted Dracula's portrait, albeit at great cost to his sanity.

EDOM: Aytown may have been an Edom floater, put in play to keep an eye on Lucy Westenra and the Whitby operation in general. His cover as a society photographer and portraitist gave him entrée into high-powered circles, useful in a Special Branch agent looking for treason or conspiracy, for example.

Edom may have excised him from the novel to cover up this role, or simply to ensure nobody went looking for the Dracula portrait and exposed their prize covert asset before he was even recruited.

MINION: Instead of escaping Dracula in his studio, perhaps Aytown surrendered to the aesthetic experience of joining the vampire. Dracula entered Aytown's studio without mention of an invitation. Is this because the studio was a rental work property and not a true home — or because Aytown did indeed invite the Count in, and suppressed that fact consciously or subconsciously in his journal? Aytown also had the run of the asylum when Dracula entered it. The



Dracula portrait was a fraud, and (as in the published novel) the witnesses remembered the Count without visual cues. Aytown returned to Chelsea, and perhaps later imported some Transylvanian soil for sculpture casts …

CLEAR NAME: Basil Hallward, Benedict Upton, Louis Verner.

"Francis Aytown" may be a cover name for the occult-minded, murder-obsessed painter (and Ripper suspect) Walter Sickert (1860-1942). Sickert was friends with Churchill's wife, Clementine, and helped Sir Winston with his own painting; an Edom Sickert could have put a good word in for the old firm before 1940.

LEGACIES

This section provides nine possible non-player character Legacies, in a format similar to the other supporting characters in the *People* chapter (pp. 78–139). However, since the Legacies are more specifically tied to their identity than a normal NPC is, we only provide a single description of each. The Director can still easily change any details to suit her own campaign. Remember that any other NPC might actually prove to be a Legacy, if the story demands it — even Romanians might have an English or German ancestor or be operating under a false name and passport.

Most importantly, the Director should decide the Legacy's agenda in the story. That said, a Legacy can change, either as the Agents discover more details, or as the Legacy switches allegiance (either to ally with or betray the Agents) during the events of the campaign.

For guidance and suggestions on introducing Legacies into the campaign, see pp. 24–25.

INNOCENT: This describes the Legacy's immediate appearance, how they seem upon first meeting (**Bullshit Detector**) or a superficial Internet search (**Research**). This may be the entire truth of the Legacy, although introducing too many totally innocent Legacies clutters the narrative. This section also provides the Interpersonal ability most likely to gain the desired response from the Legacy.

ASSET: This describes the Legacy as an asset of Edom or some other clandestine organization. The Legacy may be a full operative under cover or simply part of such an operative's network of informants, friendlies, and contacts. An asset may, of course, have tired of working with Edom, and taken up the cause of the Agents.

STARTING AS A LEGACY

Optionally, you may allow one of the players to play a Legacy right from the start of the campaign. While Edom tries to keep track of all the descendants of the original band, it's possible that one or more slipped through their net over the years. The Agent's parents or grandparents might have changed their names and fled to another country, beyond Edom's reach, or the Agent might have refused to work for Edom when the call came. Starting Legacies don't know anything more about Edom than can be discovered by reading the Dracula Dossier, although they may personally know some low-ranking Edom handler who's been their trusted mentor and guardian for years.

Or of course, the players might all play Legacies: a team of Legacy Agents recruited, vetted, and assembled by "Hopkins" just before her disappearance. If two of the party are Legacies, at the very least the party begins the game with +1 Heat — Edom keeps tabs on them. Getting new ID (and staying out of camera range) can lower their Heat again … until Edom makes their new identities, too.

NEW DRIVE: IN THE BLOOD

Fighting vampires is a family tradition. You might have been raised on tales of your great-grandparent's exploits, or maybe your parents never spoke about the past — except on certain nights, when they hung garlic over your bed and pressed a crucifix into your hand, and told you the truth about the world. You were born and bred for this life, and you're determined to live up to your family's reputation.

NEW BACKGROUND: EDOM LEGACY

You've been on MI6's rolls since before you were born. Edom was your guardian all through your youth. It paid for your education, and for summer trips abroad to Romania and Turkey. It trained you, honed you as a weapon. You weren't privy to Edom's secrets, but you knew you were destined to play a part in an operation that spanned the 20th century.

Why did you quit? Did you learn something about Edom that horrified you? Did its attempts at brainwashing fail? Did it experiment on your blood, hoping to isolate some quality or trace left by your ancestor's contact with the Un-Dead? Or maybe you found out what Edom did to your ancestor, all those years ago, and realized that it would do the same to you if you stayed.

Specific Examples: Harker-descended black bagger, Morris-descended wet worker, Holmwood-descended cuckoo, Van Helsing-descended cleaner, Seward-descended medic, Murray-descended analyst

INVESTIGATIVE ABILITIES: Pick those from any regular Background, and add Geology 1, Tradecraft 1, Vampirology 1.

GENERAL ABILITIES: Pick those from any regular Background, and add Weapons 4.

UNWITTING LEGACIES

Any Agent might be a Legacy without knowing it — somewhere along the way, their ancestors fled Edom, changed their names, and tried to forget about the family curse. Their true ancestry can be revealed at a suitable moment (whispered by a dying family member, found in the earthquake-blasted wreckage of the family home, found in an old Edom case file).

MINION: This describes the Legacy as a part of Dracula's network. The Legacy may be a Renfield, a full-fledged vampire, or just another tool in the thrall or employ of the Conspiracy.

DEFINING QUIRKS: Three or more defining quirks are provided for each character. One suggests a physical action you can perform at the gaming table, often with the use of props. Don't get too carried away: multiple quirks are hard to play and can prove distracting from the main point of the scene.

ABILITIES AND RATINGS: Each character also includes game statistics. Although supporting characters do not normally use Investigative abilities, these are provided to give you a sense of the expertise the character might be able to lend to the Agents. The Director should change any or all of these, especially adding new abilities to match a Legacy suddenly revealed as an asset. These abilities (especially the General abilities) change radically if the Legacy is a vampire!

In some cases, a Legacy might become a player character: in those cases, the player should add enough build points to make a starting Agent, although he needn't assign them immediately.

Provide Health ratings to suit the dramatic necessity. If a Legacy should be a survivor, providing repeated succor (or repeated opposition) for the Agents, give her Health 8 or 9. If he should appear briefly or die informatively, give him Health 2.

DOSSIER REFERENCE: If a character is referenced in the annotated ***Dracula Unredacted***, the entry *Dossier Reference* notes its number. If the Legacy appears in more than one annotation, the main reference is in ordinary text and secondary references are italicized.

LUCY BLYTHE (NÉE HARKER)

She looks, on first meeting, like a little bird — so frail that you might fear she'd break if you touched her, so pale you can see the web of veins beneath her translucent skin. Lucy Blythe's nearly a hundred years old, and while she admits she's "a little dotty," her mind is still as razor-keen of that of her long-dead grandmother, Mina Harker. Lucy is the daughter of Quincey Harker; she was named, obviously, for her mother's friend Lucy Westenra.

These days, Lucy Blythe lives in a retirement home in Exeter (Edom may be picking up the bill). She's a widow — her husband Gerald died in a car crash in the '70s, and they never had any children. Her career and life parallel the Dracula Dossier; in the 1940s, she was a First Aid Nursing Yeomanry (FANY) assigned to the SOE station at Grendon,



decoding messages from spies in occupied Europe. During the 1960s and '70s, she was a secretary in the Foreign and Commonwealth Office, rising to become personal assistant to the Permanent Under-Secretary for Foreign Affairs. (For those unfamiliar with the intricacies of the British civil service, the FCO PUS is the most senior diplomat in the civil service, which meant Lucy could have learned a lot about Edom's operations overseas.) And while the other geriatrics in the nursing home stare out the window, Lucy listens to BBC World Service reports about terror and special operations in the Middle East, and continues to put it all together.

INNOCENT: Ever since she was a very little girl, she's known Edom wasn't to be trusted. Maybe her grandmother whispered something in her ear; maybe her father warned her; maybe she just didn't like the strange government men who visited her home when she was young. She turned down an offer of employment by MI6 after the war, and has spent all her life studying the problem of Dracula. She knows the monster is still out there, but she knows that Edom's operatives aren't the people to stop him.

She's been waiting for the player characters to turn up for more than seventy years. Well, better late than never. When they find her, **Negotiation** convinces her that they are committed enemies of Count Dracula. She's got a suitcase full of papers relating to Edom and Dracula, some of which she may have inherited from the original hunters (there might be a Vampire Hunting Kit (p. 281) or maybe Aytown's Photographic Studies (p. 262) — there's definitely a Cameo of Dracula (p. 263) in there). It's all circumstantial or tangential, but **Research** might turn up a long-buried lead.

Lucy's much too old and fragile to travel, let alone help the Agents. All she wants to do is hold on until Dracula is finally destroyed. Then she can rest.

ASSET: Lucy made a devil's bargain with Edom in the 1950s. Her late husband had political ambitions, but needed help to make a name for himself. Edom could pull strings and make straight a path in the wilderness for Gerald Blythe. Lucy still distrusted Edom, but it wanted her organizational talents and her family connection to Dracula, and offered her a deal — her service in exchange for her husband's political career. That lasted until 1977 — she had a crisis of conscience during the mole hunt, and threatened to go public and expose Edom's illegal activities.

To this day, she doesn't know if Gerald's death was a terribly timed accident, or a warning; either way, it broke her. She withdrew her threats and continued to work for Edom until her retirement. She hates and fears Edom, but is caught in its web. **Interrogation** and mentioning Gerald's death in a car crash gets her to reveal her connections to Edom; a **Reassurance** spend may be able to flip her and turn her Innocent. Otherwise, she'll report the Agent's visit back to Edom before setting her suitcase of papers alight and throwing herself into the flames.

MINION: The Conspiracy recruited her when she was sixteen. Like her namesake, Lucy Harker suffered from sleepwalking as a child; these episodes stopped suddenly in 1936, which should have been a warning. She's monitored Edom for the Conspiracy throughout the 20th century, and was given her reward when Dracula rose again in 2011 (or 2005, or …).

The nurses in the retirement home always comment on how *happy* old Mrs. Blythe is, how she's always smiling beatifically, how patient and kind she is, even though she can't have more than a few weeks left. She can afford to be patient and kind. When she dies, she'll rise again as Un-Dead and her youth will be restored as she feasts on the blood of the innocent. **Bullshit Detector** notes her eerie self-confidence; **Notice** spots the pale spot on the wall where the crucifix used to hang before Lucy moved in.

DEFINING QUIRKS:

- writes everything down in her little books
- always has the radio playing in the background
- deaf as a post

INVESTIGATIVE ABILITIES: History, Research, Traffic Analysis, Vampirology

GENERAL ABILITIES: Preparedness 4



BILLIE HARKER

A charming brunette in her 20s, Billie Harker dresses in good jeans, practical shoes, a colorful scarf, and a waterproof but stylish jacket and gloves. She has a "metromedia" accent with a slight hint of the West Country. Her dark hair is trimmed close to her head, but falls to shoulder length. She is trimly built, and in good shape, never seeming out of breath after a long run or other exertion (**Athletics**). She doesn't exert herself in company, but doesn't simply go along with others' opinions, either.

She is the great-great-granddaughter of Mina and Jonathan Harker.

INNOCENT: Billie is a law student at the University of London. If encountered abroad, she acts like a normal middle-class tourist. Her Romanian is decent, if obviously learned from Rosetta Stone (**Languages**). Her German is considerably better.

She responds best to honesty and forthrightness (**Reassurance**).

ASSET: Edom pays for her legal education as a way to keep tabs on her, as it tries to for all the Legacies on its books. When she gets older, Edom plans to place her more formally within the security services.

Agents who have seen a picture of Mina Harker note the extraordinary resemblance between her and her "great-great-granddaughter." Billie may indeed be a Mina who has survived as a dhampir and vampire hunter, prolonging her life by ingesting vampire blood but knowing that if she does ever die, she will rise as the Un-Dead.

MINION: Or, of course, she did die — and Dracula raised her from the dead in 1977, restoring her youth and beauty. Now she infiltrates freelance vampire-hunter teams, using her ancestry as entrée and cachet, preparing them for the slaughter.

DEFINING QUIRKS:

- carries a well-used laptop in her bag
- records notes to herself on her phone
- toys with the crucifix around her neck

INVESTIGATIVE ABILITIES: Criminology, Human Terrain, Languages (Romanian, German), Law, Notice, Photography, Research, Vampirology

GENERAL ABILITIES: Athletics 5, Hand-to-Hand 3, Health 6, Medic 2, Preparedness 3, Sense Trouble 4

J. Q. HARKER

Pale and nervous, J. Q. Harker (Jasper Quincey, although everyone including his wife calls him J. Q.) is in his mid-50s, but looks older. He's ex-military, discharged on medical grounds after a tour of duty in Iraq during the first Gulf War. He retired to a small house in the Lake District on his military pension and his family assets, and occupies himself writing history books (**History, Military Science**, or shameless **Flattery**). He stammers when he speaks, and his wife often answers for him to save time; he's much more comfortable communicating by email. He looks and even dresses like his late father, appearing to be a man out of time.

He's the great-grandson of Mina and Jonathan Harker.



INNOCENT: His father forced him into a military career, and it never suited J. Q.'s temperament; he had a nervous breakdown after coming home from Iraq. Scouring his books for clues (**Research**) proves fruitless — it's all about medieval England, with nary a bite mark to be found. If consulted by the Agents, he initially assumes it's some sort of scam or prank. Encountered abroad, he's on holiday with his wife Elizabeth, whom he has once again dragged off to look at some ghastly Gothic ruin.

ASSET: Harker once worked for Edom, but was severely injured when an operation in Iraq (or maybe across the border into Turkey) went wrong. He's bitter about the whole affair, and considers himself wronged by Edom. He still works for it, though, doing research on obscure bits of vampire lore. (If his injuries were severe or supernatural, maybe he needs regular injections of the Seward Serum to keep going). His wife Elizabeth is also an Edom asset; she might just be there to keep an eye on Harker, or she might be a vampiric bodyguard. **Diagnosis** spots his injury; turn him against Edom by playing on his bitterness.

MINION: Harker inadvertently attracted the attention of a supernatural creature (a vampire, perhaps, or a lamia or ghul) while in Iraq; she followed him home and now masquerades as his wife (if the real Elizabeth ever existed, she's dead and her remains hidden or destroyed). Harker is helplessly bound to the creature and cannot resist her; he quit Edom to protect her. The creature, for her part, serves Dracula — when the Count needs to activate Harker, he will use "Elizabeth" to force the writer into action.

If the Agents visit, Harker tries to warn them away without alerting his "wife"; **Bullshit Detector** or **Tradecraft** picks up on the signals.

DEFINING QUIRKS:

- stammers
- carries a black notebook
- military bearing under pressure

INVESTIGATIVE ABILITIES: Cryptography, History, Languages (Arabic, French, Latin, Old English, Welsh), Outdoor Survival, Research

GENERAL ABILITIES: Athletics 5, Conceal 4, Driving 2, Explosive Devices 2, Hand-to-Hand 4, Health 6, Medic 4, Network 4, Shooting 6

PHILIP HOLMWOOD, LORD GODALMING

The present Lord Godalming is in his mid-50s; robust and commanding, he's one of the more recognizable members of the House of Lords. He's on the Joint Committee on the National Security Strategy, a committee of twenty-two members of Parliament (twelve from the House of Commons, ten from the Lords) that advises on defense and long-term strategic planning, where his previous experience in the British Army and, later, the defense industry stands him in good stead. He's known for his militant stance on intervention overseas, and was one of the loudest voices in support of the War on Terror.

INNOCENT: Edom cut the volatile Lord Godalming out of the loop some years ago; as far as Godalming knows, it's defunct and Dracula is dead. For the moment, Edom's happy to let him whip up support for action against al-Qaeda; if he ever became a problem, it's got insurance in the form of some compromising photographs. Mentioning Edom or Dracula puts him on his guard; **Reassurance** or **Tradecraft** convinces him you're on the level. With his considerable political sway and knowledge of the British military-industrial-espionage complex, he can be a very useful ally for the Agents — at least, until Edom starts blackmailing him.



ASSET: Lord Godalming is Edom's man in Westminster. Edom might have guided his career in the British Army and defense industry in the 1980s and '90s, possibly slipping him information to burnish his reputation. At the very least, he's a loyal ally of Edom and owes them a great deal, but he might also be part of the organization. He might even be "D" himself (p. 49); he certainly has regular and direct access to "D." If approached by the Agents, he'll pretend to be on their side and voice his concerns about Edom's "wild excesses," make plenty of references to his great-grandfather's battle with Dracula, and offer them all the support and help he can — while, of course, he reports everything the Agents say and do back to Edom, or even sets one of the Dukes (p. 50) on them.

MINION: As per Asset, but with a twist — while trying to sell arms in the Balkans in the mid-1990s, Philip Holmwood ran into a Conspiracy honey trap. He's now a double agent, feeding information back to Dracula from within Edom. (He might even be a candidate for *the* mole missed during the 1977 hunt.) He uses a combination of dead drops and couriers to communicate with his masters; if he needs to communicate in a hurry, he's got a vial of vampire blood that he can ingest at sunset or sunrise to create a temporary psychic link. Holmwood desperately wants to escape from under the Conspiracy's control by killing the she-vampire who seduced him (one of Dracula's Brides, or some other female vampire the Director has in hand).

DEFINING QUIRKS:

- turns everything into a flight of oratory
- carries a kukri knife in his briefcase
- needs a stiff drink whenever vampires are mentioned

INVESTIGATIVE ABILITIES: Electronic Surveillance, Human Terrain, Military Science, Vampirology

GENERAL ABILITIES: Driving 4, Network 10, Shooting 4, Weapons 6

DOSSIER REFERENCE: VS80, HO180

TABITHA HOLMWOOD

The Agents can be certain that Tabitha's not a vampire — hardly a week goes by without a photo of her showing up in one supermarket tabloid or another. She might be falling out of a nightclub, blind drunk, or seen with some pop star, hot young actor, or younger member of the Royal Family — she's the queen of the Eurotrash. **High Society** is the only way you'll get close to her, although **Streetwise** might find some obscure underground party that she's graced with her bleached-blonde hair and catwalk-model looks.

She's the black sheep of the Holmwood family, the great-great-granddaughter of Arthur Holmwood. The tabloid hacks salivate at the thought of being able to write "Lady Goddamning" headlines in a few years.

INNOCENT: Tabitha's almost exactly what she seems — rich, famous, and self-obsessed. In conversation, she's not always as vapid as the headlines might suggest (**Art History**, for example, or discussions of politics find her to be cuttingly insightful and well informed), but **Flattery** is the easiest way to influence her once close to her. She knows nothing about the Dossier, vampires, or her family history, but could invite an Agent back to Ring (p. 172) or get them into almost any exclusive social event.

Her publicist (who's considering putting "damage control" on her business cards) sometimes attempts to rehabilitate Tabitha's public image by getting her to fundraise for various charities, including Heal the Children (p. 150).

ASSET: Alternatively, maybe the Holmwood family has cut Tabitha off, and she's made some very bad decisions to fund her extravagant lifestyle. She has connections



to the Romanian Mafia (p. 157) or the Drug Boss (p. 113), or even the Arms Runner (p. 102). Or all three. She parties with oil-rich sheikhs and Russian oligarchs, making her an ideal courier for drugs, secret information, or something more exotic, like ancient gold coins from Dracula's vaults. If the Agents can extricate her from whatever mess she's gotten herself into, she'll help them.

MINION: Not yet, but give her time. Tabitha's living life on fast-forward because she knows that she doesn't have much left. She's been diagnosed with a severe form of myelodysplastic syndrome, an impairment of blood cell production that often leads to leukemia. In her case, her specialists warned her that she is unlikely to live more than five or six years. She believes that becoming a vampire can save her. Her racing around Europe is half sticking her neck out looking to get bitten, and half staying one step ahead of Edom.

Trade genuine **Vampirology** for her help before it's too late, one way or the other.

DEFINING QUIRKS:

- awake? champagne
- complains about paparazzi, but carefully checks lighting to ensure she photographs well
- checks phone constantly

INVESTIGATIVE ABILITIES: Art History, High Society, Photography

GENERAL ABILITIES: Disguise 4, Infiltration 4, Network 8, Surveillance 4



GEERD HOORN (VAN HELSING)

We know from Stoker's manuscript that Van Helsing's son was about the age of Arthur Holmwood, and that he was dead in 1894. Or rather, we know that was Van Helsing's cover story — possibly adopted not for any ignoble purpose, but rather to protect young Isaak Van Helsing from the inevitable vampiric revenge attacks.

Either way, the end result was to alienate Van Helsing from his own descendants. Isaak had one son, Josef, before 1894; at some point in the following decades the Van Helsings abandoned the family's Biblical name tradition and started using the surname Van Hoorn. Geerd Van Hoorn is Josef Van Helsing's grandson, and Abraham Van Helsing's great-great-grandson. Although he's in his 70s, he looks 20 years younger: a lifetime of hard, physical work has somehow refined or annealed him rather than breaking him down. Anyone who sees a photograph of Abraham recognizes the family forehead and wide-set blue eyes, although Geerd keeps his eyebrows trimmed and shaves his head to iron-gray stubble. His bristly gray mustache also slightly weakens the resemblance.

Geerd has also inherited his ancestor's gift for organization; for decades he worked on ships and on the Rotterdam docks as a union organizer for the Dutch socialist left, dropping the bourgeois "Van" from his name. (His family died during the Nazi occupation of the Netherlands.) After the socialist NVV union merged with the Catholic NKV in 1976, Geerd stayed in the activist left wing of the resulting FNV union federation. When FNV leader Wim Kok became prime minister in 1994, Geerd made numerous contacts and even a few friends inside the Dutch political, police, and military establishment. Now officially retired from his dockyard job, he still acts as a political fixer for the Dutch left and political boss of his working-class neighborhood in Amsterdam.

INNOCENT: Geerd is barely even aware that his family's name used to be Van Helsing, and certainly knows nothing about vampires. As a good socialist and atheist, he doesn't even believe in the possibility. He's far more concerned about the class enemies now ascendant in this late stage of global capitalist decadence.

He has a team of five men (seven counting his son Karl and grandson Wim), fellow hard-core socialists and longshore workers, who he trusts implicitly to keep police spies, agents provocateurs, time-wasters, and shiftless layabouts away from him — the Agents probably fall into one of those categories. (Use the "gym rat" build of Thug on page 70 of ***NBA*** for Geerd's *kameraden*, with no guns.) It takes solid, actionable information or favors to get Geerd's attention. (A **Streetwise** or **Tradecraft** spend might suggest something his union needs to know about, before approaching him with **Negotiation**.) If he promises to help the Agents, however, he keeps his word.

He can, after a week or so of looking in his old family belongings, point them to the old Van Helsing House in Amsterdam (p. 243). He can also put shipping containers or Agents (or anyone else) covertly on a ship to the UK or Romania or, really, anywhere — his trusted contacts in the destination port handle the unloading, too.

ASSET: Like his great-great-grandfather, Geerd might actually be working for any number of possible masters:

Edom got their hooks into Geerd very early, during the liberation of the Netherlands in 1945. They traced the Van Helsing bloodline to one very hungry eight-year-old boy in the ruins of Rotterdam, and the Elah of that era (who might have been "Van Sloan," p. 87) brought him onto a British army base and into the fold. Since then, he has served two masters: Edom and the democratic-socialist Left. This was easier before Thatcher came to power, and Geerd stopped active cooperation with Edom in 1979, using the mole hunt as a convenient excuse to break off. However, Edom knows they can count on him if it must — it wouldn't do for the "conscience of the Dutch labor left" to be revealed as an MI6 informer.

The Russians (the KGB then, the FSB or GRU now; p. 76) recruited Geerd as a firebrand teenager during a socialist labor conference in Warsaw in 1954. He began as nothing more than one of Moscow's tens of thousands of puppets in the Western left, but once the Soviet vampire (or anti-vampire) directorate discovered what the KGB had, they took over handling his case. And they still do. Geerd uses his contacts in the Dutch shipping business (still one of the largest in the world) to keep track of coffins, corpses, surprising amounts of blood or Romanian dirt, and other unlikely shipments. He almost certainly knows about HGD Shipping (p. 145) and Axel Logistics (p. 141), and may also be aware that Leutner Fabrichen (p. 146) has slipped its Soviet-era masters for its original Master. The Soviets may or may not have told Geerd about his ancestry.

This is the exact same backstory for Geerd as a ***CIA*** asset; he approached the Dutch government to report his Soviet contact — he was a good socialist, not a state-capitalist Soviet stooge! — and the Dutch eventually turned him over to the CIA to run as a double agent through their own false-flagged FTUC labor union handlers. The NATO Liaison (p. 125) or the CIA Agent (p. 91) may have access to the files dealing with this phase of Geerd's life. The Agents can flip Geerd by showing him such proof that he has been a CIA asset all along: he hates the CIA as much as he did the KGB, for much the same reason.

The Germans (either BND or a surviving Ahnenerbe vampire program) recruited Geerd via their own leave-behind agents in the Dutch labor union movement. The socialist NVV union was a national-socialist union during the occupation; the postwar purges didn't catch everybody. His ancestry was

noticed only after the Gestapo liquidated his family (who were active in the Orange resistance), and he spent a few years being shuttled between sympathetic foster homes before being recruited into the NVV by a German asset. His duties and knowledge are much the same as the Russian-run Geerd.

If Abraham Van Helsing was a German national from the beginning, "Geerd" is an elaborate cover identity created by the Gehlen Org (p. 82) from the postwar chaos. He might not even actually be Van Helsing's descendant, but merely an asset trailing his coat to see who approaches him! (In which case, a 2-point **Disguise** spend notices that Geerd's hair, eyebrows, nostrils, etc., are actually carefully shaped to maximize his resemblance to Van Helsing's photograph.)

MINION: Dracula made Geerd a Renfield during his own escape from London in 1978 — either by coincidence or by ill-planned Edom machination, the Count fled on a ship that Geerd was working. Neither Dracula nor Geerd are aware of the irony; Dracula didn't recognize the Van Helsing vintage, and Geerd doesn't know it.

Revealing Geerd's true ancestry to him — with photos, documents, etc. — allows an Agent using a week-long Difficulty 7 **Shrink** test to deprogram Geerd and break the Renfield spell. He handles Dracula's shipments out of the Netherlands; he knows HGD Shipping and Axel Logistics, but not Leutner Fabrichen. He may be able to identify other minions of the Conspiracy who he has smuggled onto or off of various ships in the last four decades.

DEFINING QUIRKS:

- rolls and smokes his own cigarettes from sailor's tobacco
- clenches and unclenches his fist when irritated or concerned
- stares right at whoever's talking

INVESTIGATIVE ABILITIES: Accounting, Architecture (ships and shipyards only), Intimidation, Languages (English, German, Greek, Romanian [asset or minion only], Russian [asset only]), Negotiation, Notice, Streetwise, Tradecraft [asset only], Urban Survival, Vampirology [as asset]

GENERAL ABILITIES: [second set of ratings is for asset or minion versions of character] Athletics 8, Conceal 5, Cover 2/5, Hand-to-Hand 4, Mechanics 4, Network 8, Piloting 5 (sailboat, barge, fishing boat, cargo ship), Weapons 4

DOSSIER REFERENCE: CU240



THAD MORRIS

Bearded, wild haired and often weather beaten, Thad's age is hard to pin down — he could be anywhere from mid-20s to mid-40s. He's a freelance photojournalist, working for several magazines including *National Geographic*. He's spent months photographing bats in South America, and documented the aftereffects of the earthquakes in northern Italy in 2012. He's easy and approachable both professionally (**Photography** or **Outdoor Survival**) or personally (**Flirting**). Right now, he's really into photographing old churches and ruins, and might be encountered anywhere in Europe. He never stays anywhere for long.

He's related to Quincey Morris; he's his great-great-grandnephew. He found a box of his ancestor's old papers and photographs a few years ago, and scanned them — he really must find time to go through them properly someday. He may have one of the Cameos of Dracula (p. 263) from his ancestor.

INNOCENT: Thad's working on an article covering something dangerous (human trafficking in Romania, the international drug trade, homelessness and prostitution on the streets of London, fracking in the Carpathians), giving him ample opportunity to run into or get rescued by the Agents.

ASSET: Thad's CIA, operating under cover as a photojournalist (**Tradecraft**). He might be spying on Edom activities in London and Romania, or just building credibility for his cover. His cover name is James "Jam" Turner.

MINION: If you go with the theory that Quincey survived and was turned into a vampire by Dracula, then Thad is Quincey wearing a false beard and wig. He scouts out potential victims for the Count while watching for hunters and other dangers. His trusty knife (p. 272) is hidden in a secret compartment in his camera bag.

If he's human, then Thad's main role in the Conspiracy is to fake photos to disguise the vampires. Through a combination of digital manipulation, special effects, and other trickery, he can provide seemingly genuine photographs of Count Dracula or any other vampire. He definitely has one of the Cameos of Dracula (p. 272) from Quincey or from another suborned Legacy.

DEFINING QUIRKS:

- taciturn
- hitches his shoulder bag of camera equipment back up
- can fall asleep anywhere

INVESTIGATIVE ABILITIES: Art History, Electronic Surveillance, Human Terrain, Languages (Spanish), Notice, Outdoor Survival, Photography, Traffic Analysis

GENERAL ABILITIES: Athletics 4, Conceal 4, Driving 6, Filch 4, Infiltration 6, Medic 2, Network 6, Preparedness 4, Sense Trouble 4, Surveillance 6

DOSSIER REFERENCE: HO68

CARMILLA ROJAS

Rojas is a special operations officer in the Argentinian Secretariat of Intelligence; a troubleshooter, sent wherever she's needed to clean up other people's messes. She's in her early 30s, but has already established a formidable reputation in the intelligence community. In particular, the CIA owes her plenty of favors after she helped extract two of its officers from a sticky situation in Chile.



Right now, she's in London. Her official brief is to protect members of the Argentinian Ministry of Planning and Public Investment as they meet with oil companies to negotiate about extracting the Vaca Muerta shale oil.

She's the great-great-granddaughter of Quincey Morris. Her great-grandfather was conceived during Morris' time on the Pampas, and Morris left several papers and other personal items with his lover when he fled Argentina (p. 225) suddenly in 1893. Rojas carries an old silver bullet from a Winchester rifle as a good luck charm; family tradition insists that the bullet was made by Morris.

INNOCENT: Rojas' presence in England is no accident. She recently became aware of the Conspiracy (maybe she found something in Morris' old diaries, or she discovered the Malargüe camp (p. 225), or perhaps an Argentinian diplomat was found dead shortly after meeting with the Petroleum Executive (p. 127)). She starts digging around at the same time as the Agents, but without the Dossier to guide her, she's likely to end up dead before she finds anything of use. **Tradecraft** and **Vampirology** convince her to listen; as an ally, she can help investigate Edom or the CIA, or tell the Agents about the Argentinian connection — or screw them over and take the Dossier. She's innocent, not stupid.

Her grandmother may have more of Quincey's papers back home, if you want to feed more clues that way. Whichever member of the Rojas line holds the key (Carmilla or her grandmother) can answer any two questions about Quincey's role in the 1894 events.

ASSET: Rojas spent two years doing postgraduate work at Cambridge before joining the Secretariat; Edom recruited her then, after a background check turned up her connection to Morris. She believes in the cause, and wants to leave the Secretariat and work for Edom directly, ideally as a Duke. She's determined that this time, Edom won't send her back to South America; while she's in London, she wants to find something that will force it to bring her into the inner circle. Recovering the stolen Dossier, or eliminating the PCs, might be her ticket into Edom. **Bullshit Detector** or **Flirting** picks up on the danger signs when talking to her. The Agents might be able to flip her by showing her how dangerous and uncontrollable the vampires really are.

MINION: Dracula set up his own ratline before World War I; a strategic retreat in case the Turks of the 20th century overran his homeland. He shipped coffins of earth to Buenos Aires, and set up a network of minions there (the Martinez family) to watch over his affairs there. He even turned the daughter of the man who nearly killed him into a vampire to be his eyes and ears there. Carmilla Rojas is a secret Bride of Dracula. Her current identity as an intelligence officer is only the most recent of her many covers. Alternatively, make her a high-powered immortal Renfield if a full vampire doesn't work for your campaign; either way, **Streetwise** (and possibly **Vampirology**) spots that there's something *off* about her. Edom doesn't know about her — she's in London to back any plays Dracula makes against British intelligence (or the Agents, if the Count already has MI6 in his cloak pocket).

DEFINING QUIRKS:

- stunningly gorgeous and knows it
- kisses her silver bullet for good luck before an action scene
- taste for expensive fashion

INVESTIGATIVE ABILITIES: Criminology, Data Recovery, Human Terrain, Military Science, Tradecraft, Urban Survival

GENERAL ABILITIES: [second set of ratings is for minion version of character; give her the usual vampiric powers] Aberrance 0/13, Athletics 8/0, Disguise 4, Filch 6, Gambling 4, Hand-to-Hand 8, Infiltration 10, Network 10, Preparedness 6, Sense Trouble 6, Shooting 8, Surveillance 6

DOSSIER REFERENCE: HO140



DR. JACQUELINE SEWARD —

Dr. Seward is an internationally respected hematologist and oncologist. She graduated from University College London in 1996, and specializes in the treatment of blood diseases such as leukemia. She lives and works in London, but flies all over the world to conferences and to consult on unusual cases (**Diagnosis** or **Forensic Pathology** engages her attention). Even when not wearing her customary lab coat, she instinctively chooses long white or pale jackets or dresses. Her co-workers nickname her the shark — the only time she can sit still is when she's in the lab, and otherwise has to keep going. (They also say she can smell blood from miles away). She's an avid rock climber (**Outdoor Survival**).

She's the great-great-granddaughter of Dr. Jack Seward, and might work at Seward's Asylum (p. 195).

INNOCENT: Seward volunteers with Heal the Children (p. 150) and regularly travels to Romania. She and her partner hoped to adopt a child named Rena from an orphanage there, but the ban on international adoption

from Romania (since 2004) prevent them from doing so; Seward secretly hopes that her charitable efforts might convince the government to grant a special exemption in Rena's case. Promises of help with **Bureaucracy** or other ways to put pressure on the Romanian government might win her trust; she might even consider illegally exfiltrating Rena if convinced it's best for the child.

ASSET: Seward continues her ancestor's research on behalf of Edom. She's responsible for the production and refinement of the Seward Serum (p. 51); her trips to Romania often include testing variations of the serum as she experiments with the effects of certain volcanic gases on Jacks. Her work with Heal the Children might be cover for such experiments; for a more charitable interpretation, Seward's experimenting with ways to use the vampire blood to treat otherwise incurable diseases, and would appreciate help with her research in **Pharmacy** or **Chemistry**.

MINION: She found some of her great-grandfather's notes and files in a family attic, including early work on the Seward Serum. She's managed to replicate the serum without Edom's knowledge — unfortunately, she hasn't managed to filter out the side effects, and her version leaves the user vulnerable to Dracula's influence.

Edom keep tabs on all the Legacies — has she slipped through its net, or is it deliberately letting her experiment on the off chance she makes a breakthrough? Or is she on the run from Edom when the Agents encounter her?

DEFINING QUIRKS:

- never stops moving — walk and talks
- precise, clinical choice of words
- always carries a Dictaphone to record case notes

INVESTIGATIVE ABILITIES: Chemistry, Diagnosis, Forensic Pathology, Fringe Science [asset or minion only], Languages (Romanian), Outdoor Survival, Pharmacy, Vampirology [asset or minion only]

GENERAL ABILITIES: Athletics 6, Disguise 2, Driving 4, Hand-to-Hand 2, Infiltration 6, Medic 8, Preparedness 2, Sense Trouble 2

DOSSIER REFERENCE: HO64, HO117

OPPOSITION FORCES



This chapter provides quick statistics and ability approaches for the opposition, particularly Edom and Dracula's Conspiracy. As with all such elements, change them, omit them, or bolster them at will.

EDOM

Edom per se is actually a fairly small conspiracy. Only the Dukes of Edom, the staff and security forces of Ring (p. 172), Carfax (p. 185), and the Asylum (p. 195), and the naval ratings and other personnel assigned to HMS *Proserpine* (p. 169) are actually stooled to the rogue, and only "D" and "Dr. Drawes" have anything like the full picture. Edom currently exists to monitor (and try to guide) Dracula's rampages through Europe, shut down inconvenient questions and witnesses, and stop any "collateral" vampire who isn't either Dracula or its own asset.

Edom is protected by the full might of GCHQ, just like the rest of MI6 is. All Digital Intrusion efforts against Edom systems are Difficulty 8 or higher.

"D"

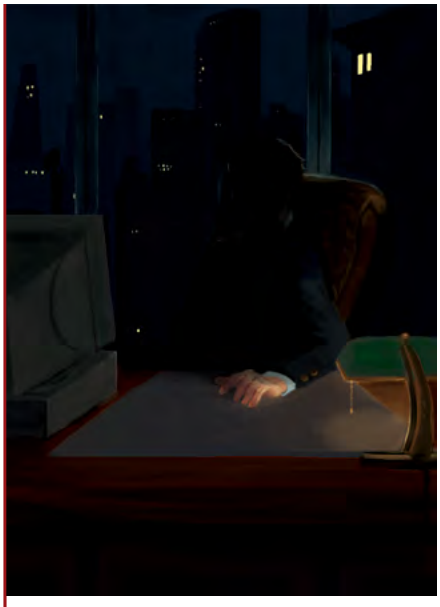
The few who even know there is an MI6 section chief code-named "D" assume it's a jocular reference to being "next to C." In truth, the initial stands for Doeg, the Edomite herdsman of Saul who killed even the high priest on the order of his king (1 Samuel 22).

The Section for Research Operations keeps a low profile even by Service standards. Its chief, likewise; "D" shuttles between Ring and MI6 HQ in Vauxhall Cross on no particular schedule. His office there is small and out of the way; finding it requires specific knowledge of the layout.

He is always accompanied by two Service bodyguards (***NBA***, p. 69) or by one or more Dukes of Edom (p. 50).

The specific identity of "D" is up to the Director, but making "D" just another faceless bureaucrat risks anticlimax. Ideally, the players will recognize him either by association with the Dossier or from a seemingly innocuous, even helpful, encounter at some point during the campaign. Possible identities for "D" include:

- analytical genius and deep cover specialist R. M. Renfield, the man who knows Dracula better than anyone, still surviving on a diet of bugs and blood (p. 38)
- an immortal "Peter Hawkins" from 1894 (p. 39)



- the current (or vampiric) Lord Godalming (p. 43) or another Legacy, ideally one the Agents have met and trusted
- Lucy Westenra (p. 34) or another surviving 1894 vampire; the vampire held in the *Proserpine* is a decoy
- the Retired MI6 Asset Runner (p. 98)

- the other survivor (besides "Van Sloan") from the 1940 SOE mission to Romania: Lieutenant Lewis (**VS57**) or possibly even Captain Spence (**VS78**)
- an immortal (or slow-aging) Brigadier Oswald A. "Jasper" Harker, Acting Director of MI5 (1940–1941) who faked his death in 1968 (p. 80)



"DR. DRAWES"

Indeed, "D" prefers outsiders to believe that "D" stands for "Drawes," the pseudonym of Edom's main researcher into the science (occult or otherwise) of vampirism. There is a John L. Drawes, MD, FRCS, listed and credentialed in the NHS and other British government databases, but this is a false umbrella identity (or series of identities) used by Edom operatives to impersonate medical personnel and sign off on any number of dubious activities.

With enough access to the full spectrum of London death reports (including those of the most recent Dracula outrages), a 2-point **Traffic Analysis** spend notes the signature, ID number, or involvement of "Drawes" on death certificates, autopsy reports showing nothing wrong and certainly no unusual exsanguination, medical review boards for the police after weapons discharge, and so forth.

The primary "Drawes," however, spends most of his time in Seward's Asylum (p. 195) or on the *Proserpine* (p. 169) researching vampires from a scientific perspective. If Edom doesn't have its own vampire, he is lobbying to get one. He has (perhaps foolishly) concentrated on duplicating vampire abilities (*The Seward Serum* sidebar, p. 51) rather than defeating them, but, at the Director's discretion, his notes and records might yield specific anti-vampire measures (such as UV-radiant sera to cancel vampire powers) to Agents spending 4 points total of **Chemistry**, **Forensic Pathology**, and **Vampirology**.

It's less important for "Drawes" to be a familiar or even foreshadowed figure if he is discovered. In fact, his generic "mad doctor–ness" can serve as a useful subconscious hint to the players that he isn't "D" after all. That said, here are a few possible identities for "Drawes":

- An immortal, blood-addicted Seward (p. 35) or Thornley Stoker (p. 33) or George Stoker (p. 10).
- The current Van Helsing or Seward Legacy (p. 47), or another one that works in retrospect.
- The Drug Boss (p. 113) or Human Trafficker (p. 118) rounding up pharmacopeia or test subjects.
- The head of the Ahnenerbe vampire program in Germany, recruited after WWII by Edom as part of Operation Surgeon (the British equivalent of Paperclip).

DUKES OF EDOM

These are the lead Edom operatives, the foes the Agents meet in London and Romania. Their ability ratings, special maneuvers, etc., should meet or exceed those of the PCs. In the field during a full exercise, they will have one *Proserpine* rating as an exec or NCO, but work through teams of regular MI6, MI5, SAS, etc., personnel, or simply commandeer local law enforcement or other British government and police resources using their MI6 warrant cards.

They may show up anywhere in Europe, including Romania. All of the Dukes have perfect Romanian passports and language skills in Romanian, Hungarian, and Romany. Any or all of them might have been Renfielded or otherwise suborned by Dracula: even sophisticated anti-vampire hypnosis screens can't detect a big pile of gold in an operative's stash box.

Their code names reference the "Dukes of Edom" listed in Genesis 36; the actual Biblical name appears in parentheses if your campaign style tilts toward the fuscous and obscure.

Unless otherwise stated, all Dukes of Edom have the following statistics:

GENERAL ABILITIES: Athletics 8, Disguise 2, Driving 4, Hand-to-Hand 8, Health 10, Infiltration 2, Medic 4, Shooting 6, Weapons 6
HIT THRESHOLD: 4
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +1
DAMAGE MODIFIER: −2 (fist, kick), +1 (9mm Glock 17 pistol)
ARMOR: −2 vs. bullets, −1 vs. other (police tactical vest)



ELVIS (ALVAH)

Runs the Edom network in the Balkans. A dark-haired, friendly fellow in a modern suit, he looks like he could be anything from a vacationing American businessman to a Russian arms dealer. Since he spends more time on the ground than most Dukes, he can more easily be bargained with: a trade of information about Dracula or a solid favor (**Negotiation**) gets him to lay off the Agents. With enough fair dealing and exposure to the real depravity of Edom's actions, Elvis could potentially be flipped with Ideology: he didn't get into this business to protect Dracula.

SPECIAL: Disguise 12, Infiltration 5



FORT (MIBZAR)

Handles fires and explosives for Edom, with special attention to formulations that burn at extreme heat levels (to rapidly burn vampiric flesh) or hurl wooden shrapnel. A square-built black woman, Fort mostly wears jeans, work boots, and a fireproof jacket. Also handles earthquakes if need be; if Edom has a superior Earthquake Device (p. 266), she targets it, emplaces it, or whatever is needed. She enjoys threatening and intimidating vampires, and is vulnerable in turn to isolation and **Interrogation** after being thoroughly searched for detonators, a packet of PETN, or other escape trickery.

SPECIAL: Conceal 8 (Perfect Holdout), Explosive Devices 12, Mechanics 5





HOUND (KENAZ)

Primary field agent for Edom in a non-murderous capacity. A short, attractive woman with reddish-brown hair, she wears a suit and a crucifix necklace, and radiates competence and security. She speaks a dozen languages and has contacts all over European law enforcement. She mostly spends her time trying to map Dracula's activities to assemble a pattern for analysis: she doesn't care who he kills as long as every now and then some of them are terrorists. **Cop Talk** gets her respectful attention, although nothing short of Coercion (or being vampirized, of course) will double her against Edom.

SPECIAL: Shooting 8, Surveillance 6, Weapons 8. She has Special Weapons Training with her Glock (+2 damage) and her flexible baton (+0 damage). If the Agents haven't spent Conceal, Criminology, etc., to cover their tracks as appropriate, Hound finds their traces. When Hound is in the area, all Heat and surprise Difficulties for the Agents increase by 1.



IAN (IRAM)

A thin, whiplike man with a shaven head, plentiful tattoos, and six silver teeth, Ian is clearly (**Criminology**) a Russian Mafiya killer. (**Human Terrain** or **Languages (Russian)** detects his specific city of origin as Kazan, although he is not an ethnic Tatar.) His chosen weapon is the high-powered automobile. He can use it for other purposes such as surveillance and getaways, but he prefers to drive offensively. He will even lower himself to plant a car bomb if he must. A **Network** contact in the Russian Mafiya can offer leverage on Ian (**Intimidation** once you have it flips him with Coercion), doubtless in exchange for something unsavory.

THE SEWARD SERUM

This homeopathic distillation of vampire blood (possibly saved by either Van Helsing or Seward after the death of Lucy, or taken from Mina during her contamination) can only be manufactured at an Edom facility such as the Asylum (p. 195). If the original sample is destroyed, no more can be made without another vampire. It provides the equivalent benefits of turning Renfield without the drawback of immediate subjection to Dracula's will.

After injection, users (called "Jacks") gain:

- 12 pool points to distribute among any General abilities except Cover, Disguise, Mechanics (except traps), Medic, Network, or Shrink; user may save these ability points in an unassigned pool to use at need
- +1 to their Alertness Modifier
- +1 to their melee damage
- Infravision
- Vampiric Speed (spend 2 Athletics or Health for Extra Attack, Jump In, Mook Shield, or +2 Hit Threshold for one round)

Sadly, the Seward Serum has drawbacks:

- Its effects only last until the user is next exposed to direct sunlight.
- If the user becomes Shaken while using, he gains an Addictive Disorder for the serum.
- The user is still at −1 to all rolls to resist Dracula.

SPECIAL: Driving 16, Explosive Devices 5, Mechanics 10. Ian has the equivalent of Special Weapons Training with cars (+1 to all damage to others from crashes), and can make Critical Hits (double damage on a 6 if his roll + spend beats the target's Hit Threshold by 5+) with a car impact.



NAILS (JETHETH)

A stolid, efficient Ulster killer, entirely owned by Edom thanks to certain errors of judgment made during his impetuous youth back in Ireland. Pale of complexion with dyed brown hair covering the ginger, he wears shapeless and nondescript clothing that doesn't show stains. Nails actually wants very much, in his secret heart, to be a vampire: a 1-point spend of either **Flattery** or **Bullshit Detector** notices his tells during a discussion of or confrontation with vampires. A long con, a convincing story (2-point **Reassurance** spend), and some fake (or real!) vampire blood will get him to sell out Edom in one big way: information about a big question, or a free hit on an Edom target.

SPECIAL: Athletics 10, Explosive Devices 4, Shooting 16, Weapons 10. Has Special Weapons Training in his .338 caliber Lapua Magnum Accuracy International AWM sniper rifle (+2 damage) and his Fairbairn-Sykes fighting knife (+0 damage).



OAKES (ELAH)

A tired, graying case officer, Oakes joined Edom right before the 1977 mole hunt. Nothing he has seen since has convinced him that Edom got the right person, or that it even tried. He keeps a huge file of his own on the subject, and chases the mole that got away in his spare time between cleaning vampiric crime scenes and directing Dracula's agents toward Islamist terror cells. After an approach showing bulletproof **Tradecraft**, real information and leads about 1977 get his attention. He can answer any three questions about 1977 except "who was the mole." If presented with ironclad proof that Dracula's mole is running Edom, he can be **Flattered** (2-point spend) into joining the Agents out of Ego (*"Thanks to you, we found the key"*).

SPECIAL: Conceal 6, Surveillance 4



OSPREY (OHOLIBAMAH)

Runs the Edom lamplighters, and sifts the raw intel from the field for "D" and any analytical staff at Ring. A small, dapper man, Osprey seems to fade into the background even when alone in the room. Like Elvis, he will trade intel for intel with fellow professionals (**Negotiation** and **Tradecraft**). Unlike Elvis, he cannot be co-opted (except by Dracula) because he is hopelessly obsessed with Lucy Westenra (or any other Edom captive vampire). A 1-point **Flirting** spend notices his complete immunity to flirtation, and intuits a prior, impossible fixation as the cause.

SPECIAL: Athletics 12, Disguise 8, Surveillance 16. Once Osprey has spotted the Agents, all of their Heat test Difficulties increase by 1 after 24 hours in the same city.



PEARL (PINON)

This is who Edom sends to steal anything the Agents have worth stealing, especially a major artifact. Pearl is a slender man of northern Indian extraction, darkly good looking and (when off duty) sharply dressed. **High Society** detects his social climbing desires; an invitation to the best parties is always welcome, but no thief is off his guard around rich people. Better to **Intimidate** him with threats of broken hands and power drills.

SPECIAL: Athletics 12, Filch 12, Infiltration 14



PRINCE (MAGDIEL)

"D" isn't actually entirely sure why he needs a hacker to contain a medieval warlord, but, just in case, he got a good one, right from the Israeli Unit 8200. Prince is a sunburned woman with three addictions: vampire movies, computer exploits, and pain medication. (That last is why she no longer works for Israeli military intelligence.) Her fibromyalgia keeps her in near constant agony; she might be turned by someone offering a cure. She works under UV lamps out of a ground-floor apartment in Bethnal Green, and, in the very unlikely circumstance the Agents track her down, **Diagnosis** and **Pharmacy** detect the pain and painkillers.

SPECIAL: Digital Intrusion 16; Prince can call on dedicated resources from GCHQ for her hacking attacks, investigations, etc. This gives her a free full refresh of her pool every day.



TYLER (TIMNAH)

A yellow belt in Wing Chun (1-point **Hand-to-Hand** spend to notice his skill and style in time to break contact and back up) and a parkourist, Tyler is interested in developing martial arts as a possible anti-vampire tactic. Slim but with giveaway muscled wrists and shoulders (**Athletics** or **Hand-to-Hand** deduces this), Tyler is half-Chinese; his father was stationed in Hong Kong (p. 229). If an Agent with **Occult Studies** or **High Society** shakes his hand, he notices that Tyler is a Freemason. This may offer a possible road to flipping him, or at least calling him off. Many higher-ups in MI6 and Special Branch are also Masons, however, so Agents may want to tread lightly in those circles.

SPECIAL: Athletics 15, Hand-to-Hand 15; he targets the throat or wrists in Called Shots (***NBA***, p. 72) and Disarms (***NBA,*** p. 73). Once per session, he can freely refresh 4 Hand-to-Hand pool points, as per Martial Arts (***NBA***, p. 75), or Athletics points, as per Parkour (***NBA***, p. 58).



1894 VAMPIRE

This might be Lucy Westenra, Mina Harker, or some other vampire created during Dracula's time in England. Like Dracula, she cannot be seen in mirrors or by cameras or other artificial imagery. Her ability scores assume that vampiric abilities increase with age: although a full vampire (unlike the Brides), this vampire is still relatively young.

That said, feel free to increase her ability scores to match the intended level of challenge: if the vampire has access (overt or covert) to Edom's vampiric research laboratory (Seward's Asylum, p. 195), she might have supercharged herself with whatever alchemical, medical, or other treatments Edom has developed in the last century.

Depending on her tasks for Edom, she may have 4+ ability ratings in Shooting or Weapons.



TINMAN (TEMAN)

In charge of building anti-vampire gear, and building off-books surveillance and espionage gear. Tinman is a dark-complected Scot with terrible teeth and beautiful hands, usually dressed like a mechanic. He is completely loyal to Edom, and **Bullshit Detector** notices the telltale gleam of this allegiance in his eye. He might turn if presented with hard proof of Dracula's rule over Edom, or he might just snap and blow the whole thing up.

SPECIAL: Explosive Devices 4, Mechanics 10, Piloting 6, Surveillance 6

GENERAL ABILITIES: Aberrance 16, Hand-to-Hand 11, Health 11
HIT THRESHOLD: 6
ALERTNESS MODIFIER: +3
STEALTH MODIFIER: +3
DAMAGE MODIFIER: +1 (bite; extended canines), +0 (fist, kick); +2 to melee weapon damage
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 any room she has been invited into), Clairvoyance (those she has bitten), Cloak of Darkness, Dominance, Infection (those who drink vampire blood only), Magic, Mesmerism (eye contact or voice), Necromancy, Send to Sleep, Spider Climb, Strength, Summoning (rats, wolves), Turn to Creature (bat, wolf; only at sunset or midnight), Turn to Mist, Vampiric Speed
BANES: beheading, 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: drink blood
DREADS: crucifixes and holy objects, garlic, mirrors
REQUIREMENTS: drink blood, must sleep in her native soil each night

HMS PROSERPINE RATINGS

The *Proserpine*'s naval ratings (or an equivalent special ops SBS team, if there is no *Proserpine* in your Edom) are the Operation's main outside actors, along with the Dukes of Edom. One rating or Duke usually provides the mission parameters and direction for larger shell squads of unknowing MI6, MI5, Special Branch, SAS, or other British government forces: "Do what you're told by a man you don't know, and don't see anything while you do it" is standard ROE for such men. Use Special Police (***NBA***, p. 70) for civilian shell squads, and Special Operations Soldiers (***NBA***, p. 70) for SAS shell squads and for *Proserpine* ratings.

Unless operating under cover as cadre for a shell squad (and sometimes even then), *Proserpine* ratings carry standard issue Royal Marines loadout: LMT L85A2 assault rifle (5.56mm, +0), LMT L129A1 marksman rifle (7.62mm, +1), Glock 17 (9mm, +1); all firearms mount



tactical UV lights (no effect on Dracula; prevent Dracula's Brides and other get from using their powers; damage Orlok-style vampires (p. 70)). *Proserpine* ratings all have Special Weapons Training with crossbows (+1 damage), and wear absolutely top-of-the-line night vision optics. They also carry kukri knives (more beheading-friendly; +0 damage) instead of Fairbairn-Sykes fighting knives: **Military Science** notes this.



THE CONSPIRACY

For Dracula's general run of minions and followers, use the standard Thug (***NBA***, p. 70). His suborned police, gendarmes, etc., likewise use standard OPFOR statistics from the core rulebook. Unlike Edom, Dracula doesn't particularly value having well-trained humans to do his bidding: he feels he can get superior results with Renfields. Thus, a Dracula "hit team" is likely to be one Renfield and a pack of thugs, or two to three Renfields, varying with the level of perceived threat. If someone gets through the latter, then depending on the tactical situation he is likely to:

- set Edom on their trail using deniable doubled Romanian cut-outs (if he wants to put off confrontation and tactically assess his foe)
- lure his foe into ambush on a killing ground stocked with ghouls (***NBA***, p. 150) or wolves (***NBA***, p. 155)(if he believes the foe to be an imminent threat)
- send a Bride, assign (***NBA***, p. 145), murony (***NBA***, p. 152), or other "level boss" monster to observe and assess the threat and pick off any vulnerable stragglers or scouts (if he either doesn't want to risk Edom or desires clairvoyant observation)

REGIONAL ASSETS

In any node in Romania, Dracula likely has an asset either bribed or coerced to do his bidding, most likely through his chosen faction of the Romanian mafia. In every city, he has 1–6 cops on the take, likewise.

For rougher work, he always has at least 20 thugs and 5 thug bosses (use the Mafioso from p. 69 of ***NBA***) — Romanian Mafia (p. 157), Ruvari Szgany (p. 147), Slovak river clans, etc. — available in any

Romanian city. In Bucharest, he has 50 thugs and 10 thug bosses available, and his money men can recruit fifty more gang soldiers if need be. If he thinks a problem can actually be solved with money, he can free up a million British pounds in cash within a day.



THE SATANIC CULT OF DRACULA

Both Stoker's Notes and *Makt Myrkranna* Correspondence (p. 275) describe Dracula joining and leading a London cabal of worshippers and fellow servants of the powers of darkness. Information about this cabal was removed from the published novel of *Dracula* — no doubt to spare the Establishment any embarrassment, as Dracula deliberately recruited men of influence and high office to serve him. Edom — or the original hunters — probably arrested or murdered some of Dracula's followers after the Count's defeat in 1894, but the cult regrew in secret over the 20th century. Was it nothing more than a vestigial node, abandoned by its vampiric master as a failed endeavor, or did Dracula continue to direct his worshippers from his fastness in Romania? Is the cult a bunch of wannabe Satanists without any real power, or the nerve center of Dracula's stay-behind network in England?

In either case, the cult is small. There are only thirteen places at the table, and one's reserved for the Master. If any Conspiracy vampires operate in England — any of the Brides (p. 57), or an escaped Lucy Westenra (p. 34), or some more recent by-blow — then they are also part of the cult's ceremonies. You might also drop in an elder Renfield-type as a survivor of the original 1894 incarnation of the cabal. The Dracula Dossier hints that Sir Robert Parton of the Law Society and/or his daughter were members, along with the Sotheby's clerk Robert Lewes, Lady Carradine, and "a clergyman, a member of Parliament, and another, older woman."

As for the new blood, they might be:

- ambitious followers who think they'll be exalted when Dracula takes over. They might give clues to the nature of Dracula's capstone: if he recruits weapons manufacturers (Leutner Fabrichen, p. 146), CIA Agents (p. 91), and Petroleum Executives (p. 127), then he may be aiming at the Russian Federation (p. 302). If he's got more Archaeologists (p. 292), Medievalists (p. 122), and Seismologists (p. 100), then maybe he's after Zalmoxis (p. 291).
- seekers after immortality, who want to become vampires. Potential candidates include Tabitha Holmwood (p. 44), the Former Gehlen Org (p. 82), or the MI6 Romania Desk Analyst (p. 124).
- greedy followers who are in this for the money. The Petroleum Executive (p. 127) is our go-to stand-in for corporate greed; you could also use the head of Burdett's Private Bank (p. 143) or the heads of HGD Shipping (p. 145) or Axel Logistics (p. 141). The Tabloid Journalist (p. 134) is also a likely recruit.
- the British Establishment, or a significant part of it: a leading MP or cabinet minister (use Philip Holmwood (p. 43) as the model), a high-ranking official in MI5 or MI6 or both (use the MI5 Deputy (p. 95)), an influential civil servant (anglify the Bureaucrat (p. 108)), a general (likewise the NATO Liaison (p. 125)), a major publisher (socially upgrade the Journalist (p. 120)), and a society doyenne like the Anthropologist (p. 90)
- after occult power. The Psychic (p. 96) has his own Satanic cabal that might be a front for Dracula's group; the Hungarian (p. 94) or the Art Forecaster (p. 103) might be seduced by the promise of power. Maybe Dracula's running a London branch or knockoff of the Scholomance (p. 219) — in which case, one or more rogue Solomonari (p. 74) might be involved.
- Renfield-esque lunatics and fanatics, dragged into the psychic whirlpool of the cult, or clueless sycophants who have no idea how disposable they are. The Madman (p. 121) and "Mr. Hopkins" (p. 117) exemplify these two categories of loser.
- a turncoat Duke of Edom (p. 50). Nails, Osprey, Prince, or Tyler all have reasons to switch sides.

Really, any London- or UK-based member of the Conspiracy can turn out to be a cultist: finding and busting up a cult ceremony (where the attendees show up masked, of course) is a great way to blow open a lot of leads at once. The cult needn't even be restricted to Britons: the *Makt Myrkranna* version is multinational, operating out of a number of embassies.

In addition to its ruling members, the Satanic cult always has a meeting place and a bunch of reliable servants. Potential locations include the cult's original clubhouse at Coldfall House (p. 188), Slains Castle (p. 176), one of Dracula's new safe houses (p. 194), or some glittering shard of glass in the City or Canary Wharf — wherever it is, they've got a Red Room (p. 187) there, a secret exit into the rat-choked sewers, and possibly a copy (or even *the* copy) of *Le Dragon Noir* (p. 273). If the cult has a public front or source of funding, model it as a subordinate node in the Conspyramid — Burdett's Private Bankers (p. 143), Axel Logistics (p. 141), or Heal the Children (p. 150) might lead into the cult. Satanic cults need lots of disposable girls for orgies, black masses, and human sacrifices: the Human Trafficker (p. 118) is a likely vector for investigation.

Optionally, give the cult another subordinate node as a security force — either a Conspiracy-controlled police force, a legitimate private security firm, or some organized criminals. These guys secure sacrificial victims for the cult's rituals, make troublesome reporters disappear, and ensure that sabbats are not disturbed.

Baseline stats for cult members (adjust ability ratings and modifiers by −2 for pure soft civilians just in it for the nudity and contacts):

GENERAL ABILITIES: Athletics 4, Disguise 4, Driving 4, Hand-to-Hand 3, Health 6, Shooting 4, Weapons 6
HIT THRESHOLD: 3
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +0
DAMAGE MODIFIER: −2 (fist, kick), +1 (9mm Glock 17 pistol or ceremonial sword)
ARMOR: −1 (ceremonial vestments with kevlar plates)
SPECIAL: Cult members with lots of influence can throw police interference and extra Heat at the Agents — assume a minimum Heat gain of +4 if the Agents attack the cult and fail to take it out in a single surgical strike.

Sorcerous cultists might have 6–10 points of Aberrance and the Magic power.

If the cult's rites involve drinking the blood of Dracula, or if they can steal the strength of their victims, then boost their Hit Threshold and Hand-to-Hand/Weapons damage by +1 and their Health by +4. Add Renfield-style powers to taste.

For the cult's low-ranking servants and blood moppers, assume:

GENERAL ABILITIES: Disguise 4, Driving 6, Hand-to-Hand 6, Health 3, Shooting 4
HIT THRESHOLD: 3
ALERTNESS MODIFIER: +0
STEALTH MODIFIER: +1
DAMAGE MODIFIER: −2 (fist, kick), +1 (9mm Glock 17 pistol)

Use Police (***NBA***, p. 69) or Thugs (***NBA***, p. 70) for the cult's security force, if any.

The cult holds regular ceremonies involving blood drinking and sacrifice (probably animals; humans only if the cult is Level 4 or higher on the Conspyramid). **Criminology** identifies the work of a cult; **Traffic Analysis** or **Occult Studies** correlates cult meetings with dates of occult significance, or earth tremors in Vrancea, or the deaths of suspected jihadists, or Denham Enterprises stockholder meetings, or whatever else the cult is into.

DOSSIER REFERENCE: CU59, CU97, HO114, CU130, HO145, CU174



DRACULA

Dracula cannot be seen in mirrors or on camera; he casts no shadow. He can be prevented from rising again only by separating his head from his body: even if burned, he revives with blood on his ashes. It is possible that the stake serves only to immobilize the vampire, not to kill him.

One possibility considered by Stoker initially: Dracula only recoils from religious artifacts of his era and earlier. The Agents might need to find a pre-1476 crucifix to keep him at bay, if he's Vlad Tepes. Even more difficult than that: finding a Host consecrated by a pre-Tridentine Rite — even the "old" form of the Mass only dates back to 1570! (On a 2-point **Human Terrain** spend, Agents can locate the nearest Dominican, Carthusian, or Carmelite monastery, or remember that some churches in Milan still use the Ambrosian Rite, dating back to before the 8th century CE)

The given General ability ratings use the core rulebook guideline for Linea Dracula vampires of +3 to Aberrance and +2 to Hand-to-Hand and Health per 50 years of Un-Death (***NBA***, p. 144). Thus, these ratings assume that Dracula became a vampire in the mid-15th century — during the lifetime of Vlad Tepes. For an early 17th-century vampire like Elizabeth Báthory or Mircalla Karnstein, those guidelines would lower General abilities to Aberrance 41, Hand-to-Hand 27, Health 27.

Dracula's powers follow Van Helsing's description of them in Chapter 18 of ***Dracula Unredacted***.

The Director is, of course, welcome to set Dracula's ability scores and powers at any terrifying level she wishes. On St. George's Eve and St. Andrew's Eve, add +13 to Aberrance, and improve Regeneration to 6 Health per round. Other vampires show smaller boosts at such times.

GENERAL ABILITIES: Aberrance 50, Hand-to-Hand 33, Health 33, Weapons 20
HIT THRESHOLD: 8 (fast, terrifying, experienced fighter)
ALERTNESS MODIFIER: +3
STEALTH MODIFIER: +3
DAMAGE MODIFIER: +3 (sword), +1 (bite; extended canines), or +0 (fist, 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 any place holding his native earth or any room he has been invited into), Break Will (***NBA*** p. 132; treat as a normal mental attack against PCs), Clairvoyance (assigns, Renfields, or those he has bitten), Cloak of Darkness, Control Weather, Dominance, Infection (those who drink vampire blood only), Magic, Mesmerism (eye contact or voice), Necromancy, Send to Sleep, Spider Climb, Strength, Summoning (bats, foxes, moths, owls, rats, wolves), Turn to Creature (bat, wolf; only at sunset or midnight), Turn to Mist, Vampiric Speed
BANES: beheading, stake to the heart, sunlight (prevents use of all vampiric powers); *only permanently dead if staked and beheaded, mouth filled with garlic, body burned, and ashes cast into running water*
BLOCKS: cannot enter a room without being invited, crucifixes and holy objects, running water (except at slack or flood tide), wild roses, *cannot move while staked in his coffin*
COMPULSIONS: none
DREADS: crucifixes and holy objects, garlic, mirrors
REQUIREMENTS: drink blood, must sleep in his native soil *or a suicide's grave* each night

DOSSIER REFERENCE:
It is the man himself.



BRIDES OF DRACULA

This write-up follows most interpretations of the novel, presenting the Brides as considerably weaker than Dracula himself. If in your campaign the Brides are closer to Dracula's equals, use the powers for Dracula, though, for dramatic purposes, subtract 10 from his ability scores or apply the given modifier for their younger ages.

The identities of the Brides remain mysterious, besides the likely Countess Dolingen of Graz (p. 227). In the Icelandic adaptation of Stoker's novel, the "Countess Ida Varkony" is part of Dracula's circle of Satanists and murderers (p. 55), and she vanishes abruptly with the Count. The Icelandic version also introduces the seductive and beautiful Madame Saint Amand, a possible third Bride to complete the set.

Dracula may also have a Legacy Bride, such as Mina Harker (p. 33), Carmilla Rojas (p. 46), or Lucy Westenra (p. 34); she might use the 1894 Vampire stats above (p. 53) instead of Bride stats.

Dracula may also have wed Lilith (p. 69) or the "Blood Countess" Elizabeth Báthory (p. 65); as major vampire legends in their own right, they have their own stats.

GENERAL ABILITIES: Aberrance 19, Hand-to-Hand 9, Health 11, Weapons 7
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, *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

DOSSIER REFERENCE: HO165, CU221, CU235, **CU252**

RENFIELDS

By and large, Dracula's Renfields come from one of two sources: Edom operatives who got too close to Dracula, or Romanian "Vulturii" special forces tapped opportunistically, possibly during maneuvers near his Castle. (If he was once a Wallachian or Hungarian warlord, he chooses such men out of feudal pride; **Human Terrain** notices that all of Dracula's local Renfields are ethnically Hungarian in the latter case.) Dracula is picky about who he feeds his blood to: he doesn't like feeding fellow males if he can avoid it.

Fortunately, he can break the will of almost any NPC simply by staring into his eyes and spending 2 Aberrance (3 Aberrance to do so clairvoyantly or in dreams). It costs him 2 more Aberrance to grant his new minion one "other" supernatural power.

Use the Edom stats (p. 50) as a baseline for Dracula's Renfielded Edomites; add 12 points to any General abilities, +2 to Alertness Modifier and melee damage.

For his Renfielded Romanian soldiers, use the statistics below.



GENERAL ABILITIES: Aberrance 10, Driving 3, Hand-to-Hand 14, Health 8, Shooting 14, Weapons 10
HIT THRESHOLD: 4
ALERTNESS MODIFIER: +3
STEALTH MODIFIER: +1
DAMAGE MODIFIER: +0 (fist, kick), +1 (combat knife), +1 (9mm Glock 17 pistol), +0 (AK-74 5.45mm)
ARMOR: −3 vs. bullets and explosives, −1 vs. other (military-grade armor, including helmet and visor)
FREE POWERS: Infravision, Unfeeling
OTHER POWERS: Choose one of: Spider Climb, Strength (tests necessary for feats of strength; ***NBA***, p. 137), or Vampiric Speed (Extra Attacks, Jump In, Mook Shield, or +2 to Hit Threshold for a round; all 2 Aberrance each); all Renfields can serve as Dracula's clairvoyant eyes, so if he is watching through all of them they have the equivalent of Pack Attack (***NBA***, Guard Dog, p. 69)
BANES: sunlight (prevents use of all vampiric powers)
COMPULSIONS: obey Dracula



THE SILENT SERVANTS

Though Harker never saw any servants at Castle Dracula, Stoker's Notes contain references to an elderly "deaf-mute woman" and a "silent man" employed by the Count in England. Employing mute (and presumably illiterate) servants is the 15th-century-warlord equivalent of putting a high-security firewall around your home computer — it shows that Dracula was security conscious, and wanted to ensure that his mortal servants could never reveal his secrets.

If Dracula has a regular residence, as opposed to a lair or safe house, then the Agents may encounter his servants there.

Finding mute, illiterate servants in the modern day is a bit harder — unless he has his Ruvari Szgany (p. 147) steal children, mutilate them by removing their tongues, and then train them to be perfect household staff for the monstrous Count. (Strasba Orphanage, on page 223, might be connected to this practice.) Failing that, he might simply employ regular domestic staff from an agency as "Count de Ville," "Count Székely," or some other alias, and then kill them or drive them mad once he's done with them (or maybe Edom takes care of them).

Rescuing one of these servants before they're killed could give the Agents valuable intel on Dracula's allies and schemes. If the Agents find a way to communicate with the servant (probably through a combination of **Reassurance, Languages**, and signing), they can get answers to any three questions related to the mortal servants of the Count. (The Agents might also be able to interrogate the Silent Servants, but only with a *huge* **Interrogation** spend and considerable leverage. Capturing one of the pair and using him or her to bargain with the other might work.)

Alternatively, the old Silent Servants might be more than just household staff — they might be Dracula's trusted agents, super-Renfields sustained many centuries beyond their natural spans by his unnatural blood, able to go where the Count cannot. Dracula might send his Silent Servants to assassinate those who hide on hallowed ground, or to remove barriers of garlic or rosewood that impede him. An elderly pensioner can be virtually invisible in some urban environments — if you're looking for a knife-wielding murderer, you're going to pay more attention to the big guy with the scars and the shaved head than to the little old lady with the shopping bags unless you **Notice:** hey, that's blood leaking from her bag …

GENERAL ABILITIES:
Aberrance 13, Hand-to-Hand 10, Health 9, Weapons 15
HIT THRESHOLD: 4
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +2
DAMAGE MODIFIER: +0 (wicked knife)
ARMOR: −1 (tough skin)

SOME TERRIBLE FEAR – MAN KNOWS SECRET

Stoker's Notes are full of cryptic asides and hints, one of which is "*some terrible fear — man knows secret.*" How to interpret this in the light of the Dracula Dossier?

One option is that it refers to Harker's experiences in Castle Dracula. Perhaps the Servant tried, through mute, fumbling gestures, to warn the Englishman about the true nature and intent of the Count. In this case, the Servants might take pity on some of the Count's prospective victims out of some lingering vestige of conscience.

Another possibility is that the deaf-mute man knows something about Dracula's ultimate goal — if you're working toward one of the capstones (pp. 291–312), then interrogating the Silent Servant gives the Agents a clue about that capstone. (Combine both interpretations by having a mortally wounded Servant try to make amends by giving the Agents a vital clue to Dracula's plans.)

FREE POWERS: Infravision, Regeneration (3 Health/round), Spider Climb, Tracking by Smell (+2 Difficulty to evade), Unfeeling

OTHER POWERS: Apportation ("slasher movement"), Strength, Vampiric Speed (Extra Attacks, Jumping In, Mook Shield, or +2 Hit Threshold for a scene, all for 2 Aberrance each)

COMPULSIONS: eat human flesh, obey Dracula

DOSSIER REFERENCE: HO175

TELLURIC VAMPIRES —

This offers an alternative build for "Stoker vampires" that leans more heavily on geology than theology.

Telluric currents of electricity flow through the ground we walk upon. Deep within the planet, bacteria unknown to modern science dwell in the darkness, battening on these telluric currents to survive. In rare instances, volcanic eruptions bring these bacteria to the surface. Humans infected with these bacteria undergo a bizarre metamorphosis into vampires. Even within a human host, the bacteria continue to be drawn to these telluric currents.

In short — Van Helsing was wrong. (Or lying; see p. 28.) Vampires are a "natural" phenomenon, a mutation born of exotic extremophile bacterial infection. All of the vampiric powers and weaknesses derive from the bacteria and their connection to the natural cycles of the earth.

TELLURIC POWERS

All telluric powers still work like "regular" vampire powers, by spending 1 or 2 Aberrance as noted in the ***Night's Black Agents*** core rulebook.

CLAIRVOYANCE: By attuning to the bio-electric field of a victim or infected minion, the vampire can "see" through that victim's eyes.

CONTROL EARTHQUAKES: By agitating fault lines in the ground, the vampire can trigger earthquakes and volcanic eruptions. It costs fewer Aberrance points to trigger a quake near an existing fault line than it does to cause one in a tectonically stable region.

CONTROL WEATHER: Exerting control over ground temperatures, electrical fields, and winds allows the vampire to control the weather over land. Controlling it over the sea is harder (except for fog, which requires only an electrostatic effect), but achievable with effort. Storms and other electrical effects are easy.

DOMINANCE: The vampire achieves mental dominance over a victim by resonating the local telluric currents with the victim's natural bio-electric field, effectively hypnotizing them through a form of transcranial magnetic stimulation. (Natural magnetic fields already produce sensory effects in some sensitive people, and most birds.) Insulating the victim from the ground or disrupting the vampire's signal with a strong electromagnetic field can block the dominance.

DRAIN: The bacterial infection degausses the iron in the vampire's red blood cells; replacement blood is therefore needed to sustain the organism.

ELECTRICAL DISTORTION: Vampires can scramble any unshielded electrical device in their vicinity by spending Aberrance. A 1-point spend disrupts mobile phones, computers, cameras, and other sensitive equipment.

ELECTRICAL SENSES: Telluric vampires can "see" electrical fields, including the currents caused by muscle contractions in the body, as well as distortions in the telluric currents. That means they can see perfectly in the dark, have 360-degree perception, and can sense movement of objects on the ground over a considerable distance. Dracula, for example, is so attuned to the telluric currents of his native Romania that he can sense the movement of every vehicle in the country.

INFECTION: The vampire's bite transmits the bacterial infection. Usually, the victim's own immune system can fight off the bacteria over a few days, especially with broad-spectrum antibiotics, but drinking the vampire's blood or exposure to a high concentration of the bacteria (carried out of the depths by sulfurous exhalations) can transform a victim into a vampire after a bacterial coma or even death.

INVISIBILITY: Telluric vampires can blind those around them by manipulating electrical charges in the human optic nerve, making it impossible to look directly at the vampire. This often triggers hallucinations or optical illusions, making observers believe that the vampire has become a cloud of mist or a bat. The effect only works when the victim looks directly at the vampire, so mirrors or cameras can be used to counter this power.

NECROMANCY: By infecting the recently deceased with the bacteria and directing the resultant telluric stimulation of the corpse's bio-electrical nervous system, vampires can create ghouls, zombies, or extract fragmentary memories from corpses.

REGENERATION: Vampires regenerate exceedingly quickly, regaining an amount of Health each hour depending on their current connection to the telluric currents.

- *No connection (in the air, in a Faraday cage):* 2 Health
- *Low connection (at sea, in a tall building):* 4 Health
- *Moderate connection (on the ground):* 8 Health
- *High connection (on native soil):* 16 Health

SPIDER CLIMB: Vampires combine bioelectrically augmented muscles with magnetic hyper-sensitivity to the tiniest of cracks or ridges in a rock or castle wall. Note that Harker climbs down the wall of Castle Dracula: such a descent was very difficult, but not even superhuman.

IT CAME FROM OUTER SPACE

Rather than bacteria, exposure to a mysterious Transylvanian mineral — radiation, heavy metal poisoning, even inhaling its dust or vapor released by volcanic heat — could induce the vampiric change. Depending on how tolerant your players are, the mineral could simply be a new kind of radioactive ore, a mysterious meteor, or possibly "dark matter," which after all exists solely to plug holes in people's physics. Whatever the nature of the strange matter, it resonates with and amplifies telluric currents, turning the vampire's iron-bearing blood cells into billions of transmitters, control surfaces, or microprocessors.

STRENGTH: The bacteria provide both reservoirs of bio-electrical power and a distributed sensorium for pressure, leverage, and exact manipulation of the vampire's musculature. In game terms, this might be best modeled as vampiric strength with tests needed for feats (***NBA***, p. 137).

SUMMONING: Once present in the human system, the bacteria can spread to other warm-blooded organisms, especially rats, wolves, and dogs. (It burns itself and its host out in a few months; animals don't have complex enough nervous systems to modulate the infection.) Vampires can amplify their bacteria's standing wave to signal other bacterial colonies (in other vampires or in animals) to "rejoin the host."

TRACKING: Vampires don't track the smell of the target's blood, but the specific pattern of gait and movement unique to each individual. The interface of the target's walk with the local telluric currents provides a kind of magnetic sonar ping to the vampire, giving distance and direction for pursuit.

VAMPIRIC SPEED: The vampire can accelerate his movement using the local magnetic field. Again, the bacteria provide "capacitors" of bio-electrical energy ideal for short, powerful bursts.

BANES

DESTRUCTIVE RESONANCE: Every vampire's electrical field cycles in harmony with the telluric currents present when it was created. Exposure to an electrical current that interferes with this cycle damages the vampire. Such a destructive resonance could be generated with an Earthquake Device (p. 266) or by a custom-built gadget. A volcanic eruption, underground nuclear detonation, EMP blast, or other extreme event could also generate a suitable current.

LUNAR ROCKS: The moon's alien telluric field is anathema to vampires — a bullet made from lunar rock is instantly lethal to a vampire, and one merely coated with moon dust deals damage that cannot be regenerated.

METEORIC IRON: While no meteor generates its own alien telluric field, the Widmanstätten lines in many metallic meteors "short out" earthly fields. Van Helsing uses Hosts impregnated with meteoric fragments (**HO155**) to scorch tellurically aligned humans such as Mina and to catastrophically "ground" Dracula's native soil. A shotgun loaded with suitable meteoric iron fragments does double damage to vampires. Melting a meteorite into a bullet, however, destroys the Widmanstätten lines and makes it useless as a "circuit breaker." It's just barely possible that an Agent could grind down a large Widmanstätten-scored meteorite into bullets with improvised jeweler's tools and metal-milling equipment (Mechanics test Difficulty 5, one day per bullet, double damage). Getting the right meteorite and the right tools is likely its own operation.

STAKE TO THE HEART: A stake to the heart grounds the vampire, paralyzing it. The stake must be made of a conductive material — wood won't work. Iron stakes are ideal; magnetized iron stakes actively harm the vampire by "re-polarizing" the bacteria in the wound (+1 damage, doubled).

SUNLIGHT: Telluric currents move toward the equator when the sun rises. Vampires express chirality; the most common strain of the bacteria cannot draw on telluric currents that are moving south, and so vampires lose their powers by day (not just in direct sunlight). Presumably, there might be other vampires out there that work the opposite way, and lose their powers by night. Vampires reverse their polarity when they cross the equator — in South America, Dracula would lose his powers at night and grow stronger by day.

BLOCKS

DISCONTINUITIES: Vampires are sensitive to changes in ground resistance, especially sudden changes. Different geological formations have different effects on the underlying telluric currents that animate vampires — a vampire moving from, say, a granite mountain range to the sedimentary basin of the flood plain below would have to pause at the border between the two regions as it adjusts to the difference in telluric intensity (the block test Difficulty drops by 1 per hour of adjustment). Any large body of water, especially running water, constitutes a block that cannot be adjusted to, because the local currents and field strengths keep changing.

The foundations of buildings might also create a sufficient telluric gradient to slow a vampire, which is the origin of the myth about vampires having to be invited to cross a threshold — the stone foundation of a castle contrasted with the mud of the fields around it would be a sufficient variation in telluric intensity to slow a vampire. In built-up areas, where the difference in telluric intensity between the street and an adjoining structure is minimal, vampires are under no restrictions as regards forced entry.

GARLIC: Garlic, wild roses, and certain other plants absorb a sort of "telluric signature" from the soil in which they grow. A string of garlic bulbs has the same effect on a vampire as a discontinuity — but only if the telluric signature is radically different from the vampire's natural frequency. Dracula might be repelled by English garlic (as its signature is very different to the intense telluric currents of his native Transylvania), while a vampiric Lucy Westenra would be unaffected by English garlic, but vulnerable to garlic grown elsewhere.

Vanderpool's special garlic (p. 283) is grown in insulated raised beds connected to chemical batteries, giving it a unique signature efficacious against all vampires.

MOON ROCKS

Romania has two known samples of moon rocks — one from Apollo 11, containing 0.05 grams of lunar rock, that's stored safely in the National History Museum in Bucharest, and a 1-gram chunk from Apollo 17 that went missing after the fall of the Ceausescus. Some accounts claim it was auctioned off, but it may have been stolen or fallen into the hands of the Conspiracy — or of Edom. Perhaps it's already been cut and loaded into the tips of three 9mm bullets (for comparison purposes, a round of 9mm Parabellum weighs between 8 and 9.5 grams) stored safely in Ring (p. 172) against the day when even Edom's patience is exhausted.

STRONG EM FIELDS: Vampires find strong electromagnetic fields unpleasant, or even painful if the field is strong enough.

ULTRAVIOLET LIGHT: Strong ultraviolet light (direct tropical sunlight or powerful UV tactical or flood lights) penetrates the upper layers of the vampire's skin, killing the bacteria in the bloodstream and causing immediate tissue damage.

- *Direct tropical sunlight:* −1 damage per hour.
- *Large tactical UV light:* −1 damage per scene.
- *UV floodlight:* +0 damage at the beginning of the scene and burns off 1 further Health for every wound received by the vampire while in its beam.
- *UV laser sight:* −2 damage per successful Shooting roll with the beam.

DREADS

GARLIC: Alternatively to the above, garlic may simply strengthen the human immune system against vampiric bacterial contamination. It cannot cure vampirism all by itself, but it gives the vampire the equivalent of a debilitating fever (vampires are Hurt by exposure, and all vampiric powers cost 1 additional point of Aberrance). Thus, the bacteria move the vampire away from garlic out of self-preservation.

MIRRORS: As mirrors counter the vampire's power of invisibility, telluric vampires instinctively loathe them.

REQUIREMENTS

DRINK BLOOD: To replenish the red blood cells ravaged by the bacteria.

SLEEP ON NATIVE SOIL: Technically, a vampire doesn't *need* to sleep on its native soil. However, foreign telluric currents are harder for the vampire to assimilate, so sleeping on foreign soil is exhausting. A bed of native soil works like a transformer, changing the currents to something closer to those the vampire is accustomed to. Over time, a vampire can acclimatize to a new region, and no longer needs to sleep on native soil in order to "recharge."

THIRD FORCES



This section covers possible third forces: other vampires and monsters not connected to (or even opposed to) Dracula and his Conspiracy, and the possible vampire projects (or *anti*-vampire projects) of countries besides Great Britain.

ABHARTACH

This figure from Irish myth was a blood-drinking dwarf. In life, he was a magician and tyrant; when slain, he would rise from the grave the next night as *neamh-mairbh*, or walking dead. The only way to keep him dead was to slay him with a sword made of yew wood, then bury him upside down so his power dissipated into the earth. According to legends, Abhartach is buried under a standing stone in Errigal, County Derry, in the north of Ireland.

If it's just a myth, it may have inspired Bram Stoker as he worked on his brother's notes, and played some part in shaping the legend of Dracula. If it's true, then Abhartach may be another Un-Dead. Is he still slumbering in his grave, or did Edom capture him at some point, probably during the Troubles of the 1970s? Or does he commune with his ally in Transylvania through undetectable telluric emissions, and even now waits for the Conspiracy to mount a rescue mission?

The Tour Guide (p. 135) might have a special interest or connection with Abhartach, or even *be* a risen Abhartach.

GENERAL ABILITIES: Aberrance 23, Hand-to-Hand 12, Health 15, Weapons 8
HIT THRESHOLD: 5
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +1
Damage: +0 (bite) or −1 (fist)
ARMOR: −2 (leathery skin)
FREE POWERS: Drain, Infravision, Regeneration (all damage from physical weapons regenerates at next sunset)
OTHER POWERS: Control Weather, Howl, Leap on Shoulders (works like Mook Shield, but applies to hand-to-hand and weapon attacks too; Abhartach can only make attacks against his Mook Shield while standing on a victim's shoulders), Levitation, Magic, Strength, Vampiric Speed
BANES: beheading, stake to the heart, sunlight (prevents the use of all vampiric powers), *only permanently dead if staked, beheaded, and buried upside down*
BLOCKS: cannot enter a room without being invited, running water (except at slack or flood tide), yew wood
DREADS: some accounts of Abhartach have the heroes who defeat him seek out the druids for advice; other versions of the story replace the druid with a Christian bishop — Abhartach doubtless fears some sort of holy symbol, but which one?
REQUIREMENTS: drink blood, must sleep in his native soil each night.

ALRAUNE

With the bottomless pit of atrocities exposed by the fall of Berlin in 1945, few paid mind to the half-century-old records confiscated from the headquarters of the German military intelligence agency, the Abwehr. Documents from Abteilung IIIb, the small intelligence office of the WWI-era German army, were mere historical curiosities. Little was considered lost when those files referencing "Projekt Mandragora" were almost entirely destroyed in a swiftly contained fire at the Nuremberg Palace of Justice in 1947. As such, almost no record exists of Abteilung IIIb agent "Alraune" or her activities in Europe from 1901 to 1910. Even fewer note her birth date: 3 November 1899.

After reports of Edom began to reach German intelligence (from Van Helsing, perhaps), Abteilung IIIb joined the occult arms race. In 1897, unscrupulous agent Frank Braun turned Germany's efforts toward the burgeoning science of eugenics — and Projekt Mandragora. First referenced as "Alraune 5," the child born in 1899 has no recorded parents and is listed as a ward of the Imperial Privy Councilor Jakob ten Brinken, an expert in artificial insemination. By 1901 — despite her age — Braun was assigned as her handler and kept a detailed account of her training. He describes Alraune as "an ideal closer to my imagination's than Nietzsche's, the pinnacle of a most savage world." His writing documents her accelerated maturation and hybrid qualities, the results of ten Brinken's generative experiments. Braun predicted a short lifespan — a disadvantage cast as a virtue, considering the liabilities presented by old agents. Otherwise, he paints Alraune as androgynously attractive, with perception bordering on prescience and an effortless talent for seduction.

Braun moved Alraune into active assignment, where she quickly developed a reputation for casual lethality. In August 1905, appearing as only a 12-year-old, her charms manufactured a crash on the Berlin-Görlitz railway that killed dozens, including three British spies. By the end of 1909, with the appearance of a teenager, she seduced a crewman aboard France's state-of-the-art airship *Lebaudy République*, resulting in its fatal crash. In 1910, she provoked the burning of a crowded barn in Ökörítófülpös in Hungary — killing hundreds, including one Russian operative. Concerns at her body count grew in Berlin, despite the success of these missions. With war coming, Braun took assignment in the Americas, perhaps to distance himself from the being he knew too well.

Alraune's split with Abteilung IIIb came in 1911, when, unannounced and disguised, she re-entered ten Brinken's Munich home. In two short months, she had reduced him to an utterly servile state, learned all there was to know of her origins, and emptied the laboratories of all documents and germinal plasm (possibly including vampire blood samples) that would allow its work to be duplicated.



Eight area doctors and fourteen members of the Projekt staff died accidentally, committed suicide, or went missing during that time. Abteilung IIIb terminated Projekt Mandragora soon after. Their not-quite-human spy had vanished.

Most of Braun's descriptions are poetic in the extreme, creating uncertainty about whether Alraune is a genetic experiment, evolutionary leap, plantlike elemental, or combination of the three. Unquestionably, she's aged unnaturally, and — if the Munich Glaspalast fire of 1931 is any proof — she still holds a grudge against her creators. Arrogant and manipulative, Alraune knows her biology — whether that of an ü*bermensch* or a human spliced with plant-like resilience — and uses her gifts to seize her place over humanity's dregs. Throughout the last century, her mysterious efforts across Europe and North America might have included attempts to establish herself as a mother of a new race, attempts to meld her advanced genetics with vampiric blood, or the pursuit of beings that might also lay claim to her evolutionary pinnacle — including Dracula, Orlok, and, since 1917, her old handler Frank Braun, who supposedly became a vampire in New York during the war and disappeared.

INDEPENDENT: Since slipping her leash in 1911, Alraune's been an independent operator. Gaining wealth and influence is trivial for her; avoiding the attention of the authorities (and Edom) while doing so is somewhat harder. She still seeks to understand her nature and origins, and might be funding research into genetic manipulation, delving into occult lore,

or conducting her own bizarre and murderous experiments. Maybe she's the secret power behind the Psychic (p. 96), the Anthropologist (p. 90), or the Petroleum Executive (p. 127). She might even aid the Agents for a while if it suits her own schemes, before destroying all evidence of her involvement in another all-consuming fire.

EDOM: Edom tracked Alraune down in the ruins of the Reich as part of Operation Surgeon; they stole her files and burned the evidence in Nuremberg. Is she immured in a Sealed Coffin (p. 278), encased in glass on HMS *Proserpine* (p. 169), or buried in a bed of fertilizer in an Edom research facility like Dun Dreach-Fhola (p. 235)? Or did she come to some arrangement with "D," put on the Edom books as a special asset? And if so, what have they promised her in return for her cooperation?

CONSPIRACY: Like her "cousin," Orlok, Alraune may have fallen under Dracula's influence. If she's fundamentally still human, then she might have become a Bride, or be a midlevel node running some classy branch of the Conspiracy like Leutner Fabrichen (p. 146) or Klopstock & Billreuth (p. 145). If she's a monster, then maybe she's taken root in the fertile volcanic soils around Castle Dracula … all the better to bring forth monsters.

POWERS AND STATISTICS

SEED: Alraune can plant a mandragora seed in either fertile soil or, by spending 1 additional Aberrance point, in a creature she has seduced. Over the course of the following week, the seed rapidly grows. If planted in a living creature, the host is affected as if by anthrax (***NBA***, p. 81). Three weeks after onset, a juvenile mandragora with all of her mother's memories emerges, killing the host. This creature has the same statistics as a homunculus (***Double Tap***, p. 108).

If Alraune is killed, her howl does +4 damage to all those in hearing range, and one of her mandragoras matures over the next two to eight years into a perfect copy of her.

Alraune can refresh 4 Hand-to-Hand points once per combat; she has the equivalent of Martial Arts (***NBA***, p. 75). The Director should luridly describe Alraune's literally inhuman flexibility as she refreshes.

GENERAL ABILITIES: Aberrance 10, Hand-to-Hand 6, Health 10, Shooting 9, Weapons 8
HIT THRESHOLD: 5
ALERTNESS MODIFIER: +2 (+4 in areas of dense vegetation)
STEALTH MODIFIER: +1 (+3 in areas of dense vegetation)
DAMAGE MODIFIER: +1 (stiletto) or −1 (fist, kick); +1 (9mm pistol); +0 bite
ARMOR: −1 (fibrous skin)
FREE POWERS: Addictive Bite, Drain, Heightened Senses (smell blood), *Hive Mind (with mandragora only)*, *Regeneration (all damage regenerates after spending 6 hours in contact with fertile earth)*, Unfeeling
OTHER POWERS: Howl (3 points of Aberrance, aimed at one target only; +4 damage as extreme shock; ***NBA***, p. 79), Lustful Dreams (does damage to Stability; ***NBA***, p. 131), *Mesmerism*, Seduction (as Mesmerism; once per scene), *Seed*, *Summoning (vines)*, Stealth, *Tunneling*, Vampiric Speed
BANES: fire (additional +1 damage), defoliant
COMPULSIONS: reproduce
REQUIREMENTS: must sleep in fertile soil once per week

DOSSIER REFERENCE: **CU121**, HO159

THE AMERICAN VAMPIRE –

NAME: James Brown
POSSIBLE ROLE: America's vampire, dangerous source of information on vampires
DESCRIPTION: mid-20s, short, lean build, pale brown skin, dark brown hair, sailors' tattoos all over arms (identifiable with 3-point spend of **Art History** or **Human Terrain** as pre–Civil War designs).

The first account of the American Vampire comes from Boston in 1866. James Brown was discovered in the hold of the whaler *Atlantic*, drinking the blood of one of his fellow sailors while a second sailor was already dead and bloodless. Convicted of murder and sentenced to hang, his sentence was commuted by President Andrew Johnson, who thought (or was advised



by Secretary of War Edwin Stanton) that a vampire could be used as an asset in the protection and furthering of American agendas. A mixed-race Portuguese-African born in British Guiana, Brown wasn't the most enthusiastic of recruits. Over the next 25 years, various administrations attempted to turn Brown into an asset and failed, until the records (and the *Brooklyn Daily Eagle*) reported his transfer to the US Government Insane Asylum in Washington, DC, on 3 November 1892, five days before the presidential election.

Questions remain about just how it happened, but, from the McKinley administration on, America had a vampire as an asset. Some believe the American Vampire is actually President Benjamin Harrison's wife; Harrison made a deal with Brown to save her from dying of tuberculosis. History says she died from the disease two weeks before the election, but it's possible Harrison gave her Brown's blood before that, turning her into a vampire. Another possible candidate is Edwin Brown (no relation) of Exeter, Rhode Island, who drank powdered vampire hearts to save his life during another tuberculosis outbreak that same year. Other rumors say this is all just a legend planted in the *Brooklyn Daily Eagle* in 1892 to cover for the true American Vampire, Quincey Morris, who was infected and turned in South America (**HO140**) before joining the Edom operation.

Over the years the American Vampire covertly assisted in various conflicts,

first under the Secret Service, then the OSS, then the CIA. The Former Gehlen Org (p. 82) worked a few operations for the CIA that included the American Vampire; never told who or what the asset was, he still saw some strange things. Everything went well (as far as can be known) until 1977. The CIA sent the American Vampire to secure Pacepa's defection, and it went insane somewhere in Romania, possibly during the Vrancea earthquake (p. 11). The cause and indeed most details remain unknown; the CIA (and possibly Edom) contained it and sent the vampire back to America — but not before it piled up an impressive body count. Edom may know the details, as might other sources for the 1977 mole hunt and its aftermath, such as the Retired MI6 Asset Runner (p. 98).

Once the American Vampire was back in the US, the Carter administration removed the asset from CIA control and turned it over to the Defense Department. The new plan was biotechnological warfare: push the R&D on vampire blood and its possible military applications. Once again, rumors abound concerning this change in focus. There were reports that the asset was compromised by an outside force or was a vegetable after the attack, that the reward-risk model made the R&D plan more viable with an increased media presence in the world, and one report claimed that one of the bodies piled up in the Romania incident was a relative of CIA Director Turner, or of an American senator, or even of President Carter. Bill Casey repeatedly tried to get Reagan to reassign the asset to the CIA, until his sudden stroke in 1987. Defense Secretary Rumsfeld kept the American Vampire in-house during Iraq and the War on Terror rather than let Cheney or "those defeatist simps at Langley" expose an irreplaceable asset. The American Vampire is housed in a secure facility at Fort Detrick, Maryland, safe from bureaucratic or journalistic interference until he's needed again.

CIA: The last paragraph is junk data promulgated to let America's enemies believe the vampire is off the board. The American Vampire is a core part of the Camp Midnight (p. 252) and Nox Therapeutics (p. 162) program, which operates under a code-named secret office (Find Forever) within the multi-jurisdictional National Interagency Confederation for Biological Research (NICBR). The CIA has to compete with NICBR for the asset's time, but the American Vampire operates overseas in just exactly the way Edom dreams Dracula some day will for Britain. (Perhaps complete with the occasional horrendous massacre somewhere away from the news.) This success story is why Edom keeps trying so often; it's not just mulish institutional stubbornness or public-school hubris. One must make allowances for the differences between a 19th-century common sailor and a 15th-century warlord, alchemist, and mass murderer, after all.

EDOM: The American Vampire was driven insane in an encounter with Dracula during the mole hunt. In the aftermath, Edom used brainwashing techniques (records of these sessions may remain in Carfax (p. 185), Ring (p. 172), or HMS *Proserpine* (p. 169)) to turn the vampire into a double agent, with the aim of hijacking America's immense biowarfare research budget for Edom's ends. He's still running that op now, helping create a Seward Serum (p. 51) factory using America's resources and letting them deal with the fallout if something should happen to go wrong. If the American Vampire is working for Edom, then one of the Dukes might travel to Nox Therapeutics (p. 162), or its records might show up in the servers in Seward's Asylum (p. 195), or Prince's programming "fist" might show up (2-point spend of **Digital Intrusion** to recognize) in its security system.

CONSPIRACY: As Asset, except the encounter with Dracula didn't just drive Brown insane, it also put him under the Count's control. The American Vampire's blood, and all the Serum V made or designed from it in all those high-clearance paramilitary guards and officers and CIA agents, is tainted with Dracula's. With a snap of his talons, Dracula can awaken and command a midnight army inside America's defense and intelligence establishment.

ALTERNATE NAMES: Caroline Harrison, Edwin Brown, Quincey Morris

ALTERNATE DESCRIPTIONS:

- late 50s, heavyset woman, pale skin, 19th-century sensibilities and style mixed with modern day fashions
- early 20s, intense predatory eyes, dark hair, wiry build, black nondescript clothing
- late 30s, rangy, gray eyes, long hair neatly styled

DEFINING QUIRKS:

- as still as the dead
- wears sunglasses at night
- any conversation is direct and to the point — pleasantry isn't in its dictionary

GENERAL ABILITIES: Aberrance 19, Hand-to-Hand 15, Health 15, Shooting 16, Weapons 15

HIT THRESHOLD: 6

ALERTNESS MODIFIER: +3

STEALTH MODIFIER: +3

DAMAGE MODIFIER: +1 (bite; extended canines), or +0 (fist, 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: Animal Senses, Addictive Bite, Clairvoyance (those it has bitten), Darkvision, Dominance, Infection (those who drink vampire blood only), Mesmerism (eye contact or voice), Mimic Form, Send to Sleep, Spider Climb, Strength, Turn to Creature (bat, wolf; only at sunset or midnight), Turn to Mist, Turn to Monstrous Form, Vampiric Speed

BANES: beheading, 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, cannot move while staked in its coffin

COMPULSIONS: drink blood

DREADS: crucifixes and holy objects, garlic, mirrors

REQUIREMENTS: drink blood, must sleep in native soil each night

DOSSIER REFERENCE: HO68

ELIZABETH BÁTHORY

Countess Elizabeth Báthory was born on 7 August 1560 and died — if you trust the history books — on 16 August 1614. Her husband was Ferenc Nádasdy, the "Black Knight of Hungary," reknowned for both his cruelty and his military prowess. Their marriage was a complicated one — she was highly educated, he was an almost-illiterate brute. She had at least one child by another man; he fed one of her lovers to his dogs when he discovered her infidelity. After Nádasdy's death in 1604 from a mysterious illness, the conveniently widowed and independently wealthy Countess Báthory was free to do as she wished.

According to the testimony of all but one of her servants and any other witnesses, between the late 1590s and 1610, Countess Báthory tortured and murdered over six hundred serving girls, young children from the town of Cachtice, and noblewomen sent to learn etiquette at her school. The prosecuting court was only able to prove a fraction of those murders, but it was enough to convict her, confiscate her lands, and condemn her to life imprisonment. In 1611, three of her servants were executed for witchcraft and murder, including her majordomo, János Ujvary (p. 135). The court ordered the countess walled up inside Cachtice Castle (p. 245). Her sentence allowed her the time to research and study occult methods for retaining her life after death — or to prepare an escape plan, if she was already a vampire.

Countess Báthory's reputation as a serial killer and occultist comes out of her practice of bathing in the blood of virgins — or at least young women. (Virgins in an era where rape was common were not always available.) The ritual required her to first torture a victim, then drain their blood into a bath. She would then bathe in this blood as a way to keep her youth, and recount these actions within her journal.

EDOM: If Edom had access to, or control of, a vampire as powerful as Báthory, it wouldn't keep trying to corral Dracula.

CONSPIRACY: If Dracula himself turned Elizabeth into a vampire, then she may have become a Bride in 1578, when her husband was appointed commander of Hungary's armies, or during the Long War after 1593, when she was charged with the defense of her strategically important estates. Alternatively, perhaps Dracula was a guest at her Satanic rituals, and she became a vampire after her husband's death. In this setup, she still haunts Cachtice Castle — Dracula might hole up here (instead of the expected Romania) when he pulls a "Strategic Retreat" (p. 20).

GENERAL ABILITIES: Aberrance 35, Hand-to-Hand 21, Health 21, Weapons 6
HIT THRESHOLD: 6
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +1
DAMAGE MODIFIER: +1 (dagger) or +1 (bite; extended canines) or +0 (fist, kick)
ARMOR: Blood Coat (all physical attacks do only two-thirds damage (round down), but all hits to her flesh produce copious blood)
FREE POWERS: Blood Will Tell, Drain, Infravision, Unfeeling
OTHER POWERS: Addictive Bite, Cloak of Darkness, Control Weather, Mesmerism (eye contact or voice), Mimicry, Spider Climb, Strength, Turn to Creature (cat, 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, look at herself in the mirror
DREADS: crucifixes and holy objects, garlic
REQUIREMENTS: drink blood, must sleep in her native soil each night

INDEPENDENT BÁTHORY

The Blood Countess is an independent vampire. At some point, either during her Satanic blood rituals or after her imprisonment, she discovered a spell (perhaps in *Le Dragon Noir*, p. 273) or some other method to turn herself into one of the Un-Dead. With the help of her surviving coven (including Ujvary, whose magical double was beheaded in his stead), she faked her own death and escaped Cachtice Castle in a cloud of mist.



After this, she quietly worked behind the scenes, developing more allies, creating her very own faction. She currently nestles in Bratislava behind a financial shieldwall, running a midsized human trafficking ring disguised as a "domestic servant employment and immigration agency." In this role, she may employ a Slovakian or Romanian mafia clan (p. 157), the Human Trafficker (p. 118), or even the Anthropologist (p. 90) if Lilith isn't in the picture.

A self-made Báthory can still be part of Dracula's Conspiracy, but she works better as an independent threat that the Agents must destroy. Alternatively, she's an independent threat that *Edom* must destroy, and the Agents have the opportunity to play the Blood Countess against both Edom *and* the Conspiracy — assuming they have the stomach to ally with a serial-killing monster.

Use the same stats as above for Báthory, with the following changes:

OTHER POWERS: Add Magic and Regeneration. To regenerate, Báthory must bathe in blood — she keeps several fresh vats hidden around her castle like Dracula hides coffins. After bathing, she not only recovers all Health, but gains +6 Aberrance, +6 Health, +1 to damage, and all hits do only one-third damage (round down) until the next sunrise.
COMPULSIONS: Instead of obey sire, she's compelled to torture and maim her victims, playing with them and prolonging their agony as long as possible.

DOSSIER REFERENCE: CU127, CU184



CERNEATI

Beneath the shelter of mountains, the *cerneati* ("black things") are slaves to a fire few feel, a horde faded and purposefully expunged from human memory. These ogreish throwbacks follow veins of telluric energy to swarm at nodes of natural radiation. The cold, bright surface holds little appeal for them, and only when smeared in irradiated dust do they dare climb forth. Witnessed plainly, a cerneata is a Neanderthal-like sub-giant, its broad, two-meter-plus frame encrusted with calluses and singed tumors. They may be descended from whichever evolutionary offshoot left the skeletons on Godeanu (p. 294). Quicker to anger than to fear, they display primitive intelligence and obsessively indulge their species' addiction to the deep radiations of the earth.

Where vampires and their ilk prove endlessly subtle, cerneati are not. This makes them excellent servants and muscle for those able to tempt forth the "corpse giants" or the "mountain's black host," as Balkan folk accounts refer to them. Throughout the 20th century, royal treasuries and museums across Eastern Europe have quietly buried historic relics revealed to be intensely radioactive — including pieces of the Polish crown jewels and the Russian Fabergé "Cherub with Chariot" egg. Contacts like the Medievalist (p. 122) and Seismologist (p. 100) might theorize these once served as offerings or payments to coax forth cerneata thugs and mercenaries.

Historically, cerneati cluster deep underground, Europe's densest populations drowsing beneath the Carpathian and Caucasus Mountains. The peaks of Brebeneskul in Ukraine and Georgia's Mount Kazbek reportedly shelter the most significant populations — the latter being the site of the Betlemi cave, which holds treasures of religious significance and offerings to placate the creatures below. Dracula himself may have employed such Carpathian cerneati, either in small numbers to defend his home or as mercenaries that helped win his military infamy.

A century of radiological research might have revealed methods of attracting cerneati to any number of powers jealously wishing to make Dracula's servants their own. The potential of soldiers not just immune to dangerous radioactivity, but who actively bask in it, holds the potential for any number of ruthless military plots involving widespread contamination. Some rogue government, a radical group like Al-Qaeda in Rûm (p. 148), or even Dracula himself might wish to pave the way for cerneati hordes upon the surface, with incidents like the Chernobyl disaster being but a preliminary experiment in making regions better suited to their surface operations.

EDOM: Bringing a host of giant radioactive brutes out of Romania isn't really an option for Edom, although there might be a cerneata in the labs at the biological weapons research facility at Porton Down. Alternatively, maybe the Seward Serum slowly turns its users into cerneati, as it uses radioactive elements to align the user's cells with telluric currents. If that's the case, then Edom might have had to deal with the legacy of a century of serum use — maybe that's the secret behind Cross Angel Cold Storage (p. 189) or Slains Castle (p. 176).

CONSPIRACY: Cerneati make excellent guardians for Dracula's Mill (p. 297) — if you want to make that capstone even more of a deathtrap, then make it radioactive too. Alternatively, maybe those killed by the Radu weapon (p. 276) claw their way out of their graves as cerneati after three nights. Most cerneati perish again soon after rising; only the unlucky few stumble into radioactive caves under granite mountains or find some other source of radiation to sustain themselves.

POWERS AND STATISTICS

IRRADIATED DUST: Cerneati forced to work away from irradiated areas often coat themselves in a film of radioactive dust. This satisfies their compulsion to remain near sources of radiation, but also threatens their foes with radiation poisoning (treat as exposure to anthrax; ***NBA***, p. 81; Difficulty of Health test equals the number of rounds spent at Point-Blank to a cerneata). A cerneata submerged in water (or similarly doused) loses this ability.

GENERAL ABILITIES: Aberrance 10, Hand-to-Hand 12, Health 13
HIT THRESHOLD: 3 (slow)
ALERTNESS MODIFIER: +2 (+6 to detected sources of radiation and irradiated creatures)
STEALTH MODIFIER: −2 (large and clumsy)
DAMAGE MODIFIER: +2 (fist), +0 (bite or two-handed hurled object), −1 (hurled object)
ARMOR: −4 (calloused skin); further −2 vs. melee weapons, firearms and projectiles do half damage after armor (Rubbery; ***NBA***, p. 126)
FREE POWERS: Infravision, *Irradiated Dust*, Regeneration (all damage refreshed next scene if exposed to radiation)
OTHER POWERS: Strength (test needed for feats), Tunneling
BLOCKS: bright light
COMPULSIONS: bask in radiation, guard site, obey master

DOSSIER REFERENCE: **CU98**, HO150



JENGLOT

The passage from Surabaya to Amsterdam wasn't gentle for Soraya, traveling from Java to the Netherlands as a girl. Yet even when her parents passed during the journey, she didn't fear. She knew her grandmother was close and always watching. And every evening, Grandmother would crawl from the pouch hanging around Soraya's neck and give her a deep kiss goodnight. It barely even hurt anymore.

Agents are most likely to encounter Soraya in the Netherlands, perhaps in the vicinity of Haarlem and the Vanderpool Glass-House (p. 244). Now a grandmotherly woman herself, Soraya moves and talks like a bundle of dry twigs and survives almost exclusively on a diet of duck eggs. She hardly remembers her life in the Dutch East Indies, having lived in the Netherlands for the majority of her life. She keeps to herself and never married. Why would she? Her life-long guardian, the jenglot "Mama Emas," is all she needs.

A traditional jenglot, Mama Emas looks like a grotesque doll, molded from a scabby mixture of clay, blood, and human detritus. She measures only a few inches tall, and boasts a shock of wild hair and pronounced fangs. Like all jenglots, Mama Emas drinks blood — preferably from her descendants. In return, she proves highly protective of her family and relentlessly vengeful toward those who would do them harm. Reciprocally, Soraya (or others aware of a jenglot's nature) goes out of her way to protect Mama Emas, going so far as to nurse her shriveled "ancestor" from her own open veins. Although she can't be sure, Soraya believes Mama Emas' withered form holds the essence of a distant relation, an ancient Javanese spiritualist who discovered the path to immortality. Soraya would never presume to ask, but as she ages she quietly hopes Grandmother will reward a lifetime of caretaking by sharing her secret.

Mama Emas might come to the Agents' attention after some foe, family, or former employer slights Soraya and soon suffers a series of attacks. Alternatively, Soraya's time might have come, leaving Mama Emas without the protection of her family. This leads the jenglot to seek a new family among Haarlem's Indo-Dutch population — likely with a number of terrifying failed introductions. In any case, such might lead to wave of vampire-similar reports exactly where the Agents are seeking banes against such creatures. Legacies like Geerd Hoorn (p. 45) or Thad Morris (p. 46) might also be aware of jenglots. Such a character could seek Agents' assistance in hunting such an elusive creature, or might send Agents after one to test their chances against a true vampire.

Alternatively, any of the better-traveled families involved in the events of 1894 might have unwittingly picked up a jenglot stowaway, such as naval officer Peter Hawkins (p. 39), Lucy Westenra's father (p. 34; obtained either through travel or business), or nearly anyone with membership to the Korea Club (p. 192). Such a creature could have subtly fed on its owner and his relations for decades, been awakened by Dracula's own infectious

blood, or been otherwise accepted as "part of the family." There's also no reason the jenglot "tradition" couldn't have been updated to Victorian standards, giving rise to a less grotesque but equally possessive porcelain doll-jenglot — one that watches for a hidden master or lies in wait for the overly curious amid dusty antiques.

The Sculptor (p. 100) trades in statuettes and relics; she might be able to sell a jenglot under the counter. Sotheby's Extraordinary Objects Department (p. 161) might have — or really, really want to find — a buyer for one. The spell to conjure a jenglot spirit into (or out of) a doll or poppet could appear in *Le Dragon Noir* (p. 273).

EDOM: Edom discovered the existence of jenglots in the 1960s (if you're using the traditional clay-and-blood model) or the 19th century (if you want to run with the creepy porcelain doll approach). The little monsters make excellent security systems, so Dukes and other key Edom staff members are obliged to cultivate a relationship with a jenglot "for their own protection." The jenglots are produced at an Edom research facility (probably HMS *Proserpine*, p. 169), and are supposed to be destroyed after the owner dies or retires from Edom. However, some survived and are now attached to the original owner's family (maybe "Cushing," p. 92, qualified for one). The family members know nothing about their relative's work for Edom, and so aren't aware they're under the protection of a blood-drinking monster.

CONSPIRACY: According to some variations of the jenglot myth, meditating in the right cave and breathing in the right telluric vapors turns you into one of these shriveled monsters. Perhaps the Indonesian caves contain the same mysterious radiation or bacteria that give Dracula his powers, in which case jenglots might also appear in Romania or Iceland.

Again, the Conspiracy might use jenglots as bodyguards for key figures (any humans above Level 4 on the Conspyramid), but Dracula might also be able to make jenglots that prey on a particular family instead of protecting them. A Harker jenglot, for example, might seek out and kill anyone related to Jonathan Harker, putting relevant Legacies (p. 40) at risk.



GENERAL ABILITIES: Aberrance 8, Hand-to-Hand 6, Health 5
HIT THRESHOLD: 6 (small and surprisingly spry)
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +4 (small)
DAMAGE MODIFIER: −1 bite
ARMOR: −2 (mummified skin or porcelain)
FREE POWERS: Addictive Bite (family only), Anaesthetic Bite (victims believe it was a rat or other animal bite), Darkvision, Drain (refreshes all damage), Heightened Senses (smell blood), Spider Climb
OTHER POWERS: *Curse (**DT**, p. 106)*, Strength (test for feats of strength), Tunneling, Vampiric Speed
COMPULSIONS: covet/protect family
DREADS: being observed moving by strangers (acts only if its life is threatened)
REQUIREMENTS: drink family member's blood

DOSSIER REFERENCE: CU87

JIN-GUI

After the 1894 operation, Dracula (or one of his Brides or spawn, if Dracula himself was temporarily dead or otherwise inconvenienced in your timeframe) temporarily took refuge in China, far from the buffeting politics of Europe. There he experimented either with ancient Daoist sorceries or with the telluric bacteria exposed by the Haiyuan earthquake of 1920, which produce subtly different effects from the telluric strains of Europe, to produce his "Golden Vampires." Rather than being turned immediately after death, jin-gui are reanimated from preserved corpses, either by binding the original *po* ("lower

soul") to claim the body or by an extreme infusion of the Haiyuan bacteria.

In their natural form, jin-gui appear as emaciated corpses of mostly Asian origin, with a peculiar golden glow and extended and curved fingernails. They retain fragmented memories of their original lives; the oldest, created from a stolen Tarim mummy, is a steppe warlord of the 5th century BCE. By channeling their qi/telluric energy, they can give themselves the appearance of life, and can perform feats of "sorcery" that excel even Dracula's regular brood. The process makes them power hungry and imperious; many of those spawned in the 1920s were destroyed over the next few decades in peasant revolts or by armed militias.

In Europe, a jin-gui may be an exotic "level boss" for Dracula or the tool of a Hong Kong-based Edom cell (p. 229). Or it may be the occult enforcer for a Chinese government vampire project (p. 75).

GENERAL ABILITIES: Aberrance 18, Hand-To-Hand 12, Health 8, Weapons 12
HIT THRESHOLD: 6 (unnatural speed)
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +3
DAMAGE MODIFIER: +0 (knife-like fingernails) or by weapon
ARMOR: −2 (mummified skin); all weapons do half damage, firearms do maximum 1 point damage; Called Shots only effective at liver (Corpse; ***NBA***, p. 126)
FREE POWERS: Drain, Illusion, Levitation, Necromancy (can reanimate corpses as zombies through infection with bacteria / qi control)
OTHER POWERS: Apportation (dissolves into mist), Control Earthquakes, Magic (costs 3 Aberrance per use, can perform range of Daoist sorcerous effects such as weather control, spirit summoning, bilocation; requires time and ritual, or similar culturally appropriate means of chanelling telluric powers), Send Dreams (does damage to Stability; ***NBA***, p. 131), Spider Climb, Strength, Turn to Mist
BANES: exorcism (by Daoist or Buddhist priest), impalement, beheading
BLOCKS: direct sunlight (reveals true form, prevents use of any powers), buildings blessed by feng shui master (possibly only if cleansed by traditional rituals that remove telluric bacteria)
COMPULSIONS: counting dropped coins (brain damage in resurrection process creates obsessive-compulsive tendencies)
DREADS: octagonal mirrors (reveals true form; Difficulty 8 Aberrance test to avoid fleeing in terror)
REQUIREMENTS: sleep in native soil each night

DOSSIER REFERENCE: CU191

LILITH

I was wakened by something leaping upon me, and licking my face with the rough tongue of a feline animal. "It is the white leopardess!" I thought. "She is come to suck my blood! — and why should she not have it? — it would cost me more to defend than to yield it!"

— George Macdonald, *Lilith* (1895)

It's hard to say exactly when the Hebrew goddess-monster Lilith becomes associated with vampirism. Her precursor, the *lilîtu* of Babylonian lore, drank the life from children; the *ardat-lilî* drained various fluids in pursuit of their proto-succubistic habits. The Vulgate translation (ca. 390 CE) of her name as "Lamia" identified her with the sometimes-vampiric monster of Greek myth. Rabbinic commentary associated her with the "horse-leech" with two daughters in Proverbs (30:15). In a medieval Jewish tale of Lilith and King Solomon, she has no reflection in the mirror. But an explicit connection between Lilith and blood drinking doesn't appear until the 17th century, in Jewish magical parchments in the Netherlands.

More details of Lilith and her agenda might appear in John Dee's Journal (p. 270) or even in *Le Dragon Noir* (p. 273) if she is of truly Biblical antiquity.

INDEPENDENT: It is impossible for Lilith herself to be innocent, considering the bloody swath she has left in her wake through her history. But in terms of Dracula and his empire, she is a bystander to the Count's attempted rise to power. She has maintained her distance and instead built her own



cult of supporters throughout Europe, focused on recruiting women in need of a new purpose from difficult conditions and delicate positions. She instills a cult of personality in her followers across the globe, many of whom identify as *lilin* in chatroom cults or secret corridors of power. A modicum of investigation (a 1-point **Human Terrain** spend after a few days online) identifies the Anthropologist (p. 90) as a likely priestess of Lilith. Lilith is a vampire who has embraced Renfields as close associates and acculturated to the technological age well.

Sacrifices were necessary of course, but by comparison to other vampires, Lilith's recent rise to prominence has been fairly bloodless. With a reliable chronicle of her actions, **Traffic Analysis** shows that she has shifted people out of the way of the danger posed by vampire conflicts in the Middle East as well as in Eastern Europe, and secured them under her own protection.

Meeting Lilith, or talking with those who have met her, allows a 2-point **Vampirology** spend and the intuition that Lilith is not, in fact, the ancient goddess, but a vampire closely tied to Dracula himself. If Dracula is Vlad Tepes, that spend also identifies her as either an unrecorded infant daughter of Vlad by his second wife Ilona Szilágy, born at the moment of his vampirization, or his first wife, who committed suicide and rose from the dead when Vlad became a vampire.

That said, Lilith herself seems fascinated with her namesake legend. She desires and attempts to acquire any and all ancient artifacts that describe her, in an effort to perpetuate her PR campaign. She currently searches for the *Zohar* of Moses de León (p. 285) to uncover the secrets of a lost ancient vampire who also called herself Lilith, whose remains might be the key to her ascension even higher in power and strength. She spreads the rumor that she is the inheritor of the ancient Goddess of Night herself and seeks to further consume the ancient power of the Biblical-age goddess.

ALLY: In the war against Dracula, few have such a stake in seeing the monster fall as Lilith. Lilith has based the growth of her entire network around becoming a viable alternative when Dracula inevitably falls. Some solid **Negotiation** could bring Lilith to the Agents' side, at least for as long as Dracula is in control and they present a credible threat to his power. Once the Agents have dealt with her cult, **Tradecraft** indicates she likely has a network buried not only in various organizations the world over, but within the CIA, Edom, and the Conspiracy. Her people are as dedicated as Dracula's and would die as swiftly for their mistress, providing the Agents with more possible **Network** contacts to tap into as they battle Dracula. She is a name to conjure with to turn other vampires away from Dracula, and provides a perfect **Intimidation** tactic for the Agents toward anyone in the Conspiracy that knows her name. And they all have come to know her name.

If you've played, or plan to play, ***The Zalozhniy Quartet***, Lilith may be the true identity of the enigmatic Katun (***ZQ***, p. 123).

CONSPIRACY: There is no bond stronger than family, and the bonds between Lilith and Dracula have never been stronger. As Lilith's virtual network of lilin spreads itself across the globe, Dracula himself approached Lilith after the earthquake in 2011 and quietly quashed her upstart conflict with him before it could flourish. While vampires and agents across the globe believe Lilith still vies for Dracula's power, she is in fact working with her father/husband/partner in all this. For Dracula learned the one lesson passed down from the ancient stories of the legendary Lilith: to offer a woman a place at his side, rather than as his subordinate.

Lilith now operates as a hidden double agent, the face of his vampiric enemy until it is too late. She has secret control over many seeming anti-Dracula assets in the field — such as the Journalist (p. 120), BND Deep-Cover Agent (p. 105), the Dissident (p. 112), and any others as needed. For appearances' sake she stays away from Romania and instead splits her time between Germany and excavations of ancient digs in the Middle East.

GENERAL ABILITIES: Aberrance 50, Hand-to-Hand 33, Health 33
HIT THRESHOLD: 7
ALERTNESS MODIFIER: +3
STEALTH MODIFIER: +3
DAMAGE MODIFIER: +1 (talons), +1 (bite; extended canines)
ARMOR: −1 (tough skin); Unfeeling
FREE POWERS: Darkvision, Drain (by bite or sexual contact), Regeneration (half of all damage from physical weapons regenerates immediately; the rest regenerates at the next moonrise), Wings (grow or conceal at will)
OTHER POWERS: Addictive Bite, *Body Jumping (into any woman who hates her father or husband)*, Cloak of Darkness, Control Weather, Dominance, Infection (by blood or sexual contact), Magic, Mesmerism, Stifling Air, Summoning (dogs, mice, monsters, owls, rats), Turn to Creature (screech owl, leopard, raven, cat), Turn to Mist, Vampiric Speed, Venom
BANES: beheading; *only permanently dead if staked and beheaded, mouth filled with garlic, body burned and ashes cast into running water*
BLOCKS: angelic talisman, bowl buried under threshold, cannot directly attack Dracula, stake through heart (prevents all movement), cannot enter a room without being invited, crucifixes and holy objects, running water (except at slack or flood tide)
COMPULSIONS: *kill infants*, never obey a male order
DREADS: crucifixes and holy objects, garlic
REQUIREMENTS: drink blood

DOSSIER REFERENCE: HO45, HO114, CU184



ORLOK

Graf ("Count") Orlok is a *nosferatu*, a mysteriously arcane word used by Stoker, perhaps based on some inside knowledge of his brother's reports from the Balkan front. The word appeared previously in an 1885 article on "Transylvanian Superstitions" by Emily Gerard (which Stoker read) and in an 1865 travel journal by one Wilhelm Schmidt. It is unknown in Romanian, and an assumed Greek derivation (*nosephoros,* "plague carrier") is specious. Both Gerard and Schmidt apparently heard it while in Sibiu (p. 221), implying that it may originate as a word of power used in the Scholomance (p. 219) for vampires.

Little is known about Orlok's true origins, swamped as they are by the poetry and expressionism of F. W. Murnau's 1921 film *Nosferatu*.

- Orlok was created by the German vampire program (p. 75), using samples and knowledge gathered by Van Helsing or other assets during Edom's 1894 operation. Murnau attempted to disguise his piracy of *Dracula* by combining Stoker's novel with secrets heard from hungry, angry German vampire scientists during the cash-starved early Weimar years.
- The film's designer, Albin Grau, an alchemist and ritual magician, learned of the nosferatu in his own post–Golden Dawn magical circle, the Fraternitas Saturnii. He created or summoned Orlok,

and designed the film as a bribe or exorcism or complex ward.

- The contract Orlok shows the "Hawkins" stand-in Knock in the film is written in Enochian — Murnau learned of the nosferatu from John Dee's Journal (p. 270). The Barons von Thurn und Taxis, holders of the Hapsburg postal monopoly, copied Dee's letters home as an elementary precaution; Murnau found that copy in a bookshop after the 1919 execution of Prince Gustav von Thurn und Taxis by the Communists in Munich. Gustav was a member of the Thule-Gesellschaft, the occult order that spawned the Nazi Party; he may have also provided Dee's data or the words of power over nosferatu to the precursors of the Ahnenerbe.
- Murnau filmed some of the exteriors of "Castle Orlok" at Orava (p. 212) and Cachtice (p. 245) Castles in Slovakia, because Orlok was a creation of Elizabeth Báthory (p. 65).
- Orlok is kin to, or a sub-creation of, Dracula.

Orlok knows where some very important bodies are buried in Germany — possibly literally! A German NPC likely cannot oppose the nosferatu when the chips are down.

INDEPENDENT: Orlok as Dracula's jealous, spiteful rival could add an interesting dimension to the campaign; any NPC listed as part of the Conspiracy might be part of Orlok's own web of evil. (Just change out "Romania" for "Slovakia" or even "Germany" in the character descriptions, mostly.) Orlok might also be the main assassin (or occult führer) of a surviving Nazi vampire program in Argentina (p. 225; see *They Saved Hitler's Blood!* on pp. 320–325 for more).

ASSET: Orlok as an Edom asset risks making Edom's pursuit and recruitment of Dracula pointless unless Dracula created or sired Orlok so that Dracula potentially controls the nosferatu, or the death of Dracula means the end of Orlok as an asset. Even then, it risks diminishing focus in the game. Better to have an Orlok built or recruited by the Germans now run by the BND, or by the FSB if the Soviets captured the German vampire program along with the Ahnenerbe files.

CONSPIRACY: If Orlok was created with Dracula's blood — whether by Dracula himself or by the Germans — Dracula can control him. Orlok himself may not know this, but Dracula does. If Orlok is such a sleeper asset, use one of the versions above as the cover story, and reveal Dracula's power once the Agents depend on Orlok for something. If Orlok is an overt part of the Conspyramid, he's probably a fairly high-level (5, or possibly 4) node. Thematically, Orlok's underlings should be foul contaminants of society: human traffickers, drug lords, corrupt charities, whited sepulcher research hospitals, that kind of thing.

POWERS AND STATISTICS

The powers in italics apply in a damned or supernatural vampire paradigm, or in a campaign in which Dracula (rather than German mad science) created Orlok.

These powers reflect Orlok's abilities and weaknesses as depicted in Murnau's film. If the contradictions with Stoker bother you, replace them with the standard suite of the 1894 Vampire (p. 53) or Dracula himself (p. 56).

GENERAL ABILITIES: Aberrance 20, Hand-to-Hand 20, Health 13
HIT THRESHOLD: 6 (cunning and superhuman reflexes)
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +1
DAMAGE MODIFIER: +2 (talons and fangs)
ARMOR: −2 (leathery hide); all weapons do half damage (rounded down) after armor; car crashes and falls do 1 point of damage (reduced blood flow)
FREE POWERS: Darkvision, Drain, Regeneration (full Health refresh each day), Tracking by Smell (further +2 to Difficulty to evade), Unfeeling
OTHER POWERS: Cannot Drown, Extra Attacks (first extra attack is free, further attacks in a round cost 2 Aberrance or Hand-to-Hand points each), *Levitation*, Magic (inscribes mind-controlling sigils onto documents), Mesmerism (also works on horses), Plague, Spider Climb, Strength, Summoning (rats), *Telekinesis, Turn Invisible (afterimage or shadow still visible, +3 to Stealth Modifier, Hit Threshold), Turn to Mist (spectral form)*, Vampiric Speed
BANES: direct sunlight (instantly Hurt, does damage as fire (+2) each round), *only while feeding on a woman pure of heart*
BLOCKS: direct sunlight
COMPULSIONS: pursue sexually attractive target
DREADS: direct sunlight
REQUIREMENTS: drink blood, sleep in unconsecrated grave earth "from the Fields of Death"

DOSSIER REFERENCE: HO159

QUEEN TERA



Britain's attempts to recruit a deathless agent didn't necessarily begin with transcontinental pursuit of an obscure dead royal, especially not when obscure dead royals regularly visited Victorian London. Bored explorers, wealthy collectors, institutions like the British Museum and the Egyptian Exploration Fund, and papers like the *Daily Telegraph* regularly indulged Londoners' Egyptomania, inundating the city with tales of desert adventure and glittering grave goods. Not all of the city's ancient guests appreciated the attention, though.

Amid the pseudo-scholarly haze of corpse unwrappings and medicinal mummia, one investigation scrutinized the quietly obtained body and effects of an 11th-dynasty Egyptian queen named (or code-named) Tera. Professor Abel Trelawny believed that relics associated with Queen Tera's body held valuable,

even necromantic, properties. Gradually, through either evidence or obsession, he became convinced that Tera herself could reveal the secrets of the afterlife or be brought back to life herself. In 1885 or 1886, he carried out his experiment at Kyllion, an isolated house in Cornwall. The result was a tragedy — virtually all the experimenters died — but perhaps also a proof of concept: the mummy disappeared. Stoker's cover story of this operation, *The Jewel of Seven Stars*, is more than usually sloppy, and Edom forced a further redacted ending onto the "novel" in 1912.

Finding Tera now involves retracing Trelawny's steps: he claimed to have brought the mummy from Egypt (along with seven ceremonial lamps and a mummified cat) around 1885. But which mummy? And what if he stole (or sourced) it in England or on the Continent? The Archaeologist (p. 292) could provide insights into missing mummies of the late 1800s. Recasting locations like the Old Pinakothek Museum (p. 228) as sites like London's Soane Museum, Petrie Museum, or even the British Museum (with its infamous Unlucky Mummy) might also provide information useful in tracking down secrets. Details of Queen Tera's identity could be a matter of public record — or urban legend in the case of London's mummy-haunted British Museum station.

INDEPENDENT: Trelawny wasn't connected with Edom or the British Establishment (though he might have been an occasional dinner guest at the X Club, p. 184). If he did succeed in resurrecting Queen Tera, then she remains an independent operator. If he failed, then his research was filed away by his daughter Margaret, and remains in the hands of the Trelawny family.

EDOM: Operation Edom called for the acquisition of a supernatural agent — not necessarily Dracula, or even necessarily a vampire. Trelawny's mummy-resurrection project was another branch of Edom. If it didn't work, then the details are buried in the archives, waiting for some more enterprising resurrectionist (perhaps one equipped with modern technology or a better understanding of Egyptian necromancy) to try again.

If it worked, Queen Tera might still be waiting at the site of her resurrection — be it Ring (p. 172) or a similar site like Kyllion — or other safe holding spot like the HMS *Proserpine* (p. 169) or a sarcophagus-like version of the Sealed Coffin (p. 278). For that matter, University College Cork acquired a mummy in mysterious circumstances in the 1890s — allegedly, it was sent to the university by mistake, and then "lost" in the library basement for decades, which is the thinnest cover story imaginable for a mummy taken from the Dun Droch-Fhola site (p. 235). Alternatively, Edom might have deployed her in the field, and she's now hunting down terrorists in Egypt. If you want to cast Trelawny as an Edom agent, but want an independent mummy queen, then perhaps she broke free of Edom in 1956 during the Suez crisis; the loss of its supernatural weapon explains why the wheels came off the British invasion of Egypt.

Abel Trelawny is an unlikely but possible candidate for "D" (p. 49) or "Dr. Drawes" (p. 50).

CONSPIRACY: Dracula and Queen Tera could have crossed paths in London in 1894. If the mummy retained her sanity, she might have seen Dracula as a kindred corpse, one with the connections and an insight to help ease her return to the world of the living. Dracula too might covet the secrets and magic possessed by an even more ancient form of Un-Dead. If so, then Tera was certainly part of Dracula's circle in London in 1894, and was part of his stay-behind network. She might be masquerading as a mortal: the Sculptor (p. 100), the Online Mystic (p. 126), or the Tabloid Journalist (p. 134) could be masks of the mummy. She might also be hanging around with the Psychic (p. 96).

Alternatively, they might have hated each other immediately, being too similar to perceive one another as anything but a threat — a rivalry the Agents might seek to exploit.

MUMMIES

Although mummies enjoy a pedigree in history and fiction every bit as rich as their vampiric cousins, such also makes expectations regarding their powers just as variable. A mummy might be anything from a charmless, relentless revenant determined to avenge itself against its kidnappers to a vessel for ancient mystical powers and the fury of forgotten deities. The following statistics present something between the two. For either extreme, consult the details for vorthr (***NBA***, p. 153) or build a mummy as a full-on vampire, only without Drain.

Queen Tera's abilities, where they differ from the "default mummy," are marked with an asterisk. Note that she appears not as a wrapped or shriveled corpse, but as a beautiful woman of indefinable ethnicity, her only distinguishing feature seven fingers on her right hand. She keeps a large tabby cat.

INVESTIGATIVE ABILITIES:* Archaeology, Astronomy, Fringe Science, High Society, Occult Studies

GENERAL ABILITIES: Aberrance 12, Hand-to-Hand 10, Health 10, Hypnosis 16, Weapons 8

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +1 (+3 in tomb or similar setting)

STEALTH MODIFIER: +2 (+4 in tomb or similar setting)

DAMAGE MODIFIER: +1 (claws or fists)

ARMOR: −2 (mummified skin); all weapons do half damage, firearms do maximum 1 point damage (Corpse; ***NBA***, p. 126)

FREE POWERS: Darkvision, Regeneration (refresh 1 Health per night)

OTHER POWERS: *Apportation (into her sarcophagus, place bearing a personal shabti, or similar representation)*, Astral Projection*, Curse (***DT***, p. 106), *Heat Drain*, Hive Mind (with cat familiar)*, Induce Dreams*, Magic, Mesmerism*, Mimic Form (her own living form), Mimicry, Necromancy, Plague, Resurrection (using an enchanted ruby and astral projection)*, Strength, Summoning (insects, carrion-eaters), *Turn into Creature (cat*, hawk, jackal, scarab swarm, etc.)*

BANES: proper Egyptian ceremonial reburial in her own tomb (or respectable approximation)

BLOCKS: areas sanctified by the *Book of the Dead*

DOSSIER REFERENCE: **HO108**, VS164

RED JACK

Between the creepy rotten-Establishment tone of Edom and Stoker's outright invocation of Whitechapel in his foreword to the Icelandic edition of *Dracula,* Jack the Ripper haunts the novel and the Dossier alike (p. 29). Making the Ripper a mere Renfield or feral vampire is easy enough to have become something of a cliché by now, which is not to say it can't be fun to play with in your campaign.

This write-up goes slightly farther afield, presenting Red Jack as a demonic spirit, one that possesses an enchanted blade (as might be found in the Knife Set (p. 272) or Van Helsing's Vampire Hunting Kit (p. 281), or the Jeweled Dagger (p. 270)) and thus its wielder. Where did Red Jack come from?

- Dracula's Satanic Cult (p. 55) summoned Red Jack as the Opener of the Way to allow Dracula's full revival by the 1893 earthquakes. The 19 August 1888 earthquake in Vrancea county, Romania, is suggestive in that context; it's exactly midway between the killings of Martha Tabram (7 August) and Mary Ann Nichols (31 August).
- Edom used the Jeweled Dagger as a major artifact (p. 270) to find Dracula by killing women; Red Jack is a reflection of Dracula's hate and perverted lust embedded in the dagger when it impinged upon the Master's mind.
- Edom attempted to create a vampire using a ritual in *Le Dragon Noir* (p. 273), summoning a servitor of Buné, Great Duke of Hell. They bound Red Jack into one of the surgical knives used by the Irish "Invincible" assassins in the 1882 Phoenix Park killings in Dublin — not all the assassins' weapons were found by the investigating officers. Unfortunately, the demon didn't have the properties Edom wanted in an asset, or escaped after the final murder. Stoker might have revealed more of this Dublin connection in his true Notes (p. 280) or in the *Makt Myrkranna* Correspondence (p. 275).
- There is an Edom and a Stoker connection to the blade: it's one of the surgical knives George Stoker used to dissect vampires during the Russo-Turkish War. This is an excellent way to get a "telluric Ripper" — the blade brought back exotic vampire bacteria (p. 59) trapped in the handle or magnetized into the metal. George Stoker or the Edom doctor he gave the knife to was the Ripper, infected but not fully turned by telluric vampire bacteria. "Red Jack" is actually just a multiple personality brought on by the telluric fever as it hits the spinal cord and brain.
- The Hermetic Order of the Golden Dawn awakened Buné or Red Jack with their sloppy magical fumbling; the blade is an athame, a ceremonial magic dagger. Bram Stoker's acquaintance Francis Tumblety (1833–1903) or coroner and Golden Dawn chief William Wynn Westcott (1848–1925) or self-proclaimed antichrist Aleister Crowley (1875–1947) or magician-doctor Robert D'Onston Stephenson (1841–1916) or Stoker himself was the Ripper, or the Ripper was many killers using the same knife. This explains the widely varying eyewitness testimonies in the case.
- R. M. Renfield (p. 38) or another psychotic found the dagger and awakened Red Jack, or was driven mad by the act of summoning him.
- On one of Jack Seward's (p. 35) previous adventures with Quincey and Holmwood, he discovered the blade, or his surgical knife was possessed by Red Jack somehow.
- Dracula bound Red Jack into the blade himself, either during his study in the Scholomance (p. 219) or as a sadistic tool during his lifetime. It awakened in London as Dracula strengthened following the 1888 earthquake.

INDEPENDENT: A "freelance" Red Jack is mostly just a distraction or a red herring; the blade's new holder is cutting up women somewhere near the Agents. His targets might include the BND Deep-Cover Agent (p. 105), the Dissident (p. 112), or just the girls working for an informative boss in the Romanian Mafia (p. 113). His knife or his demonic master might have information pointing to Dracula, however, or stopping him could be its own reward while giving an NPC a reason to help the Agents.

EDOM: Red Jack possesses one of the Dukes. This may be a secret to the higher echelons of Edom, or a bonus. Freeing the Duke from Red Jack could flip him (or her) to the Agents' side — or the Duke might be more than normally vulnerable when she (or he) goes out ripping without any backup or active cellphone.

CONSPIRACY: There's nothing that Red Jack can do for Dracula that he can't send a Renfield for. Red Jack becomes an occult weapon for a lower-level node, one it depends on to avoid bothering the Master. With that weapon broken, the Agents get a 6-point team pool TFFB (***NBA***, p. 108) to use against the disarmed and demoralized node if they move on it fast.

POWERS AND STATISTICS

The values below either replace or add to (+) the host's pools while he holds Red Jack's blade.

GENERAL ABILITIES: Aberrance 8 (14 higher in Whitechapel or other past site of ritual murder), Hand-to-Hand +4, Health +2 to rating per murder of a woman committed this year with the blade, Weapons +10 (with own blade only)

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2 (+3 in shadows, fog, or night)

DAMAGE MODIFIER: +0 (blade; ignores armor)

ARMOR: immune to all knives except his own blade

FREE POWERS: Darkvision, Drain (+1 to current Health pool for every 2 Health damage drained by blade), *Memory Wipe (on blade-holder while active)*

OTHER POWERS: Apportation ("slasher movement" or into fog), *Create Fog*, Possession (blade-holder only, although a Body Jumping (or rather, knife-jumping) Red Jack becomes a much more dangerous and distracting foe), *Stealth, Vampiric Speed*

BANES: the host can die normally, Red Jack can only "die" of being stabbed with own blade; exorcism ritual in *Le Dragon Noir*; being beamed into interstellar space to dissipate

BLOCKS: holy symbols (block Possession only); *elevated serotonin levels, as from Ecstasy use (blocks Possession only)*

COMPULSIONS: kill women

DOSSIER REFERENCE: **HO36**, HO67



SOLOMONARI

Romanian legends claim that the Scholomance (p. 219) is where the Devil himself instructs worthies in the deepest secrets of the occult. The Prince of Darkness isn't charitable, though, and for every ten he teaches, one must remain as his slave. Yet those who survive the training emerge as Solomonars (collectively, the Solomonari), beings more than human who boast mastery over the laws of nature and reality's deeper mysteries.

Whether they're truly servants of Satan, karcists clinging to the secrets of ancient grimoires, immortal Geto-Dacian priests of Zalmoxis (p. 291), or visitors from some secret beyond, a Solomonar might be at the top of any occult conspiracy. As ancient and learned as Dracula himself, these magi use their secret knowledge to manipulate history as they see fit. Myths paint them as beneficent beings, but few mortals would rest easier knowing these ancients seek to judge what constitutes the greater good. Remember, *Satan* recruited and taught these guys.

Whether the Solomonari spin out webs of earthly power, roam the land doing good, hoard magical books and artifacts too dangerous for mortals, or plot destruction of those who break the vows of Scholomance, they keep their own counsel. Or do they reject the world, bound up in meditation, magic, and the need to continue the Scholomance? Perhaps Solomonars only live 500 years, and the new class is relatively young — or even now being recruited.

Only nine Solomonars walk the world, but all know Dracula and are known to him in turn. (Unless they plan to keep the new graduating class a secret from their old schoolfellow.) At one point, Dracula studied at the Scholomance (**VS194**), but that relationship has since been strained. Perhaps Dracula was the apprentice sacrificed to serve the Devil — implying his vampiric state and dark deeds, and even his earthly agenda, come from his Infernal Master. Alternatively, Dracula might have betrayed the Solomonari, learning their secrets then defying their laws. He might have escaped the Scholomance with some potent grimoire like *Le Dragon Noir* (p. 273), a relic the others would go to any lengths to recover. Dracula might even have accepted Edom's "invitation" to Britain as a way to personally smuggle the Solomonars' treasure away from them. Considering the Solomonars' control over storms, this might explain the rough weather the *Demeter* faced en route to Britain.

Romania remains the seat of Solomonari power, perhaps due to some tie to the Scholomance, to Zalmoxis, or for even deeper reasons. The Medievalist (p. 122), the Online Mystic (p. 126), and the Psychic (p. 96) know about the Solomonari and may even know they exist; so does the Black Site Interrogator (p. 104) — don't ask why. Any Romanian character — and a surprising number of seeming non-Romanians — may actually be a Solomonar in disguise, or the earthly servant of their occult agenda. Solomonars might serve as stand-ins for any number of inscrutable, timeless secret keepers — returned pharaohs, Yithians, relocated Massachusetts necromancers, famous magicians out of time, intruders from the future. They're foremost a supernatural threat, but references to them living in some other realm might suggest an alien connection.

EDOM: If Edom has a genuine wizard on its books, you're in a radically different campaign. However, Edom might exploit the myth of the Solomonari as a cover for its activities in Romania. Local legend paints the Solomonari as mysterious but kindly figures, always bent on cryptic missions of vital importance — an ideal cover for all sorts of vampire-related weirdness. Elvis (p. 50) has a Solomonar's robe in the trunk of his car.

CONSPIRACY: What if Dracula didn't break his ties with the Solomonari? What if they're backing his play? Adding a cabal of awesomely powerful sorcerers on top of Dracula and the rest of the Conspiracy is horrible, horrible overkill — but sometimes, that's what your player characters deserve. If you do go for the Solomonari as part of the Conspiracy, consider shooting for the Zalmoxis (p. 291) capstone.

OTHER: Even if you don't want to include the Solomonari as a major plot thread in your campaign, you could have one Solomonar show up to pull the Agents out of a fire or give them some cryptic advice. Hint that the Solomonari are out there, helping behind the scenes, and that the Agents aren't wholly alone in the fight against Dracula. Then have Dracula kill him.

POWERS AND STATISTICS

ARCANE DOOM: A Solomonar can expend a point of Aberrance to conjure a bolt of magical flame, a swarm of gnashing teeth, rents in reality, or similar supernatural destruction at a target within Near range, with the effect of a Class 1 explosion. Every doubling of Aberrance spent increases the equivalent explosion Class of the arcane doom: 2 Aberrance creates a Class 2 explosion, 4 Aberrance creates a Class 3 explosion … two Solomonars who sacrifice their lives can spend 32 Aberrance to manifest the equivalent of a sorcerous suitcase nuke.

GENERAL ABILITIES: Aberrance 16, Hand-to-Hand 6, Health 10
HIT THRESHOLD: 4
ALERTNESS MODIFIER: +4
STEALTH MODIFIER: +2
DAMAGE MODIFIER: +0 (fist), Arcane Doom (see text)
ARMOR: +3 (bend physics, amulets of protection, etc.)
FREE POWERS: Heightened Senses (sense life)
OTHER POWERS: Apportation (sigil-marked location), Clairvoyance (through the eyes of animals), Command Beasts, Command Weather, Infrasound, Levitation, Magic, Mimicry (any voice or sound), Resurrection (can be resurrected at Scholomance or via ritual in *Le Dragon Noir*), Send to Sleep, Summon (natural creatures), Telekinesis, Turn into Creature (any natural animal), Turn Invisible
BANES: ritual in *Le Dragon Noir; beheaded and buried beneath a church threshold*
BLOCKS: grimoire rituals/spells
COMPULSIONS: magically consult with peers/master at regular intervals

DOSSIER REFERENCE: VS194

OTHER NATIONAL VAMPIRE PROGRAMS

Plenty of supporting cast members in this campaign may or may not turn out to work for any number of other intelligence services, besides MI6/Edom and the Romanians. (See ***NBA***, pp. 164–67, for a primer on European espionage.) This much is natural to any spy game. Some of those services — the CIA and the Russians, for example — can make fairly terrifying "third force" threats even without a covert vampire program.

Certainly, Operation Edom remains the centerline of this campaign; thus, MI6 is by default the only agency to put together the truth about vampires. You can have a great — and rather less complex — game with Edom as the only national vampire program in existence. But in a world in which vampires and governments have operated for over a century, it's not unreasonable to assume that other agencies have their own approach and their own covert vampire directives. Edom should still remain at the forefront — someone's got to know the most and be the best, after all, and for dramatic reasons, it should be a main antagonist. But that said, adding a rival agency as dramatic foil can amplify, rather than muddy, the campaign's impact.

Use Station Bucharest (p. 159) as a catch-all guideline for a foreign intelligence agency as a node. The Chief of Station, Bucharest (p. 109) defaults to CIA but can be adapted to any agency you want to give a bigger role. Model other operatives of foreign programs after Edom Dukes (p. 50) and ratings (p. 54), or specifically on the CIA Agent (p. 91), the MI6 Lamplighter (p. 123), the Turkish Agent (p. 136), or the BND Deep-Cover Agent (p. 105).

The following nations have prime hooks, NPCs, or other story elements making them the most likely suspects for third-force vampire programs. To avoid needless reduplication, the rest of this campaign uses shorthand like "the FSB" to mean "whichever Russian agency you've given the vampire program to, or sourced it from." This is where you pick the whichever, and determine where they got their vampire program.

DOSSIER REFERENCE: CU115, **HO183**, CU238



CHINA

The Chinese vampire program, Room 452, falls under the Ministry of State Security (MSS) if it came from internal investigations of the jin-gui (p. 68) or other Chinese vampires — the peoples' cadres that tore the bloodsuckers apart reported their victories to the Party, after all. MSS may also have gotten its vampire data from insecure Edom facilities (or personnel) after (or just before) the handover of Hong Kong (pp. 229) in 1997.

If it comes from cyberespionage against another national vampire program, Room 452 is part of the Military Intelligence Department (MID), and the Chinese Agent (p. 110) really wants to know what's going on. If he can cut his own agency in on Room 452, he can get back on the upward track.

Room 452 may have tame jin-gui, but not likely deployed in Europe. Their operatives there only want to vacuum up everything the Agents and other foreigners know about vampires and take the data (and samples) back to Beijing for further analysis. If Room 452 gets ahold of the Dracula Dossier, it goes out on the next plane to China under diplomatic pouch.

GERMANY

If a German security agency still runs a vampire program or even has a vampire investigation docket, Unternehmen Braun ("Undertaking Brown") falls under the Federal Intelligence Service (BND). The BND may have gotten its vampire data from any number of places:

- Van Helsing was an asset or operative of the German Nachrichtenabteilung (p. 34).
- The German vampire program began with Frank Braun, an Abteilung IIIb agent vampirized in New York in 1917. Braun may have previously run Projekt Mandragora (p. 62) as an Army rival program to the Navy's vampire program.
- The Germans found out about vampires the same way George Stoker did, by getting involved in a horrible war in the Balkans — this might have been during the German invasion of Romania in 1916 or the retreat from Russia in 1944.
- Antonescu or the Iron Guard (possibly the Echipa Mortii, p. 149) gave the Nazis the secret of vampirism in 1940 to try and bribe Germany to intervene on their behalf in the Romanian putsch. The Nazis ran their vampire program (whether resurrected from Van Helsing's or Braun's operations, or looted from Romania, or a combination) under the SS occult research arm, the Ahnenerbe.

The German vampire program may have created, and may still run, Orlok (p. 70) or Alraune (p. 62).

A wilder, more airport-thriller version of the German vampire program might cast it as a surviving "Fourth Reich" operation run out of Argentina (see p. 225) by undying Ahnenerbe necromancers (see *They Saved Hitler's Blood!* p. 320).

DOSSIER REFERENCE: VS43, VS61, **VS125**, CU142, VS176



ISRAEL

Sayeret Aluka (*aluka* means "leech" in Hebrew) is the Mossad's anti-vampire kill team. It knows what it knows from archaeological research at sites like Black Site Khoshekh (p. 236), from spying on Edom (or the Intrusives, p. 293), from the Hildesheim Legacy's (p. 116) family lore, or from sympathetic CIA or BND officers opposed to their own national vampire programs who tipped the Israelis off as a way of containing the problem without going public.

RUSSIA

Technically, it should be the SVR running Russia's vampire program (or its investigation into Edom), since they are the successor to the KGB's overseas operations — but Russian turf wars are, like other Russian wars, terrible and not overly concerned with niceties like jurisdiction. Whether it's the FSB (internal security) or the GRU (military intelligence) gunning for the Agents and/or Edom depends on whether it was the NKVD or the Red Army who gobbled up the German vampire program after WWII. If the Soviets instead got their vampire data from Edom via Kim Philby or other MI6 traitors, the FSB definitely has it now.

The FSB runs its own vampires (or zalozhniy; see ***The Zalozhniy Quartet***) as domestic assets, infiltrating opposition groups and turning them into tools of the FSB. The GRU uses them as super-Spetsnaz in Ukraine, Georgia, Chechnya, and other places the Russian Army faces dug-in foes.

If the operatives of some anti-vampire bureau grown out of Catherine the Great's secret police (the TE, or "Secret Expedition") staked Countess Dolingen in 1801 (p. 227), their heirs might be in either or both agency. The FSB vampire apparat has to watch its steps overseas, since too much exposure outside Russia can raise ugly questions in the Kremlin. The GRU is less constrained, in every sense.

DOSSIER REFERENCE: HO166

TURKEY

The Kirmizatlar ("Red Horses") are a secret, quasi-terrorist, ultra-nationalist group dedicated to killing vampires … or anyone they suspect of being pro-vampire, really. Kurds, Jews, Roma, you know. Nests of influential patrons within the Turkish Special Forces Command (OKK) and the Turkish "deep state" generally keep the Red Horses funded and out of prison, sacrificing the occasional Horse to placate the media or the West.

The Red Horses' (and Turkish military's) vampire knowledge comes from:

- lore left over from the Ottoman Turkish occupation of Bulgaria, Romania, and Transylvania
- intel fed the Ottomans by Arminius Vámbéry in 1878 or by proto-Edom afterward, as part of a deal



Vámbéry and George Stoker made to secure vampire corpses or samples for the British

- the German vampire program, which made the same sort of deal with their Turkish allies during WWI. Alternately, the Turks got their lore from Rudolf von Sebottendorff, the founder of the Thule-Gesellschaft, who lived in Istanbul during WWII and mysteriously drowned in the Bosporus on V-E Day 1945.

The Turkish National Intelligence Organization (MIT), recently purged of military influence by the Erdogan government, either covets the anti-vampire portfolio or genuinely wants to hunt down the military's secret death squads. MIT has been credibly accused of assisting both al-Qaeda and ISIS in Syria in 2014; they may have drawn Edom's fire as a result and desperately need the Red Horses as allies now. Adjust the Turkish Agent (p. 136) and any other MIT assets accordingly.

DOSSIER REFERENCE: CU86

UNITED STATES

The American vampire program is a code-named secret directive, Find Forever. Either the CIA or the Pentagon run Find Forever, currently operating out of the NICBR (p. 64). Find Forever, or what this book calls by default "the CIA vampire program," incorporates the "Black Light" interrogation site (p. 204), the Camp Midnight processing facility (p. 252), and Nox Therapeutics (p. 162) for end-use research.

Find Forever may have originated in any number of ways. To begin with, Quincey Morris sums any number of potential vampire vectors:

- He was a patriotic and devout American who uncovered Edom's vile plan and dispatched copies of the 1894 team's records to Washington before his death.
- He was an agent of the US Secret Service, inserted into Edom undercover.
- He was an agent of the US Secret Service, inserted into Edom as part of a joint Anglo-American operation.
- He was vampirized in South America in 1892; the American Vampire story (p. 63) was a cover story to conceal his true identity.
- He was vampirized by Dracula or one of his Brides during or after the 1894 operation, and eventually poisoned (or was discovered by, or both) the Secret Service or the ONI or the OSS or the CIA. This version casts Find Forever as Dracula's fifth column within the US national security establishment.

Even without Quincey, the US government might have picked up on vampire lore:

- from the American Vampire
- through Operation Paperclip, seizing the German vampire research ahead of Edom or the Russians
- from Princess Catherine Caradja-Kretzulesco during OSS operations in Romania in 1944 and the establishment of Gladio (p. 163)
- as a deal with Edom in exchange for funding after British defense retrenchment began in earnest in the 1950s
- as a deal with Edom after the British spy networks in Romania were rolled up during the 1970s mole hunt
- by interrogating the very few al-Qaeda survivors of Dracula's attacks; Find Forever is desperately playing catch-up to Edom

DOSSIER REFERENCE: CU60, **HO68**, CU219

THE VATICAN

The Vatican vampire program falls within either:

THE SOCIETY OF ST. LAZARUS OF BETHANY: A recent, barely accepted program mounted by eccentric (not to say daft) exorcists around 2000, among them the Enigmatic Monsignor (p. 114). Its fringe priests try to coordinate information among themselves, but have learned not to draw the (invariably unfriendly) attention of their superiors.



THE PONTIFICAL COLLEGE OF ROMANIA: Founded in 1937 by Pope Pius XI to train Romanian Catholic seminarians, hence its official name Pontificio Collegio Pio Romeno (PCPR). Like many pontifical colleges, it also coordinates what Vatican intelligence apparatus exists in its bailiwick, in this case Romania. The PCPR incorporated faculty and collections from the Greek Pontifical College of Athanasius, itself founded in 1577 to provide Catholic priests to retake the Balkans for Rome from the Turks. The medico and vampire scholar Leo Allatius (head of the Vatican Library from 1661 to 1669) came out of the Greek college; after 1940, a few PCPR scholars took up Allatius' notes in light of new findings. One very old cardinal (with contacts both in the Archdiocese of Mechelen-Brussels (p. 141) and Gladio (p. 163)) still supports the "Schola Allatio" in the Vatican bureaucracy. If he can bring absolute proof of vampires to the attention of the right eyes in the Curia, he can get resources and new priests assigned to combat the threat sub rosa.

If the Director *really* wants a Vatican vampire-hunting squad, assume that the Schola Allatio has found vampires in Naples (p. 241) or Romania since 2005. Father Dodona (use Oakes, p. 52) and a squad of Swiss Guard special ops (use Special Police from page 70 of ***NBA*** with Weapons 8 and halberds (+1; can reach out to Close)) show up once to save the Agents and provide a crucial lead somewhere — and then get torn to shreds by Dracula the next time they're onscreen.

DOSSIER REFERENCE: HO17, HO161

PEOPLE

This chapter contains 64 configurable, reusable profiles for supporting characters the Agents meet as they explore ***The Dracula Dossier*** — or conduct any other ***Night's Black Agents*** investigation. Characters are presented within the following broad categories: survivors of or important informants on the 1940–1941 evolution of Operation Edom in Romania (pp. 80–88), on the 1977–1978 mole hunt within MI6 (pp. 89–101), and on the current activities of Operation Edom during the Global War on Terror (pp. 102–139). Further sub-classifications of these characters by nationality, profession, and utility appear in the *Indices* (pp. 345–360).

Each character write-up includes modular elements that you can mix and match as required. When a supporting character enters the storyline, either as you prepare your scenario or in an improvised scene in progress, decide whether he or she is an innocent, an asset, or a minion. An **innocent** may be guilty of anything from serial killing to human trafficking to unpaid parking tickets, but is not part of the world of either espionage or vampiric conspiracies. An **asset** has been recruited into the shadow world, and may be a trained operative under cover or simply part of such an operative's network of informants, friendlies, and contacts. A **minion** is part of Dracula's network, either directly Renfielded or in the pay or power of the Conspiracy.

Any of the three may interfere with the Agents, out of greed, patriotism, or some other motive. Members of organized crime networks quite often interfere with the Agents, out of greed or as an attempt to curry favor with the Conspiracy. Innocents and assets might, occasionally, help the Agents against the Conspiracy, almost always as a result of strong persuasion, coercion, or asset flipping (***NBA***, p. 112). Every so often, an asset is ordered to aid the Agents, almost always because their parent organization wants something accomplished: a diversion, a reconnaissance in force that costs them nothing, a deniable strike against some unsavory Conspiracy outlier, or for some other shadowy goal. Anyone who aids the Agents at all is quite likely to reappear as a drained corpse or doubled Renfield, as Dracula strikes back at his hunters. Assets or innocents may become player characters to replace suddenly slain or turned Agents, after some heroic epiphany gives them the Drive to do so (***NBA***, pp. 37–39).

Although it's unrealistically poor compartmentalization, in the interest of smooth game play any given asset or minion may know the name or role of another asset (usually of the same organization) or minion, to be given up after suitable **Interrogation** or flipping.

Needless to say, the facts given about the characters in any of their three modes are a starting point, not a straitjacket. When an idea doesn't serve your story needs, change it to something that does.

Finding yourself in need of a narrative twist, you may occasionally find reason to switch your conception of a character in midstream. A character you have portrayed as a minion might surprise by turning out to be an innocent, or reveal a hidden agenda as the asset of another agency inserted under cover into the Conspiracy. An asset, more likely, might be doubled by Dracula during the campaign, her newly minion-ized nature revealed by betrayal or by a nervous tic in the church doorway. Some assets — and minions! — don't know their true role, and believe themselves to be (and perhaps present convincing fronts as) innocents. An innocent might enlist himself as an asset of the heroes, or be drawn by them into danger and horror.

Some of these supporting characters might turn out to be Legacies (p. 40), if it suits the campaign or the storyline. Change last names accordingly, or let sharp-eyed Agents with **Forgery** spot faked passports or other identity documents.

Possible Role: Profiles include an entry indicating their special skills or access; why the Agents might seek them out, independent of references to them in the Dracula Dossier. This is especially effective if they "begin" the narrative as Network contacts, only to have their connection to the Dossier revealed by further investigation. The Director should take every opportunity to weave not just Network contacts, but former mentors and protégés, providers of Solace, and any other established NPC into the main campaign — and into the Conspiracy's toils.

Alternate Names and Descriptions: Also included are additional names and physical descriptions, so you can tailor them to the specific needs of your story: if an NPC needs to be female, or British, or elderly, hopefully we've got you covered somewhere on the page if not in that description. You can also reuse the basic template the next time you need a character of that type — ***Night's Black Agents*** heroes tend to run into a lot of ex-spies, midlevel crime bosses, smugglers, and local law enforcement personnel. As you use these names and descriptions up, you may wish to replace them, so that you always have a fresh version of the character type to hand when the story goes in an unexpected direction and improvisation is a must.

For more names on the fly, see the brief onomastikon on pp. 138–139.

Defining Quirks: Three or more defining quirks are provided for each character. One often suggests a physical action you can perform at the gaming table, often with the use of props. Use only one quirk per iteration of a character. Multiple quirks are hard to play and can prove distracting from the main point of the scene.

ABILITIES AND MODIFIERS: Characters also include game statistics. Although supporting characters do not normally use Investigative abilities, we provide some here to give you a sense of the expertise the character might be able to lend to the Agents. General abilities that allow the supporting character to perceive or hide from the Agents are omitted in favor of Alertness and Stealth Modifiers, although Surveillance is sometimes listed to provide pools for contests.

Provide Health ratings to suit the dramatic necessity. If a character should be a survivor, providing repeated succor (or repeated opposition) for the Agents, give her Health 8 or 9. If he should appear briefly or die informatively, give him Health 2.

DOSSIER REFERENCE: If a character is referenced in ***Dracula Unredacted***, this entry notes its annotation number. Where the NPC appears in more than one annotation, the main reference is in ordinary text and secondary references are italicized.

WORKNAME TABLE

The Workname Table (p. 345) lists all the worknames mentioned in the annotations, along with likely candidates for that name if it's in doubt. For example, Charles (**HO23**) might be the Black Site Interrogator, the Chief of Station, Bucharest, or some other CIA asset. These possible identities are listed in the Cleartext column.

WORKNAME	CLEARTEXT	ANNOTATIONS	ACTUAL NAME
Charles	Black Site Interrogator (p. 104), Chief of Station, Bucharest (p. 109); someone who is actually a CIA agent or asset	**HO23**	
Jonathan Harker	Harper, Hosmer, Hutter (p. 32)	Passim	
Hopkins	GCHQ Romania Desk Analyst (p. 115), MI6 Lamplighter (p. 123), MI6 Romania Desk Analyst (p. 124)	**CU44**	
Tibor	Anti-Communist (p. 81), the Hungarian (p. 94), Smuggler (p. 131); generic member of Romanian Mafia (p. 157)	**CU227**	

When the players collapse the waveform and settle on the true identity behind the workname, then write in the NPC's actual name and underline their actual role, like so:

As you play through the campaign, you may find it useful to strike through the identities you've used or eliminated elsewhere — if the PCs have already met Chief of Station, Bucharest and established that she knows nothing about the Dossier, then she can't be Charles and should be crossed off the list.

If you want to similarly obfuscate the names of the original Hunters (see p. 32), then Jonathan Harker, Van Helsing, et al., might have been worknames. We recommend this option only for masochistic Directors who demand thorough research and tradecraft from their players — if that's you, then you can also use the Workname Table to track the cleartext identities of the original Hunters and the Legacies.

Remember, worknames are optional — if the extra hassle of looking up the table outweighs the thrill of penetrating Edom's secrets, then just skip over them and use the worknames as actual names.

1940 PEOPLE

These supporting characters can shed significant light on Operation Edom's 1940 episode, but were not necessarily alive or active then. Either an annotation in the Dossier explicitly mentions the supporting character, or it provides a clear lead to that character (a family member, successor, archivist, etc.) in the present.



ACTING DIRECTOR OF MI5 –

NAME: Brigadier Oswald A. "Jasper" Harker

POSSIBLE ROLE: Legacy tie between the 1894 band and the modern security state

DESCRIPTION: Tall, well-groomed, and patrician in bearing. Very much a colonial type who does not suffer fools gladly. Good-looking.

Brigadier Oswald A. "Jasper" Harker (1886–1968) was acting director of the Security Service (MI5) from June 1940 to April 1941. Harker was replaced in the top job by Sir David Petrie, but stayed on as deputy director general until 1946. He had previously served fourteen years in the Indian Police and joined the service after being invalided home. Harker listed his interests as big-game hunting, riding, and fishing, and cut an intimidating figure among his staff. Harker's B division was responsible for counterespionage and counter-subversion, and his name was even put forward as a potential candidate for the top job at MI6. However, the strains of his interim role as director and the massive wartime increase in workload tested his management style and powers of organization.

If "Harker" is not a workname, then Jasper Harker is the nephew of Jonathan Harker, and a cousin to Quincey Harker.

INNOCENT: Jasper knew little of his uncle's escapades. His father intended it this way and kept Jasper well out of the way of intrigue by sending him to a Scottish boarding school and then an overseas posting. He returned to England after a prolonged bout of malaria and only then learned about Edom from his father's papers. He was happy to take the job at MI5 but was aware that Edom may well have been pulling the strings and instinctively mistrusted them. He did his job to the best of his ability, but his performance suffered as he expended too much energy and attention second-guessing Edom's motives and activities.

Visiting Harker's relatives and using **Cop Talk** or **Tradecraft** bluffs a look at his unclassified papers (and maybe something juicy got misfiled, like his Daybook, p. 269).

ASSET: The whole of the Harker clan have been Edom men, since 1894. Jasper's father James was a member of the X Club (p. 184), and his entomological researches may have uncovered a precursor to the Blomberg Serum (p. 282). James Allen Harker died in December of 1894, possible blowback from Edom's failure.

Jasper was raised and schooled knowing that Edom provided the steel core within the Establishment that kept the sun shining on the Empire. Harker's time with the Indian Police was a cover for the Edom-sponsored research project into the Indian vampires known as the *vetala*; this research perhaps explains his invaliding home.

Harker may, in fact, be "D" (p. 49), an impossible centenarian plus, his vigor maintained by judicious application of the Seward Serum (p. 51), unnaturally prolonged by the curse of the vetala, or as a plain and simple vampire.

Research coupled with **Vampirology** and **Traffic Analysis** uncovers traces of Harker's efforts to cover Edom's tracks. His Daybook (p. 269) might shed more light on the case, if they can find it.

MINION: A Harker in a key position within the British intelligence community was always going to be too irresistible a target for the Conspiracy. He was recruited on his return to London. Most probably his lack of knowledge left him defenseless against the Conspiracy, or perhaps he was offered a way to prolong his life and stave off the obscure tropical parasite he had picked up while in India, or the close shave with the vetala made him susceptible to domination. If he was innocent originally, then the mental domination explains his inability to deal with the top job; if he was Edom, then he was paralyzed trying to serve two masters. Or maybe Edom discovered his doubling after the failure of its Romania operation, causing it to sideline him from the top job in 1941. Edom kept him around until war's end to feed false information to the Conspiracy.

Vampirology coupled with **Photography** lets the Agents spot telltale signs of unnatural blood loss and exhaustion in some photos of Harker toward the end of his tenure as acting director.

DEFINING QUIRKS:

- impeccably turned out but either: harassed looking from being over-promoted, and scared of Edom's intentions [as innocent]; drawn and brittle from the vetala encounter [as asset]; impressively vigorous for someone in his mid-50s [as minion]
- uncomfortable in chairs because of his height and often conducts meetings standing up or walking
- when there are no ladies present, he uses very salty language

DOSSIER REFERENCE: CU96

THE KENT-WOLKOFF AFFAIR

Tyler Kent was a cipher clerk based at the US Embassy in London who had become involved with the pro-German and anti-Semitic Right Club. He was a strong proponent of American neutrality and felt that it was being endangered by President Franklin D. Roosevelt's foreign policy. Kent amassed a private collection of diplomatic documents including secret telegrams between FDR and Churchill and believed that publicizing them would show that there was a conspiracy to bring the United States into the war. The documents were particularly sensitive because at that point Churchill was still first lord of the Admiralty and not yet prime minister.

Kent met Anna Wolkoff, a White Russian émigré, through the Right Club, and she copied some of the documents and passed them to the Italian Embassy, who in turn passed them to Berlin. However, MI5 discovered Kent and Wolkoff's activities, because its agents had penetrated the Right Club. Kent and Wolkoff were arrested and sentenced to seven and ten years imprisonment respectively. Other major figures in the Right Club were interned for the duration of the war. The case was heavily covered up at the time under the Official Secrets Act, and, even though the MI5 files on this incident have been released to the National Archives, they have been heavily redacted.

The Kent-Wolkoff affair is one of the most famous incidents in the history of the secret services in the UK. Jasper Harker was head of counter-subversion at the time and would have been deeply involved in the unraveling of the plot (**Research** or **Tradecraft**). The interesting element for the Agents is that the affair occurs in April and May 1940: during the planning period for the SOE mission to wake Dracula.

Did Tyler Kent accidentally copy something else that inadvertently revealed the existence of Edom, or related to the plan to activate a Romanian asset?



ANTI-COMMUNIST

NAME: Ilie Patrescu

POSSIBLE ROLE: Able to get people into Romania surreptitiously

DESCRIPTION: late 60s, bushy eyebrows, short, abrasive

INNOCENT: Patrescu's father, Perga, was a very influential member of the pro-German Romanian government who fled to Germany ahead of the Red Army in 1944, and from there made his way to London after the war. Embroiled in émigré politics, he quarreled with the self-declared "government-in-exile" and continued his lonely crusade in a series of ever-shabbier offices. Ilie inherited his father's politics and his struggle, opening a travel agency as détente and the Ceausescu regime's desire for hard currency loosened border controls. Like most Romanian tourist agencies, Dracula-themed posters and tchotchkes festoon the walls and shelves, though not in Patrescu's own private office.

A detailed and sympathetic knowledge of Romanian exile politics (**Human Terrain**) gets him talking. Patrescu knows the mundane outlines of the Edom operation in 1940, including that MI6 assassinated Döring. He has plenty of eyewitness stories of that period, handed down from his father, and might provide confirming details or word of a strange happening that the Agents recognize as the spoor of Edom or Dracula.

ASSET: Both Perga and Ilie ran a network of stringers in Romania feeding information and rumors to MI6, receiving a small subsidy for their efforts. Even after the British government officially ended its direct attempts to subvert the Communist regime in Romania, MI6 paid occasional bonuses when the Service needed someone inserted into the country. His subsidy continues despite the general cutbacks in Eastern European operations after 1989; many of the Patrescus' anti-Communist contacts in Romania became useful (police, economic management, etc.) midlevel members of the Romanian Government (p. 151). Convincingly hinting at increasing it or cutting it off (**Tradecraft** and **Negotiation**) gets his attention.

Patrescu still knows the "mundane" outlines of the Edom operation in 1940, as well as some strange rumors about a German "special hunter" on the scene then. He was heavily inculpated in the 1977 mole hunt, and can provide almost any lead the Director wishes.

MINION: "Ilie Patrescu" does not exist. He was born Perga Belimace in 1918, and was an enthusiastic recruit into the Iron Guard. Impressed by his cruelty, Dracula made him a Renfield. After the failure of the Guard's coup attempt in 1941, he joined the Waffen-SS and served with criminal ferocity on the Eastern Front. He made his way to London after the war, taking the identity of a dead Romanian soldier and working his way into MI6's confidence, as an asset. About every generation, he travels to some benighted backwater and kills five or six people to slake his Renfield appetites, but otherwise keeps a low profile on his Master's orders. Recently, his appetites have increased: he may be connected to the Human Trafficker (p. 118), providing young girls to brothels in London.

Patrescu's youthful membership in the Iron Guard and criminal record on the Eastern Front may still apply if he is an asset or innocent — it's why even now he doesn't return to Romania! In any case, **Military Science** notes Iron Guard memorabilia in his office, a **Criminology** spend recalls a "vanished Romanian war criminal," and an **Intimidation** threat to reveal his whereabouts to Mossad gets him talking. If he was of military age in WWII, however, remember to increase

his apparent age (at least to **Diagnosis**) to the late 80s (born 1924) if he isn't touched by the supernatural.

ALTERNATE NAMES:
Petru Draghici, Florin Lazar, Sophie Cosma

ALTERNATE DESCRIPTIONS:
- mid-50s, hunched shoulders, thick bottle-bottom glasses
- early 70s, tall, dresses in late-1950s suits, yellow-stained white mustache
- late 60s, sad eyes, soft-spoken, obviously dyed hair

DEFINING QUIRKS:
- drinks incredibly sweet tea
- smiles without showing teeth
- drums fingers on table

INVESTIGATIVE ABILITIES:
Bureaucracy, Forgery, Human Terrain, Tradecraft [asset or minion only]

GENERAL ABILITIES:
Conceal 5, Driving 4

ALERTNESS MODIFIER: +1, −1 [if innocent]

STEALTH MODIFIER: +2, +0 [if innocent]

DOSSIER REFERENCE: VS76

FORMER GEHLEN ORG

NAME: Sigmund Walther

POSSIBLE ROLE: Corrupt fixer, potentially holding information about 1940 and 1977 operations

DESCRIPTION: mid-90s (but looks like mid-60s), shrunken with age, impeccably dressed in 1960 fashions, gleaming false teeth

INNOCENT: Walther was never innocent. One of the ambitious junior intelligence officers rapidly promoted by Wehrmacht Major General Reinhard Gehlen to form the core of his Russian assessment section, he stayed with the Gehlen Org after WWII and went to work on the CIA's payroll. When Gehlen turned his Org into the core of the West German BND in 1956, Walther became a "private contractor" collecting cash and favors from the CIA, BND, ex-Nazis trying to stay hidden, and the Italian Mafia looking for protection from the new German police organizations. Corsican heroin-runners, CIA arms deals in the Congo, Stasi torturers defecting to tropical American client states, German government payoffs to Israeli politicians, ratlines in and out of Eastern Europe and Yugoslavia — Walther could clear the routes, hire the personnel, set up meetings in Washington or Bonn or Cairo. He never betrayed anyone who wasn't already dead, always paid well for information, and made sure his people kept their noses clean, and so he prospered mightily.

After the fall of the Wall, he "retired" to his old home town of Wismar despite owning a decent-sized piece of one of the nicer Greek islands, where he takes his yacht in the winter. (His South African ranch, sadly, was seized by the new government in 1992 after a hasty trial in absentia.) He set up a number of deals in the early 2000s (drawn by the truly astonishing amount of money the Americans were throwing around then) but closed out most of them by 2006. He still keeps his hand in, doing small favors for old friends — just enough to keep him alive and connected in his golden years. Agents with **Tradecraft** (or a 2-point **Criminology** spend) know most of this — Walther spent 50 years advertising his services, after all.

Approaching him through a **Network** contact (a very old CIA or BND hand is best) gets a polite reception. After some **Negotiation** a dirty, dangerous favor or two gets him talking about the 1977 mole hunt. It takes at least a Difficulty 7 **Infiltration** test to get at his files, assuming anyone can find out where they are. They may include the old Abwehr files on the 1940 operation; they definitely include the Hungarian Interior Ministry files (and perhaps other files) on the 1977 mole hunt.

If the Agents desperately need money, access, or something else, they can of course approach Walther for a job — the details are up to the Director, but it's both well paid and well and truly disgusting: riding shotgun on a human trafficking run, moving blood diamonds for Libyan jihadist militias in exchange for MANPADS, or assassinating a Nobel Peace Prize winner.

Walther is always accompanied by at least two bodyguards (***NBA***, p. 69); if need be, he can hire virtually any combination of talents.

ASSET: Walther might, of course, be an asset of any intelligence agency from Mossad



to the MSS, and likely still collects stipends from any number of CIA or Saudi black accounts. This entry covers a Walther who also knows vampires exist — possibly he helped transfer the German vampire program to the CIA, or hide it in Argentina (p. 225); possibly he shopped an al-Qaeda cell to Edom in 2006; possibly he uncovered the Russian vampire program by tracing the vanished German vampire program; possibly he just found out by keeping his ears and mind open for the last fifty years.

That said, if the Director needs someone to sell the Agents to the FSB, CIA, BND, or Edom, Walther is the man for the job. However, true to his code, he won't do it until they've already attracted Dracula's attention — he only betrays dead men. If the Agents have impressed him with their capabilities and willingness to get their hands dirty, he even tells them just after he shops them to Edom. If Edom has pissed him off recently, he tells them where to find a Duke to take down with them.

MINION: When Walther was still part of the Gehlen Org, infiltrating the Soviet Bloc, he went on a routine mission to Romania — and came out a man who would not die young, if at all. Whether he did a deal with Dracula or just stumbled into being a Renfield, he acquired one or two tricks — mesmerism, perhaps, or turning into a rat horde — that gave him an edge over his rival fixers and go-betweens. He's around Level 3 on the Conspyramid, perhaps, a deniable cut-out (and useful information gatherer)

for the world of clandestine operations and global crime.

If Walther knows about the German vampire program, Dracula turned him to gain access to it or at least information about it. In this scenario, Walther might be a Level 4 or 5 minion, the interface between Dracula and the German vampire program, as well as Dracula's contact with other intelligence services besides Edom.

ALTERNATE NAMES:
Ernst Telingfeld, Joachim Seelmann, Karl-August Muehlenberg

ALTERNATE DESCRIPTIONS:
- late 90s, decrepit husk of a man held together by hate and greed, strands of lank white hair, black liquid eyes
- early 90s, swollen joints, hunched over, walks with two canes, fringe of white beard on discolored face
- late 70s, self-effacing, neatly groomed, plain charcoal sweater and slacks [Walther's "young protégé," heir to all his files after Walther's untimely death in 2011]

DEFINING QUIRKS:
- breathes out raspily
- oscillates his head
- German accent

INVESTIGATIVE ABILITIES: Human Terrain, Languages (Arabic, English, French, Italian, Russian), Notice, Tradecraft

GENERAL ABILITIES: Cover 10, Network 20

ALERTNESS MODIFIER: +0, +2 [if minion]

STEALTH MODIFIER: +0

DOSSIER REFERENCE: VS125

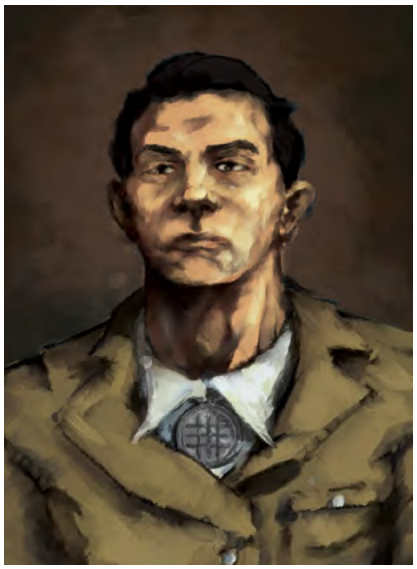
IRON GUARDSMAN

NAME: Michael Anghelescu

POSSIBLE ROLE: Source of information about 1940, possible ally against Dracula out of revenge for 1940

DESCRIPTION: Mid-30s, aggressively fit, emotionless demeanor, wears an obvious triple cross

INNOCENT: "Innocent" is a relative term. The Iron Guard was a violent fascist and anti-Semitic organization in pre-WWII Romania, and those who fled to Chicago raised their sons and grandsons on the same values of extremist Romanian Orthodox Christianity, violence, and



martyrdom. Michael, along with the rest of the third-generation Iron Guard, considers himself a true-Romanian-in-exile, waiting for the restoration of Romania's true rulers. The Chicago Iron Guard organizes itself into chapters called "nests," arranged around the virtues of discipline, honor, education, work, mutual aid — and silence. Members are expected to be able to both "give" and "embrace" death.

The Chicago Iron Guard operates as a local mafia (**Criminology**), and may well have killed University of Chicago professor and occultist Ioan Culianu in 1991. (See *The Dragon Box* for a mini-adventure from this angle.) If Michael thinks the Agents represent another branch of organized crime (**Streetwise** and **Intimidation**), he will readily admit as much out of professional respect. If the Culianu plot is not on the table, Michael is a good source of information on the events of 1940; and for details of Pitesti Prison (p. 218), in which he almost certainly had a relative.

Encountered in Romania or London, he is a scary-looking tourist, wearing secondhand US Army camouflage clothing with Iron Guard arm patches. In Chicago, he wears a Chicago Wolves hockey jersey, black baseball cap, and silver bling instead of gold.

VAMPIRE HUNTER: The Iron Guard's Christian imagery is there for a reason: they are Romania's traditional last best defense against vampires. Its founder Corneliu Codreanu spoke the literal truth when he said his followers might have to perform violent acts that would condemn them to damnation but were necessary to save Romania. Van Helsing would have understood. Michael may even be a knight of the Echipa Mortii (p. 149).

This sheds a different light on the high-level assassinations carried out by the Iron Guard in the interwar period; it also explains Dracula's decision to wait out the 1941 putsch and allow Antonescu and the Nazis to destroy the Iron Guard. It puts a particularly unsettling interpretation on Pitesti as a prison for predominantly Iron Guardsmen … and it puts the Agents potentially on the same side as the Chicago Iron Guard, whether they want to be or not. Michael knows many techniques for destroying vampires, with possible leads on Radu (p. 276) and the Solomonari (p. 74) among others. But do the Agents really want their enemy's sociopathic anti-Semitic enemy to be their ally?

ASSET: Anghelescu is also a third-generation CIA asset. Part of the Romanian version of Operation Gladio (p. 163) involved smuggling Iron Guardsmen back into Romania after the war; Michael's grandfather was one of the many martyrs to poor CIA OPSEC. The CIA keeps the FBI away from his nasty little mafia in exchange for dirty, deniable work in Romania or Romanian communities abroad when needed. As a CIA asset, he may also be a false-flagged Edom asset (like the Black Site Interrogator, p. 104), depending on the degree of Edom-CIA rivalry or interpenetration.

MINION: The Communists weren't the only ones waiting to roll up and recondition the Iron Guard in the 1940s and 1950s. Dracula had his own welcome for these true sons of Romanian native soil. Michael's grandfather escaped the Communists and came home to tell the tale — and to vampirize his son and grandson in turn. Michael is a third-generation Renfield, chief killer of a nest of vampires so venomous that even the Chicago Outfit leaves their turf alone. But when the Master calls, he returns to Romania to kill or bleed for the true Dark Archangel.

ALTERNATE NAMES:
Greg (Grigore) Popescu, Adam Balan, Corey (Corneilu) Dalca.

ALTERNATE DESCRIPTIONS:

- mid-60s (second generation rather than third), shaved head, wears camo gear for no good reason
- mid-40s, but first-gen rather than third — a minion who will never die, who reveals his turn-of-the-last-century birthdate by the occasional dated turn-of-phrase
- 20 years old, pale, sunglasses; scared, wants out of the family business

DEFINING QUIRKS:

- invokes the concept of sin or martyrdom at least once per paragraph
- talks about "those people" (meaning vampires' minions, non-vampires, or other ethnic groups depending on version)
- constantly fingers his cross

INVESTIGATIVE ABILITIES: Interrogation, Intimidation, Military Science, Occult Studies [vampire hunter only], Outdoor Survival, Streetwise, Urban Survival, Vampirology [vampire hunter only]

GENERAL ABILITIES: [use Renfield stats for minion; p. 57] Athletics 8, Hand-to-Hand 6, Health 6, Shooting 4, Weapons 6

ALERTNESS MODIFIER: +2, +3 [if Renfield]

STEALTH MODIFIER: +1

DOSSIER REFERENCE: **VS43**, VS61

LATE CON ARTIST

NAME: Seamus Meahan

POSSIBLE ROLE: Unexpected perspective on events in 1894 and 1940; scurrilous contact if you're playing in a historical era

DESCRIPTION: (In 1894) mid-20s but acting older, dapper, handsome, thick Eastern European accent. (In 1940) mid-70s, rake-thin, haggard, haunted eyes, clerical garb.

INNOCENT: Meahan is long dead by the present day. The Agents may "encounter" him by reading a biography of him entitled *Prince of Lies: The Strange Life of Seamus Meahan* written by Exeter-based Romanian historian Dana Selymes. Born in Boston to a poor Irish-American family, Meahan was highly intelligent with a gift for mimicry. His mother begged him to join the priesthood; he ran away at the age of 17. He crossed the Atlantic on a steam liner, and managed to steal a suitcase belonging to a wealthy businessman. He used his pilfered wardrobe to pose as a mysterious nobleman from the east, "Count Rozhenko." Claiming to have been exiled by his murderous brother, the count's Gothic tale and dashing good looks caught the imagination of London's social set. He hinted that he possessed mystical powers, and convinced several dupes to invest in get-rich-quick schemes involving "transmuted water" and "etheric essences." He kept detailed notes on his double-dealings, so he could keep track of which lies he'd told to which mark.

After a traumatic experience or scandal of some sort (possibly involving the death of a pregnant young woman) — he fled first to Italy, then to Romania. He took holy orders, becoming a Catholic priest, and spent the next forty years working selflessly for the poor of Romania, as if trying to atone for the misdeeds of his younger days. He continued to keep a diary throughout his life, and was a firm believer in the power of the supernatural.

He languished in obscurity after his death from pneumonia in 1944 until Dana Selymes translated his diary and used it as the primary source for her book, where she contrasts the devil-may-care rakishness of Meahan's youth with the religious terror and guilt of his old age; she even speculates that he believes he saw the Devil and that vision terrified him into changing his ways.

Meahan was in London at the same time as Dracula, and moved in the same circles as Arthur Holmwood or Quincey Morris. A close reading (**Research**) confirms that Meahan mentions several of the original hunters in his diaries. Furthermore, in his latter career as a priest, Meahan collected tales of demons and monsters, which may offer leads with **Vampirology**. Multiple spends of **Bullshit Detector**, though, are needed to spot occasions when Meahan or Selymes or both stretches the truth.

The popular-history book, while entertaining, is of little use to the Agents. They'll have to obtain the original diaries from Selymes, which means a visit to Exeter (p. 167) and



likely a spot of **Filching**. Once they have the diary, they can search it for clues to Dracula's activities in 1894 and 1940 — perhaps they reveal the truth about R. M. Renfield (p. 38) and his unusual social connections, or why Quincey Morris (p. 36) was in London.

ASSET: Meahan's tale about stealing a suitcase full of clothes is a lie; he was arrested within days of arriving in London for petty theft. By chance, he caught the eye of Edom. Given the choice between rotting in prison and helping keep tabs on a "foreign spy," he chose the latter option. Meahan was a chameleon, a natural-born liar, able to mix with the highest and lowest strata of society with equal ease. He followed Dracula — and saw something that so terrified him, he fled England and Edom. (Edom removed key pages from the diary, and Selymes missed the **Tradecraft** clues that reveal Meahan's recruitment).

He later joined the Catholic Church. He might have been debriefed by their vampire hunters, if such an office exists (p. 76); he certainly knew the truth about the Hospital of St. Joseph and Ste. Mary (p. 230), but his latter writings are so thick with theological references and Biblical metaphors that one needs **Occult Studies** or **Research** to work through them.

MINION: Dracula never forgets a face. After terrifying Meahan witless in London, Dracula returned to torment the newly ordained priest in Romania. He drove Meahan mad, and turned him into a servant of the Un-Dead. Meahan is

still alive under an assumed name as a Renfield. He's now running a charity in Romania (perhaps a branch of Heal the Children (p. 150)), but may be called upon to use his talents to masquerade as, say, a police chief or a spymaster or a university professor. A **Bullshit Detector** spend sees through his disguise; **Diagnosis** spots the terrible condition of his teeth.

ALTERNATE NAMES: Sergei Rozhenko, Mathias Kirke, Marie Limner

ALTERNATE DESCRIPTIONS:

- bristling mustache, wild hair, impressive top hat (one of Meahan's favorite alternate identities)
- indeterminate age, quiet confidence, quick to smile, forgettable features (modern-day con artist)
- mid-30s, long dark hair, dazzlingly dressed, declaims everything dramatically (actress and socialite)

DEFINING QUIRKS:

- accent changes depending on who he's talking to
- mirrors body language of other party
- opens up to fellow Americans

INVESTIGATIVE ABILITIES: Vampirology, plus he can mimic any Interpersonal ability other than Bullshit Detector

GENERAL ABILITIES: Disguise 12

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: CU72, CU249

NEO-NAZI

I slowly became aware of a mighty Presence around it, the same awesome presence which I had experienced inwardly on those rare occasions in my life when I had sensed that a great destiny awaited me. A window in the future was opened up to me through which I saw in a single flash of illumination a future event by which I knew beyond contradiction that the blood in my veins would one day become the vessel of the Volk-Spirit of my people.

The air became stifling so I could hardly breathe. I stood alone and trembling before the hovering form of the Superman — a spirit sublime and fearful, a countenance intrepid and cruel. In holy awe, I offered my soul as a vessel of his Will.

— Adolf Hitler, as quoted in *Mein Wirken* by Helmut Kreider (**Occult Studies** or **History** recognizes this quote as a likely fabrication by occultist Trevor Ravenscroft from his book *The Spear of Destiny*)

NAME: Helmut Kreider

POSSIBLE ROLE: Ideological descendant of, and possible historian of, Nazi vampire project

DESCRIPTION: mid-50s, fake tan and capped teeth, watery brown eyes, affects an Alpine hat that makes him look like an idiot

INNOCENT: Kreider runs a mystical neo-Nazi website (hosted in the United States to avoid Austrian law) and is the local gauleiter of the Kameradschaft ("comradeship") of the neo-Nazi VAPO movement in Graz, Austria. He collects a disability pension and sells his various occult-political manifestos online, which is enough to keep him in train fare to "right-thinking" rallies all over Austria, Germany, and (in recent years) Hungary and Romania.

His "political memoir" *Mein Wirken* ("My Working") gives some details about his alleged meeting as a young man, in Linz in 1968, with an "ageless figure" he calls "der Obergruppenführer." (Kreider does nothing to discourage the widespread speculation that this figure was Hans Kammler, head of Special Projects for the SS in 1945, who disappeared after the war.) The Obergruppenführer supposedly revealed a number of mystical truths to Kreider about such matters as the true alchemical nature of blood, the connection between earthquakes and political revolutions (the 1940 Bucharest earthquake is mentioned), and the electrical secrets of the pure Aryan superman. (**Occult Studies** or **Fringe Science** makes heads or tails out of the turgid prose; **Vampirology** notes the connections to the information in the Dossier.)

More conventionally (**Research**) his father, SS-Sturmbannführer Otto Kreider, was on the staff of Reich Security (RSHA) chief Ernst Kaltenbrunner. If the Agents know about the German vampire project (assuming there was one), a 1-point spend of **History** or **Research** confirms that Kreider senior



could have had access to its files. It also confirms that Kreider senior committed suicide in 1968.

Getting access to Kreider is as simple as approaching him with money (**Negotiation**): he quite obviously resents his low-rent surroundings. However, the same **Bullshit Detector** that indicates his basic greed also indicates he's feeding the Agents whatever they want to hear about vampires. (Intriguingly, a 1-point **Bullshit Detector** spend indicates that Kreider truly doesn't believe his father committed suicide — whether Otto Kreider was vampirized by the Conspiracy or murdered by his son is up to the Director.) Getting access to his father's papers requires real money or a real threat to Kreider's livelihood (not his person), delivered with appropriate **Intimidation**.

ASSET: Edom easily bought Kreider once he surfaced in the late 1970s, leaving him with forged vampire papers to peddle to the curious. It was long enough ago that Kreider honestly believes his own bullshit about the papers' accuracy — but instead, they lead the Agents into a very visible dead end (perhaps at the Dolingen Tomb, p. 227), which Edom can turn into a death trap at their leisure. Fortunately, a 3-point spend of any combination of **Forgery** and **Vampirology** discovers the papers' deceptive nature.

It's also possible that Kreider has become an FSB asset — Vladimir Putin's "Eurasia" project unifying the various far-right groups in Europe has plenty of cash to spend, and Kreider can be bought

twice. If the FSB has their own vampire program, Kreider may give it away by gloating or cringing (1-point **Bullshit Detector** spend notes his reaction to the notion of vampires), or he may have been Renfielded by the Russians.

MINION: We did mention that Kreider can be bought, right? Dracula picked up Kreider with a handful of his Hapsburg gold coins. A 1-point **Accounting** spend along with a Difficulty 4 **Digital Intrusion** into Kreider's bank statements notes a regular infusion of cash (every St. George's Day) exactly tracking the price of gold. Kreider stays loyal for the gold and for the promise of someday being made a true Aryan superman by the gift of electrified blood.

Dracula bought the true files of the German vampire project, but didn't bother replacing them with any fancy forgeries. Instead, when the Agents approach Kreider, he sets up a meet somewhere isolated to turn the files over and then tells the Conspiracy about it. Depending on how troublesome the Agents have been so far, Dracula sends a suitable kill team to take them out.

ALTERNATE NAMES: Heinrich Wegmann, Albert Steindl, Elsa Nadler

ALTERNATE DESCRIPTIONS:

- late 40s, grossly fat, wears large pectoral cross on a chain, blue eyes
- early 50s, mountain climbing fitness buff, dresses in black, iron gray hair and Hitler mustache
- late 50s, bleached blond hair, sparkling blue eyes (tinted contacts), casual jeans and hand-knit sweater

DEFINING QUIRKS:

- tilts head up attentively
- always eating pastry
- puts emphasis on words at seeming random

INVESTIGATIVE ABILITIES: Forgery, Occult Studies, Vampirology [asset or minion only]

GENERAL ABILITIES: Network 8, Shooting 4

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0, +1 [if fit], −1 [if fat]

DOSSIER REFERENCE: VS78, VS125, **VS176**



PENSIONER

NAME: Elisabeta Freza

POSSIBLE ROLE: Source for Romanian government secrets in 1940 and 1977

DESCRIPTION: mid-70s, dainty features and fingers, rumpled crocheted wrap, white hair, icy green eyes

INNOCENT: Elisabeta was a very young girl in 1940, living in Bucharest as the daughter of Iosif Freza, a deputy in the Romanian Interior Ministry. Freza was a secret Iron Guardist who knew enough to get himself and his family out of Romania and into Germany after the failed coup in January 1941. He managed to surrender to the British instead of the Russians, spent two years in a displaced persons camp in Germany, then offered to turn state's evidence for the Communist show trials in 1947 in exchange for repatriation to Romania and an investigatorial position with the Ministry of Justice.

Whatever secrets he turned over to the Communists were enough to secure his new position, and his political instincts remained soundly self-preserving: he was attached to the Ministry until his death in 1977. (His patron Alexandru Petrescu, a military prosecutor under both the fascists and communists, died the same year.) By then, Elisabeta had her own job as a translator with the Foreign Ministry, allowed a measure of international travel. Her relative freedom ended with her father's death and Ceausescu's new hard line; she was demoted and transferred to the Ministry of Tourism. Her demotion was proof enough of her bona fides that she kept her job even after the 1989 revolution, continuing her efforts to sell "Dracula tourism" to Westerners with hard currency. She retired in 1995 with a small pension, and lives in a grotesque, brutalist "people's apartment complex" in the Bucharest suburbs.

In order of likelihood, Freza may know: 1) the true story (or at least her father's version) of the Iron Guard revolt in 1941, including the role of Edom and/or Dracula in its instigation or suppression; 2) something about the 1977 mole hunt from the Romanian perspective, especially if her father (and Petrescu?) died for his role in it; 3) something about the various candidates for Castle Dracula (p. 207), given her investigatory skills and access to all the various sites; 4) something about the German vampire project, if Iosif Freza was involved with it at all.

ASSET: Iosif Freza may have doubled for Edom while in Germany from 1945 to 1947. He might even have been an Edom lifer, warned to get out by the SOE mission. (In any case, his debriefing records from 1945 are in Ring (p. 172).) Either way, his daughter became an Edom asset in the approved MI6 way, and covered the mole hunt tracks from the Romanian end. She has enough cut-out contacts even in the modern SRI (p. 156) to shop the Agents completely deniably; she then contacts Edom to use their own methods to extract the Agents from Romanian prison.

She might also, of course, be a former asset for any of the Romanian security services (p. 156), always willing to do a favor for them, like her father.

MINION: Elisabeta as an SIE or SRI (or STS, or DPCTP, or …) asset is probably preferable from the Agents' perspective … unless of course her own contacts or handlers in the SRI, etc., have been turned by the Conspiracy. While Elisabeta may be a direct minion of Dracula, it's perhaps more fun if her family's lifetime of maneuvering for survival has left her enmeshed in his toils without knowing it.

If she knows about Castle Dracula and is a Conspiracy minion, however, she's an active, willing participant. She loves

TETRODOTOXIN

The "zombie poison" appears naturally in puffer fish, as well as many other species from octopuses to newts. It is fatal in doses as small as 25 mg ingested (or 0.5 mg injected). Those poisoned feel numbness in the lips and tongue, followed by light-headedness, difficulty breathing, hypercardia, and eventually complete paralysis. (**Pharmacy** or a 1-point **Diagnosis** spend recognizes the symptoms as they occur.) Victims often retain consciousness until death.

ONSET: ingested; 10–60 minutes; injected; 1–6 rounds
TEST: Difficulty 7 Health
MINOR: +4 damage, Hurt
MAJOR: +6 damage, Hurt, paralyzed but conscious, +0 every hour until dead or comatose

Dracula and her homeland with equal fervor, completely identifying the two in her mind. (This is especially true if Dracula is Vlad Tepes in the campaign; see page 29.) She might be a Renfield, or just a surprisingly resourceful old lady made amazingly cruel by a lifetime under two dictatorships. Think tetrodotoxin (see above) or vampire saliva in the tea (**Sense Trouble** Difficulty 7, poison takes effect on a failure), followed by a session with some very sharp knitting needles (−1 damage).

ALTERNATE NAMES: Priha Optsprezeche, Ionela Rosu, Leonhard Farkas [male, native Transylvanian]

ALTERNATE DESCRIPTIONS:

- early 80s, birdlike movements, bright-colored print dress, clutch purse always kept nearby
- late 70s, blue-rinsed hair, somber features, large watery eyes, dresses in black
- late 70s but looks early 60s, well-colored brunette hair (**Disguise** can tell it's cosmetic), faded Joan Collins–style beauty, Paris-made blouse and skirt, mildly flirtatious manner

DEFINING QUIRKS:

- strong Oxbridge-accented English ("learnt from BBC World Service, dear")
- knits while she talks
- seems nearsighted but doesn't wear glasses

INVESTIGATIVE ABILITIES: Archaeology (Romanian castles only), Cryptography [asset only], History (of Romania, at least), Human Terrain (likewise), Languages (English, French, German, Hungarian, Italian, Russian, Serbo-Croatian), Notice, Tradecraft [asset or minion only]

GENERAL ABILITIES: [all as asset or minion] Conceal 5, Filch 8 (for slipping poison into teacups), Network 10, Surveillance 5, Weapons 8 (knitting needles)

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +2

DOSSIER REFERENCE: **VS164**, VS194, VS230

"VAN SLOAN"

NAME: Cedric Rovere

POSSIBLE ROLE: SOE old-timer

DESCRIPTION: mid-90s, white mane of hair and Vandyke beard, bushy eyebrows, large frame, liver-spotted wrinkly hands, shapeless brown suit

INNOCENT: Rovere passes his time in dignified if countrified retirement somewhere in Wales or maybe the West Country. Very rarely he takes the train down to London, traveling by day and sleeping in the upstairs members' chambers of the Korea Club (p. 192) at night. He mostly spends his days smoking his pipe, reading spy thrillers while chortling to himself, cooking Italian food (fish and vegetables now, no red meat) for himself and perhaps a local widow, and gardening. Wild roses grow in profusion on stakes and trellises around his cozy cottage; the talk of the neighbors, they have won several prizes at local fairs.

Finding "Van Sloan" can be as simple as following the leads in the Dossier (or the membership list of the Korea Club) or as complicated and dangerous as the Director wishes. The easier he is to find, the less immediately actionable intel he should possess. An easily accessible "Van Sloan" only knows the backstory of the 1940 mission and can answer one relatively minor question asked by the Agents — no grid coordinates for Castle



Dracula or plans for an earthquake machine. (He can always remember something later, and die leaving a last message if the Agents don't get to him in time.) An approach combining **Tradecraft** and **Vampirology** gets him talking seriously and honestly — and **Flirting** from a female Agent puts him in an expansive mood.

If "Van Sloan" is difficult to find — either because he's hidden his tracks well (possibly the Korea Club is the only chink in his concealment) or because Edom has stashed him away in some well-watched (Difficulty 7 **Surveillance** test — the cottage is isolated, and the local constable or curate reports to Edom) safe village in Wales — then he should know more, not just revealing a major secret or two (the layout of Ring (p. 172), the existence of the German vampire program, the location of Castle Dracula) but also answering two or three of the Agents' questions about 1940 or even 1894. The "hidden Van Sloan" may also have his own private ratline into Romania, access to the authentic Knife Set (p. 272), or some other ace in the hole.

He might be actively watched by an Edom Lamplighter (p. 123), especially if the Agents have communicated with "Van Sloan" by phone, post, email, or old boys' network. Getting to — or away from — the old man could turn into a real rural hunt, as Edom feeds a shell squad (p. 54) of SAS beaters (Special Operations Soldiers, ***NBA***, p. 70) into the surrounding moors or hills.

ASSET: "Van Sloan" is still on Edom's books, and glad of it. He's managed to reshape and confabulate his memories of the 1940 debacle into a sort of sepia-tinged heroic accomplishment, and if he's cleared for the current Edom practices, he supports them wholeheartedly ("Bloody medieval-minded Arab butchers deserve something of their own back"). Perhaps he even served as a Duke of Edom in the 1950s and 1960s: likely the Elah or Jetheth of that era, if so. If anything, he drops whatever Edom secrets he knows in this enthusiastic vein if the Agents approach him pretending to be Edom themselves. ("Good show on that Munich operation, eh? Told you the Hungarian would come through, and I was right again, wasn't I?") If the Agents approach him as anti-Edom, he plays along and alerts his handler once they leave. A trained deep-cover spy, **Bullshit Detector** doesn't reveal his subterfuge to any Agent under 60; with a 2-point spend, older Agents can spot the difference between a tell and a senile tic.

Once he can get free of the Agents (or discovers his mistake), he absolutely helps Edom track them down ("can't abide traitors") to the best of his ability, possibly blowing "Cushing" (p. 92) or even "Hopkins" (p. 117) in the process as Edom debrief him on who he might have talked to in 1977 or 2011. If his Welsh retirement cottage isn't video-bugged or if the Agents disable the surveillance (1-point **Electronic Surveillance** spend; it's not particularly up to date), he provides complete and very accurate descriptions of any Agents he met.

MINION: If "Van Sloan" was turned in Romania, it means his annotations in the Dossier are all disinformation, something of a nuclear option for the Director. It also means that Agents with **Geology** might spot the trail of (Rovere's native) Cornish soil through his Devonshire or Welsh rose garden, hopefully in time to flee along it before he destroys them. Dracula turned Rovere personally, and made him a very powerful Renfield indeed: 40 extra ability points, +2 damage, and three extra powers. A Renfield Rovere likely retired from Edom during the 1977 mole hunt rather than face intensified security tests — if the Agents know this, they may have some hint of what is to come.

ALTERNATE NAMES: Cole Novello, Edward West, Gabriel [or Gabrielle] Landsdale

ALTERNATE DESCRIPTIONS:

- late 90s, quite tall, pomaded gray hair, aristocratic bearing, aquiline nose, sneer at the youth these days
- early 90s, short but fit with very strong grip, short white hair, lambent purple track suit, thick spectacles
- early 70s, zaftig figure, bright red wig, smokes American cigarettes [she was his lady friend, inherited his cottage and secrets when he died in 2011]

DEFINING QUIRKS:

- fusses with his pipe and antique silver lighter
- stops to listen for something every so often
- voice starts soft and weak but gets stronger and more resonant the longer he talks

INVESTIGATIVE ABILITIES: Cryptography, Human Terrain, Languages (French, Greek, Hungarian, Latin, Romanian, Romany, Serbo-Croatian, Turkish), Military Science, Notice, Outdoor Survival, Tradecraft, Vampirology

GENERAL ABILITIES: [second set of ratings is for Renfield version of character] Aberrance 0/13, Athletics 5/0, Cover 4, Disguise 2, Driving 3, Explosive Devices 3, Hand-to-Hand 3/13, Health 5/13, Network 15, Piloting 2 (boats), Shooting 8, Surveillance 4/13, Weapons 3/8

ALERTNESS MODIFIER: +1, +3 [if Renfield]

STEALTH MODIFIER: +0, +2 [if Renfield]

DOSSIER REFERENCE: CU44

1977 PEOPLE

As with the NPCs listed under the 1940 heading, these characters may not necessarily have been alive or participating during Operation Edom's 1977–1978 mole hunt. They make excellent mentors or opponents of the player characters during their time on the books with their original agency.



ALLEGED MOLE

As described on page 333, the Edom mole hunt of 1977–1978 ended with the identification of an MI6 translator, Nicholas Loman, as the source of the leak within British Intelligence, but before he could be apprehended, he fled the country. He was killed by Securitate soldiers while trying to cross from Hungary into Romania (**CU3**).

Edom's official investigation into the mole ended with Loman's death; their secret assault against Dracula's stay-behind network may have continued afterward. "Cushing" (p. 92) was convinced that Edom had got the wrong man, and that Loman was either unjustly hounded to his death or a scapegoat for the real mole. His annotations in the Dracula Dossier represent his efforts to unpick Edom's case and find out what really happened.

While Loman is officially deceased, the Agents may learn more about him by questioning other people involved in the '77 mole hunt. He's still alive in their memories — and, if the Securitate incident was faked, he might be alive (or Un-Dead) in Romania to this day.

NAME: Nicholas Loman
POSSIBLE ROLE: Mole
DESCRIPTION: mid-30s, pale, nicotine-stained hands, hunched shoulders
INNOCENT: Loman's mother escaped Romania just before the Curtain came down, and he grew up speaking Romanian at home. MI6 recruited him out of university, and he spent two years at Station Bucharest working under the Retired MI6 Asset Runner (p. 98) before returning to London. There, he worked in quiet obscurity, translating and analyzing intercepted radio traffic between Moscow and Bucharest, until someone tipped him off that Edom was hunting for him.

Loman flew to Switzerland as the noose tightened around him, and made his way across Europe toward Romania. He still had contacts there — friends made during his time in Bucharest, and family in Transylvania — but without solid documentation, he ran into trouble at a border checkpoint. Edom hunters were just behind him, disguised as Hungarian troops; Loman's nerve broke, and he tried to run past the guards into Romania. A twitchy Securitate guard shot him twice in the back as he ran.

He's remembered as a quiet, thoughtful fellow, always precise in his phrasing. He'd pause when speaking as he searched for the exact translation, the word that most completely encompassed the desired meaning. He had no family other than his aged mother. Edom claimed that Loman was part of Dracula's stay-behind network, and that his grandfather was among those recruited by the Count in 1894.

In this scenario, Loman's guilt or innocence is really irrelevant. Maybe he was leaking a little to the Securitate, and Dracula wasn't involved at all. What matters is that Edom used the mole hunt as cover and justification for its own activities. For a few precious months, it had carte blanche to run operations in London and Romania.

ASSET: Loman was part of Edom; the "D" (p. 49) of that era feared that the KGB might attempt its own parallel operation and secure its own vampire. Loman was an excellent analyst, and held a Dukedom within Edom — he was Alvah (p. 50) from 1971–1977. His fall tore Edom apart. He'd helped build its networks in the Eastern Bloc; he was its expert on the KGB and Warsaw Pact's esoteric elements. With Loman dead and discredited, everything he'd touched turned to dust and could not be relied upon. By identifying Loman as the mole, Edom blinded itself for a generation.

In the eyes of Edom's present-day incarnation, the Loman case proved that there's no room for weakness when dealing with the Un-Dead. Loman didn't keep a strong hand on the tiller while running things in Bucharest, and the vampires got their fangs into him. The new Edom is made of sterner stuff.

In this scenario, Loman was a danger to Dracula, and his removal was part of the Count's plans. Where was Loman fleeing to in Romania when he was killed? Are there more allies out there, or was he trying to thwart some vampiric scheme he'd uncovered? Or was he simply outmaneuvered by Dracula, and used as a wedge to break Edom apart?

Optionally, Loman might be a secret Legacy — his mother was Romanian, but his father was Quincey Harker (p. 36).

MINION: Then again, perhaps the mole hunt got the right person — or one of them, anyway. Loman was indeed part of Dracula's stay-behind network, but he wasn't the most important mole within MI6. He was sacrificed to protect a more important asset, who may still be in place.

Loman was rewarded for his part in the deception. He may still be alive in Romania, or he may have earned immortality as one of Dracula's vampiric progeny.

ALTERNATE NAMES: Valerie Anton, George Garrity, Mark [born Mircea] Ilyan

DOSSIER REFERENCE: CU3, CU11, CU196, CU201, CU221, CU225, CU227



ANTHROPOLOGIST

NAME: Zarina Petran, Lady Talbot

POSSIBLE ROLE: Cultural attaché, Euro do-gooder, Lilith cultist

DESCRIPTION: mid-60s, beautiful elderly woman, sharply dressed, blue stone necklace

INNOCENT: Zarina is a Romanian ex-pat, smuggled out of Romania in July 1978 with Ion Mihai Pacepa, the deputy chief of Romania's foreign intelligence section. Zarina Petran was a low-level bureaucrat at the Council of Socialist Education and Culture on a list of political dissidents slated for imprisonment. Eventually resettled in Edinburgh, Zarina wrote her PhD thesis on Middle Eastern statuary related to underworld goddesses. A leading supporter of women's rights in post-Soviet Eastern European countries, Zarina became a powerful voice for the rescue of women in danger of falling to exploitation by the drug trade or human trafficking. She dedicates to such causes the fortune she inherited from her late husband Sir Quentin Talbot, who died in 2002.

Agents know of Zarina's original research on Inanna, Cybele, and Lilith with a 1-point **Vampirology** spend; **Bullshit Detector** notices that she seems unsurprised by assertions that references to vampires in her studies are factual. **Negotiation** gets her to open up about her contacts in the women's rights movements in Romania and the nearby countries. She is politically connected to the Icelandic Diplomat (p. 119), drops mean-spirited gossip about the Archaeologist (p. 292), and works with the Bucharest Street Cop (p. 108), the Human Rights Activist (p. 118), and even the Smuggler (p. 131), but mostly relies upon a network of women who all share a similar aim.

ASSET: Zarina has information smuggled out of Romania from the 1970s, when she was in contact with the Defector (p. 93) and thus with Edom. Edom cultivated her to investigate agents of Dracula within the Romanian government, working with the monks of the Fortified Monastery of St. Peter (p. 144). This joint effort aimed to uncover ancient texts that linked the Biblical mother of demons and Goddess of Night, Lilith, with the vampires. She turned over what she knew at the time to Edom during her debrief; her reports are in the MI6 files (accessible to the MI6 Romania Desk Analyst, p. 124) as well as the Edom archive at Ring (p. 172).

A 1-point spend each of **Digital Intrusion** (to uncover her various handles) and **Traffic Analysis** tracking her online behavior reveals Zarina's larger goal: recruitment of these women into an organization of so-called "lilin" dedicated to the ancient biblical figure of Lilith, meant as an example of strength in a dangerous, male-dominated world. Despite her well-placed cultists, she remains a child of Communist Romania — nervous about secret police, even burned ones like the Agents. Thus, a little in-person **Intimidation** — assuming the Agents can **Infiltrate** the Difficulty 5 security in her various homes, and get past her bodyguard Chrystal (Bodyguard stats, ***NBA***, p. 69) — flips Zarina, giving the Agents access to details on Lilith herself (p. 69).

MINION: At long last, the Master will have the ultimate ally in the Goddess of Night, Lilith. Zarina is the Conspiracy's recruiter for the new Lilith initiative, and a dedicated and brilliant agent. She uses the plausible deniability of her work and her past as a known asset to throw off MI6, and could easily be partnered with the "Double Agent" (p. 19) to enact a joint operation between the Lilith branch of the Conspiracy and the Master's main forces.

Zarina has served the Master well since her initiation into the vampire Conspiracy during her time in the Romanian government. In fact, her murdered husband was a sacrificed Renfield whose money allowed her to build her network across Europe for the glory of the Master. Since then she has operated as a double agent in London, supposedly feeding Edom information while truly solidifying the cult of Lilith under the guise of saving vulnerable women. Once rescued, these women are further brainwashed into the cult and turned into Renfields, eager to serve and pave the way to creating a "Dark Union" between Lilith and Dracula. A 2-point **Bullshit Detector** spend detects Zarina's fanaticism; a 1-point spend of both **Human Terrain** and **Occult Studies** while looking at Zarina's online trail notices a subtle emphasis on "alchemical marriage of Black and Red" and other classic "prepare to ally with your enemy" type propaganda. Zarina is fully intent on making sure that the two powerful leaders join forces, and believes that once Lilith and Dracula are on the same side, the world becomes their dual monarchy.

ALTERNATE NAMES: Bianca Ungur, Adele Nicolescu, Daniela Vasile

ALTERNATE DESCRIPTIONS:

- early 60s, scarred face, graceful, walks with a cane
- early 70s, thin, steel-gray hair, power suits, tea aficionado
- early 50s, overweight, long eclectic dresses, esoteric jewelry [child prodigy daughter of defector]

DEFINING QUIRKS:

- describes ancient civilizations and folklore as if it were directly relevant to today's society
- speaks quickly and commandingly without a trace of Romanian accent
- always asks what a person's mother did for a living

INVESTIGATIVE ABILITIES: Archaeology, High Society, Human Terrain, Languages (Akkadian, Ancient Greek, English, German, Hittite, Sumerian, Ugaritic), Occult Studies [asset or minion only], Research, Vampirology [asset or minion only]

GENERAL ABILITIES: Conceal 8, Network 10, Preparedness 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO45



BALKANS SPECIALIST

NAME: Mabel Garrott

POSSIBLE ROLE: UK expert in Romanian folklore, history, or politics

DESCRIPTION: mid-60s, heavyset, aristocratic, an academic dowager countess

INNOCENT: Garrott's father served in Romania during the war (possibly with SOE in 1940, if you want to follow that thread). His stories of his experiences inspired her to study Romanian history; by the mid-1970s, she was an assistant in research at Newnham College in Cambridge (and one of the first women to join the Apostles, the same secret society where the Cambridge Five were recruited). Approach her as a student with **Flattery** or at a university function with **High Society** to get her talking; alternatively, she's got enough self-composure to cope with finding an armed spy waiting in her study when she comes home some evening.

MI6 consulted her during the 1977 mole hunt, ostensibly to get her opinion on some of Ceausescu's public speeches and associated newspaper articles in *Scînteia*, the Party newspaper; they also had her "unofficially" read over some earlier internal MI6 documents, maybe even extracts from the Dracula Dossier. Was this groundwork for a push against Edom that never happened, or did they bring her in to double-check some agent's story? Other than that brief period of consultation, and a few contacts through academic circles — a Romanian cultural attaché sounded out her politics at a party in 1975, and was rebuffed by her stalwart Conservatism — she's had nothing more to do with spies since. She considers MI6 to be a bunch of amusing schoolboys; their former Eastern European counterparts, though, were no laughing matter.

ASSET: Her involvement with MI6 was much more extensive than she lets on; checking her academic record turns up several long unexplained sabbaticals that didn't affect her pension (**Accounting** or **Bureaucracy**). They first approached her as a student, and had her pose as a Socialist in the hopes that they'd get a bite from a KGB recruiter. She performed well enough in that role to do several other odd jobs in the early 1970s, and was brought in to keep tabs on Edom's over-zealous activities during the 1977 fiasco. She kept quiet about what she saw to preserve the façade of her academic life, but maybe (**Reassurance**) it's time to exhume the skeletons of the past.

Her memory is prodigiously accurate; she can fill in gaps and clarify mysterious allusions in the Dossier. She'll give a detailed account of what she observed of Edom's operations — and then, once the Agents depart, she'll take a radio into the bath with her.

MINION: That Romanian cultural attaché seduced her with unearthly charisma; when he asked her to spy on MI6 for him, she did. She would have done anything for him — she still would, even now. Isn't that silly of her? She was only with him for a few days, but he wrote to her for years afterward, and made contact through couriers and dead drops. She dreams of him every night, even now. She thought she saw him once, across the street in London, but that was just a lonely old woman's fancy, because he hadn't aged a day.

ALTERNATE NAMES: Phyllis Hewlett, Vera Ketterly, Peter Whitsun

ALTERNATE DESCRIPTIONS:

- late 70s, fading, paper-thin skin, speaks in a whisper. [in a nursing home; interrogate her by posing as figures from her past so she forgets when and where she is]
- mid-40s, sad and tired, hefting boxes of musty papers [her mother was the specialist, but she passed away a few weeks ago. **Filch** gets hold of some papers before they go to the dump; **Reassurance** gets some reminiscences about strange visitors to the flat when she was a young girl]
- early 60s, sour, wears a ratty cardigan, keeps large numbers of dogs
- mid-20s, sociophobic, big glasses [student reading International Relations; interviewed the specialist extensively before she passed away]

DEFINING QUIRKS:

- witheringly sarcastic
- perfect diction
- doesn't smoke anymore, but keeps forgetting that she gave the damned things up

INVESTIGATIVE ABILITIES: Languages, History, Research, Tradecraft [asset or minion only]

GENERAL ABILITIES: Network 6, Surveillance 6

ALERTNESS MODIFIER: −1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: CU25, CU96, **CU103**, CU138, CU182, CU188, CU215, CU218, CU235, VS239



CIA AGENT

NAME: Kate Bewler

POSSIBLE ROLE: CIA contact, possibly through an Agent's Network

DESCRIPTION: early 60s, white hair, black suit, ever-present security detachment

INNOCENT: Back in 1977, Bewler was a CIA asset handler attached to Station Bucharest. It was her first assignment; three weeks after she started, it turned into a shitstorm as Edom's mole hunt

crossed into Romania. She salvaged what she could of the CIA network, but MI6's blundering cost the lives of several of her best sources, and nearly got her killed on a rainy backstreet in Cluj. It left her with a poor opinion of the British agencies.

Nearly forty years later, she's now either head of Station London, or a senior counterterror liaison between the UK and US governments. She's in London to keep the UK government's nerves in check; British support for the War on Terror faded after Iraq. As the CIA representative, she gets to attend Joint Intelligence Committee meetings with the heads of MI5, MI6, and GCHQ; traditionally, the CIA representative is supposed to leave halfway through so British domestic matters can be discussed, but, after 7/7, even the heart of England is a front in the war.

So far, she hasn't connected the Edom operation in 1977 to the mysterious "special operatives" that have been deployed with great success in recent years, and her superiors in Washington are willing to let the British have their little secret operation as long as it keeps them on board and gets the job done. As soon as Bewler becomes aware that Edom's behind the special operatives, she'll look for ways to shut them down, making her a potentially powerful ally for the Agents.

Getting to Bewler is very difficult — she's closely guarded at all times. **High Society** is the only approach unless the Agents have existing contacts within the CIA. An introduction (**Tradecraft**) through one of her old Romanian contacts can set up a brief meeting in a fancy restaurant, but only to discuss the events of 1977 — she won't talk about active operations.

ASSET: Bewler knows all about Edom — maybe through her part in the 1977 mole hunt, or maybe through some other source, like Quincey Morris. She thinks they're quaint — a veddy veddy English operation, all old country houses and public schoolboys running around quoting Biblical code names at each other. Whatever — they've got the vampires, and the vampires are getting things done in the Middle East. She'll put up with Edom's eccentricities and inevitable fuck ups as long as they keep delivering useful intel and the occasional exsanguinated jihadi — or until she can get her own vampire assets and cut Edom out of the loop.

Tradecraft gets rumors through American channels that Bewler's working with the Brits on something big.

MINION: The Conspiracy got to Bewler in 1977, and she's been its woman ever since. It helped her rise through the CIA; it sacrificed lesser minions to bolster her reputation so she'd eventually become the new London chief. Now, she's running Station London, Station London passes on terror targets to MI6, MI6 assigns those targets to Edom, and Edom sends Dracula after them — which means Dracula's running himself, able to go wherever he wishes with Edom's full support and cooperation.

She's been promised immortality in return for her cooperation. Knowing that her youth will return when she becomes a vampire, she's got a cache of passports and other documents prepared with retouched photos of her youthful appearance (**Forgery**) in case she needs to flee immediately after the change.

ALTERNATE NAMES: Theodore Scott, Eloise Buckley, Eric Grenier

ALTERNATE DESCRIPTIONS:

- mid-60s, distinguished elder statesman, Texan accent [receiving treatment for hepatic cancer]
- mid-40s, commanding, noticeable exit-wound scar on left hand [CIA high flier]
- early 30s, speaks in technical jargon, looks like an all-American action hero, morals of a snake [golden boy in certain CIA circles thanks to Edom connections]

DEFINING QUIRKS:

- eidetic memory for faces
- no patience for prevarication
- swears in Arabic

INVESTIGATIVE ABILITIES: Criminology, Human Terrain, Languages, Law, Military Science, Tradecraft, Urban Survival

GENERAL ABILITIES: Network 15, Preparedness 10

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO68, **CU143**, CU219, CU225, CU227



"CUSHING"

NAME: Lorna Bereford

POSSIBLE ROLE: The daughter or handler of "Cushing"

DESCRIPTION: mid-40s, brisk and efficient, dark-haired, recently divorced.

INNOCENT: Between her day job as manager of a department store, her three kids, her ongoing messy divorce, and her aspirations as a painter, the last thing Lorna Bereford needed was for her father's dementia to progress to the stage that he could no longer live alone. He's moved in with her until she can find a more permanent solution for the old man. She knows that he worked in the civil service, and some of the things he's said since he retired even make her suspect that he was a spy, but she can't be sure if that's actually true or just an old man's confused fantasies. **Bureaucracy** or **Reassurance** can convince her that the Agents are health care workers here to assess his needs; if they upset him, though, she'll try to throw them out.

Michael "Cushing" Bereford remembers little about himself or his career; if questioned with **Interrogation** or **Tradecraft**, he does recall that the 1977 hunt came to the wrong conclusion, and can give the Agents a lead to investigate. Then he's gone again, falling back into the shadows of his mind.

ASSET: Bereford knows that her father was in MI6. The MI5 Deputy (p. 123) and Retired MI6 Asset Runner (p. 98) were regular visitors when she was younger, and helped her out financially after the divorce. The Service looks

after its own, they said. They also gave her a phone number to call if anyone suspicious comes calling on her father. (Keeping "Cushing" in the care of his family ensures Edom can't get to him.)

Bullshit Detector picks up that she's hiding something; **Traffic Analysis** or **Tradecraft** traces it back to MI6.

Michael "Cushing" Bereford is angry and confused. He seems lucid, but suffers from wild paranoid delusions. He can give the PCs a lead or two, but couched in terms that are so bizarre that it's clear he's not reliable. (*"I never trusted that MI6 man.Why … why … his fillings. I didn't like his fillings. Codes in his fillings."*)

MINION: Every month, a man comes to her door and delivers a parcel of syringes. It's a different man every time, but most of them are Eastern Europeans. Every night, at sundown, she injects the red liquid in the syringe into her father. He begs and pleads and cries — he's always more like himself in the evenings, as the medication wears off. Sometimes tries to fight back. Sometimes, she has to hurt him. Once the drug takes hold, though, he just sits and stares at the wall, talking to himself in Romanian. He recites lists of what sound like numbers and names, or even has one-sided conversations until the sun dips below the horizon.

She doesn't know why she does this. The Master's will is like a blind spot in her mind. **Vampirology** spots that she's under vampiric influence. **Pharmacy** reveals that the substance in the syringe is a cocktail including blood plasma, opiates, a neurotoxin derived from the venom of *Vipera ursinii*, scopolamine, and several unidentifiable chemicals. It's wreaked havoc on her father's neurochemistry; he's dying. With access to a medical lab (and a **Pharmacy** spend), the Agents can create a counteragent that briefly restores "Cushing" to some level of lucidity — enough to pass on a few clues, and to be aware that some entity was reading his thoughts every sunset, and that *They* have their fangs in him now. He realizes that he's a danger to the Agents — they must go on and leave him behind.

ALTERNATE NAMES: Holly Clay, David Gull, Alex Hunt

ALTERNATE DESCRIPTIONS:

- mid-20s, nurse, short hair, tiny (barely 5' in heels), relentlessly practical [takes care of that nice old Mr. Bereford in the retirement home]
- mid-40s, chicken farmer, ex-hippie, don't ask about the plants in the greenhouse [his mother is "Cushing"; passed away a few years ago, but left papers in one of the outhouses on the farm]
- mid-teens, schoolgirl, precocious [idolizes her grandfather, who lives with the family; he's trained/groomed her as his agent]

DEFINING QUIRKS:

- defensive about people entering her home
- stressed and distracted
- swears instinctively, then tries to cover it up in front of children

INVESTIGATIVE ABILITIES: [all as teenage schoolgirl version of character] Electronic Surveillance, Notice, Photography, Tradecraft, Urban Survival

GENERAL ABILITIES: Driving 3, Preparedness 2

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: CU44, HO92, HO131, HO186

DEFECTOR

NAME: Andrei Aritonovici

POSSIBLE ROLE: Expert on Ceausescu-era Romanian intelligence

DESCRIPTION: Late 60s, thin gray beard, worn gray suit, still treasures his case of Securitate medals

INNOCENT: Aritonovici worked for Directorate V of the Securitate, bodyguarding government officials both in Romania and on foreign trips. He fled to the West in 1982 in the aftermath of the high-profile defection of Securitate general Ion Mihai Pacepa. A furious Ceausescu demanded purges and internal investigations of the Securitate; Aritonovici left before he could be scapegoated. British Intelligence suspected he was a double and kept him at arm's length; he's lived the half-life of the Communist émigré ever since, even after the Ceausescu regime ended.



He'll talk for money and out of some misguided desire for post-dated redemption; keep him talking with whisky. He can put the Agents in touch with his former colleagues or his MI5 (or Edom) debriefers; he can also shed light on the Romanian side of the Curtain in '77 (pointing the Agents at a Conspiracy minion who sold Western secrets to the Securitate, or maybe he ran side errands while babysitting some Party delegate on trips abroad).

ASSET: Aritonovici brought news of the mole to the British in 1977, either by trading information or by defecting in place and passing intel to them covertly; his current standing reflects how that news was received and acted upon. If a mole was identified (even incorrectly), then Aritonovici's seen as a heroic defector and a trusted expert; if they never found a mole, then he's still under the shadow of suspicion for being a double agent, a spoiler sent to sow doubt. He's tired of going over old ground, but **Intimidation** and threats to discredit him can get him talking. In addition to clues about the start of the mole hunt / the identity of the mole / specific information received by the Romanians, he's got a network of émigré families in England that can be activated as an information source or for street-level work (**Urban Survival**).

MINION: As Asset, but his revelations about the mole were orchestrated by Dracula (or some other superior in the Conspiracy). While in the UK, he made contact with whatever stay-behind network existed there; trailing him, or digging into his movements in 1977,

might reveal Conspiracy assets there. If Aritonivici is still in the UK, then he's waiting for the call to return home and receive the gift of immortality on one level or another; if back in Romania, he's already a Renfield at the very least. He may try to use the Agents as cat's-paws and point them toward Dracula's enemies like he tried to do in 1977, or else just send them into a trap.

ALTERNATE NAMES: Ion Nastac, Georghe Simion, Victor Dobrescu

ALTERNATE DESCRIPTIONS:

- mid-60s, expensive suit, always has a copy of the day's *Washington Post* and the Romanian *National Courier*, uses American idioms [traded over to CIA in the 1980s; now a right-wing columnist and pundit on post-communist Europe]
- mid-70s, tattered fur coat, wild hair, smells of piss [homeless and alcoholic (or in very deep cover)]
- mid-70s, laughs easily, reminds Agents of St. Nicholas, beloved patriarch of large family

DEFINING QUIRKS:

- paranoid about being bugged, but uses outdated anti-surveillance techniques
- rude to waiters and other serving staff, hates it when people hover
- scratches beard

INVESTIGATIVE ABILITIES: Criminology, Electronic Surveillance, Military Science, Notice

GENERAL ABILITIES: Cover 6, Network 10, Preparedness 6, Shooting 4, Weapons 4 (used to be a lot higher)

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: CU11, CU127, CU181, CU219

THE HUNGARIAN

NAME: Ágost Vámbéry

Hungarian names are more correctly written surname first, i.e., Vámbéry Ágost.

POSSIBLE ROLE: Fixer or contact in Hungary and Transylvania

DESCRIPTION: mid-40s, high forehead, dark wavy hair, walks with a cane

INNOCENT: Ágost is a descendant of Ármin Vámbéry (1832–1913), Van Helsing's "friend Arminius of Buda-Pesth."



He moved to Hungary from New York after getting his MBA from Princeton in 1989 and set up a wildcat investment bank to pour American capital into Eastern Europe … and to launder Russian and former Communist oligarch money pouring into the West. He's immune to social, political, and physical pressure: he can hire the best hostesses, legislators, and bodyguards available. He flies from city to city and party to party in Europe, Dubai, the Caribbean, and other fleshpots, constantly on the move from five-star hotel to five-star resort. Agents credibly claiming a few billion to invest (**High Society**, and possibly **Accounting** and **Forgery**) can get his attention long enough to have his PA hire a researcher to scan his great-grandfather's correspondence, looking for letters from Van Helsing for "an interested collector."

ASSET: Like his great-grandfather, he keeps a wary eye on the Balkans for British intelligence, especially after the Yugoslavian civil war nearly toppled his fiscal house of cards. Needing liquidity and protection, he expanded his services: he now runs networks in the Balkans for MI6, DGSE, BND, and both the US Defense Intelligence Agency (DIA) and the CIA. He also does "one-off" favors for FSB agents hunting Chechen and other terrorists. By now aware he's in over his head, his continuous travel is a defensive measure to shake all but the best-funded and most persistent surveillance.

Using **Tradecraft** sets up a meet; Agents who can either swap information (**Negotiation**) or make a credible offer of secure retirement and protection (**Reassurance**) can find out what Vámbéry knows about the 1977 mole hunt (a not inconsiderable amount once he shakes his older sources), get access to his great-grandfather's correspondence with Van Helsing, and possibly find out what Edom is up to in Romania right now. At the Director's discretion, Vámbéry — like his great-grandfather — may know about vampires (**Vampirology** notes his precautions at a meet, such as convenient mirrors).

MINION: As Asset, except that Dracula has already gotten to Vámbéry. His travel is a desperate attempt to keep running water between him and the vampire, but in his terrified heart he knows he's dead when Dracula says he's dead. When the Agents approach him, he provides faked "Van Helsing" letters (**Forgery** will notice discrepancies) or other bad intel setting them up for an ambush by Dracula's soldiers or, if things have gotten dire enough, by Dracula himself.

ALTERNATE NAMES: Laila Vámbéry, János Nagy, Zoltán Hivje [the latter two have access to Van Helsing's letters for unknown reasons, or just have information about the 1977 mole hunt]

ALTERNATE DESCRIPTIONS:

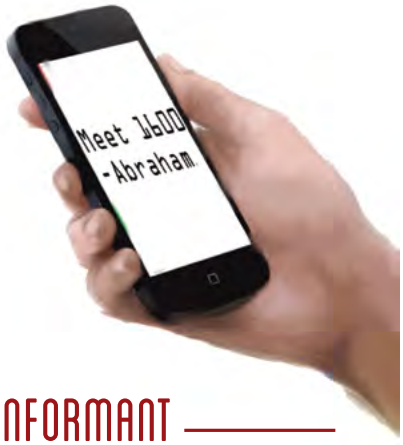
- early 30s, shiny European-tailored suit, no necktie but high collar [Oxford, 1997; MBA Harvard, 1999]
- early 60s, thick lips, overweight masked by expert London tailoring, designer eyeglasses [grandson instead of great-grandson; involved directly in 1977 mole hunt]
- late 50s, slow and deliberate, sharp chin and nose [grandson instead of great-grandson; involved directly in 1977 mole hunt]

DEFINING QUIRKS:

- conducts all important business in his Jaguar XJR or on his Gulfstream IV
- slips in and out of a Hungarian accent
- toys with heavy gold ring

INVESTIGATIVE ABILITIES: Accounting, Bureaucracy, High Society, Human Terrain, Languages, Tradecraft, Vampirology [minion and possibly asset only]
GENERAL ABILITIES: Driving 3, Gambling 6, Network 15, Piloting 3, Preparedness 5
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +0

DOSSIER REFERENCE: CU169, **CU189**, CU218



INFORMANT

NAME: "Abraham"
POSSIBLE ROLE: Mysterious mentor; voice of the Director; muddying the waters
DESCRIPTION: mid-40s, avoids direct contact with Agents (prefers secure phone line / email / dead drops), keeps to the shadows when meeting Agents in a parking garage or derelict building

The write-ups below assume the Informant is a minor player in the whole affair; an observer like a journalist, low-ranking MI6/Edom officer, or a Legacy who was deemed unstable and not worth cultivating. If it looks like the Informant's going to play a larger role in your campaign, then make the Informant's true identity someone more significant, like "Cushing" or one of the retired MI5/6 officers.

INNOCENT: "Abraham" is a co-worker of "Hopkins"; several grades below her, and several steps behind her. He's nursed an obsessive crush on her for months, and she inadvertently fueled it when she consulted him about some matter related to the Dossier. He doesn't know the contents of the mysterious Dossier, but starts looking for it when "Hopkins" vanishes. By making contact with the Agents and slowly feeding them the little he knows, he hopes to manipulate them into uncovering the secrets of the Dossier to rescue (or impress) "Hopkins."

As an agent runner, he's pompous and sloppy, trying too hard to come across as all knowing. The sooner the Agents see through his act (**Tradecraft**) and disabuse him of his pretensions (**Intimidation**), the better for everyone.

ASSET: After joining MI6 in the mid-1990s, "Abraham" worked under one of the principals in the 1977 operation (probably the Retired MI6 Asset Runner (p. 98)). He sees himself as his former boss's protégé, and has devoted himself to clearing his mentor's name or reputation. Depending on your needs, he can either push the Agents toward the correct answer or maybe he's peddling an unsupportable theory that makes his mentor look good, but the Agents can sift his account for actually useful intel. He thinks he's a lot better at the trade than he actually is, and his activities will draw the Conspiracy down on the Agents before long. Approach him with **Negotiation** — trade for his information with a promise of service.

MINION: "Abraham" is a Conspiracy creation. While he might claim to have been friends with "Hopkins" or someone from the 1977 circle, it's a lie — "Abraham" never existed. His backstory was conjured into being after the Agents got the Dossier.

On first meeting the Agents, he'll ask to see the Dossier. Assuming they're not foolish enough to carry it with them, he gives them some chickenfeed (low-grade intel, such as Dun Dreach-Fhola, p. 235 or the Sculptor, p. 100) and sends them on their way. Repeat until he's won the Agents' trust, then steal the Dossier and tie up the loose ends, either by sending the Agents into a deathtrap or just setting up a meet that turns into a trap.

ALTERNATE NAMES: Adrian Price, George Leavener, Susan Moore [uses voice-altering software in her phone/speaker, or the pseudonym "Florence"]
ALTERNATE DESCRIPTIONS:

- mid-20s, stringy, overlarge glasses [communicates solely through electronic means]
- mid-40s, balding beneath his flat cap, strong London accent [owns a black cab, uses it as a mobile meeting place]
- mid-50s, dignified, white-haired, always carries an umbrella [uses bicycle messengers to deliver burner phones to the Agents]

DEFINING QUIRKS:

- extremely nervous, jumps at any loud noise or sudden movement
- carries documents in a padded brown envelope, stamped and addressed to a law firm — he's arranged with his solicitor that they are to hold any such letters without opening them
- speaks in a whisper

INVESTIGATIVE ABILITIES: History, Research, Tradecraft
GENERAL ABILITIES: Infiltration 6, Surveillance 6, Preparedness 6
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +2



MI5 DEPUTY

NAME: Simon Cotford
POSSIBLE ROLE: MI5 contact/interrogator if the Agents are captured
DESCRIPTION: Early 60s, oddly gentle, gray-brown hair, in a wheelchair
INNOCENT: Former MI5 officer; in 1977 he was fresh out of university, learning the ropes from a more senior spook (possibly "Cushing" or one of the other retired MI5/6 NPCs, or a now-dead spy); he was also one of the pavement artists trailing suspected foreign Agents during the mole hunt. Crippled in a traffic accident, he was discharged from the service

and went into the diamond business. Global Gems trades in stones all over the world (including mines in Romania).

He doesn't talk willingly about his time in the Service. **High Society** or **Negotiation** lets Agents pose as potential buyers, or **Geology** as gemologists. Once they've gotten close to him, **Tradecraft** or **Cop Talk** gets his recollections about Edom and the mole hunt. He can either point the Agents at another contact (such as the Informant (p. 95) or the Defector (p. 93)) who knows more. If the traffic accident that crippled him was a cover for some other injury, then he might bear a grudge against Edom or the Conspiracy, and be willing to bankroll the PCs — or maybe he kept some memento of his time in MI5, like some files or an object? Possibilities for the latter include the Knife Set (p. 272) or the Westenra Brooch (p. 284).

ASSET: He stayed on at MI5 despite his injuries, rising through the ranks. He's on the verge of forced retirement, but clings on to close out a few old operations. He might unofficially take charge of the Agents' cases if they're arrested on British soil; **Notice** or **Research** might correlate **CU187** with their wheelchair-bound interrogator, and give the Agents an opening to appeal to Cotford for aid. They could also track him down through **Tradecraft** or **Diagnosis**, matching **CU187** to his few public appearances.

As an asset, Cotford can pull strings within the British Establishment or provide access to MI6 files, MI5 surveillance data, or GCHQ intercepts, as well as any help listed above under Innocent. Global Gems is an MI6 cut-out that Cotford helped set up, and he makes its resources available if convinced that the mole or its masters are still a threat.

MINION: If the Conspiracy is running Edom, then Cotford joined Edom in 1977 (conceivably, he's actually Oakes, p. 52). Play him as an innocent or asset while he gains the Agents' trust, then bring Fort (p. 51) or Ian (p. 51) in an ambush.

Alternatively, if he's directly influenced by Dracula, Cotford's value to the Conspiracy is going to plummet when MI5 forces him to retire, so he can be sacrificed by killing him and framing the Agents or Edom for his death.

ALTERNATE NAMES: Alan Barrington, Sylvia Burroughs, Helen Paxton

ALTERNATE DESCRIPTIONS:

- mid-60s, craggy features, wears a grubby raincoat, prosthetic leg
- late 50s, oddly youthful, well-dressed, walks with a limp
- mid-60s, already writing her memoirs, heavyset, in a motorized chair

DEFINING QUIRKS:

- demands that one character push the chair / support him as he limps (+2 Difficulty to Sense Trouble / Hand-to-Hand / Weapons when ambushed)
- uses a jeweler's loupe to examine objects or documents
- obsessively washes hands

INVESTIGATIVE ABILITIES: Accounting, Geology, Human Terrain, Law, Tradecraft

GENERAL ABILITIES: Hand-to-Hand 1, Network 15, Preparedness 10

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: −1

DOSSIER REFERENCE: CU47, CU60, CU96, CU168, CU180, **CU187**, CU221, CU227

PSYCHIC

NAME: Osmond Alfred Singleton, a.k.a. Aleister Singleton, a.k.a. A.A. Singleton

POSSIBLE ROLE: Occult expert, genuine psychic

DESCRIPTION: late 60s, tubby, disturbingly intense gaze, balding with comb-over

INNOCENT: Aleister Singleton is a former parapsychology researcher turned occultist and ritual magician. (**Research** notes his assumption of the more occult-sounding pseudonym in 1972 following the success of the American teen singing combo the Osmonds.) He founded and leads the Order of Darkness. He has a number of followers who revere him as a spiritual leader, and a much larger number of hangers-on and socialites who attend the notoriously debauched parties/rituals at Singleton's London home. Depending on which tabloid account you read, these rituals involve bizarre sex acts, rampant drug abuse, Freemasonry,



blood drinking, Satanic black masses, reptile-men shedding their human skin, and one or more members of the Royal Family. He claims to have obtained supernatural powers through his study of the occult, although his detractors point out that sleight-of-hand, theatrics, and hallucinogenic drugs offer a more plausible explanation than his stories of studying at the Scholomance (p. 219). Either Holmwood (p. 43), the Sculptor (p. 100), the Petroleum Executive (p. 127), or any other wealthy Londoner could show up at one of Singleton's private parties; the Drug Boss (p. 113), Human Trafficker (p. 118), or Tabloid Journalist (p. 134) might also be there behind the scenes. Some of his acolytes are also habitués of the Online Mystic's (p. 126) forum although the two have not apparently crossed paths.

In 1977, when he still had some credibility left as an academic ("before Morocco," as he puts it), he was brought in by Edom as a consultant on psychic phenomena. Ever since, he drops hints about his "government work" as a "psychic spy" at the slightest provocation, but he can give few specifics if questioned with **Flattery** — he might know the Balkans Specialist (p. 91) or the Seismologist (p. 100), but, while he dealt with "Cushing" (p. 92) and the Retired MI6 Asset Runner (p. 98), he knows them only by old worknames.

With **Negotiation**, he admits that he knows little about what really

happened, but he did filch something from Edom in a fit of pique — maybe a folder of papers or an object like a Cameo of Dracula (p. 263) or a wax cylinder recording. He may also have his grandfather's original Spirit Board (p. 279). If the Agents can obtain a copy of *Le Dragon Noir* (p. 273) for him, he'll trade. (**Occult Studies** is actually a terrible way to approach Singleton; he doesn't want to cross paths either with worthy rivals or true adepts.)

ASSET: Edom were careful to compartmentalize any information that Singleton had access to, but he put together enough to work out that there was something genuinely supernatural out there, and it had connections to Romania. Singleton tried to dig up more information. He cultivated relationships with Romanian diplomats, tried to get an invitation to visit the Ceausescus, toured Romania several times between 1983 and 1988 — and got picked up by the KGB as an asset. His contacts in London included the Retired KGB Agent (p. 97). The Soviets used him to gather potential blackmail targets among London's elite; like Edom, they dropped Singleton as an unreliable asset after a short time — and without KGB protection, Singleton didn't dare continue his research.

However, if he gets hold of proof that vampires exist, then he may decide potential immortality is worth the risk. He'll become an unreliable ally of the Agents (**Negotiation**), offering them what he learned if they share everything they discover with him. He'll double-cross them once he gets enough information about vampires (especially *Le Dragon Noir*, p. 273, or a Bride of Dracula, p. 57). One of the regular attendees at Singleton's recent ceremonies in London is the son of a Russian oligarch with FSB ties; through him, Singleton can contact the FSB and get assistance from them if he's got something to trade (like Edom's secrets).

MINION: Singleton might have been compromised by Dracula when he went to Romania in '83. Or maybe it happened before that, at a distance — sensitive minds are drawn to worship the Master, just like the original Renfield. Or even before that — Dracula may not have killed his grandfather (**CU178**) but instead recruited him: and, thus, his lineage. However it began, Singleton's London parties are a cover for vampire activity in London; they can hide in plain sight amid the poseurs and the wannabes. **Flirting** or **High Society** can get an Agent into one of Singleton's private rituals; **Occult Studies** or **Vampirology** notes their disturbing authenticity (and if the Agents have read *Le Dragon Noir*, also discerns their origin). Getting out again is another matter entirely.

ALTERNATE NAMES: Helena Singleton, Austin Lees, Lola Grant

ALTERNATE DESCRIPTIONS:

- mid-30s, voluptuous, tattooed throat and arms, revealing clothing [daughter of original psychic]
- mid-30s, handsome, predatory looks, dark suit [former lover and acolyte of Singleton, carries on his work/scam]
- mid-20s, white-blonde hair, blind, Russian accent [Singleton's protégé; possibly a genuine psychic]

DEFINING QUIRKS:

- expensive tastes (assuming you're buying)
- drops hints he's immortal ("*I told that Jew to be careful that night*")
- different pretty young girl or boy every night
- commanding voice

INVESTIGATIVE ABILITIES: Archaeology, Art History, Astronomy, History, Human Terrain, Notice, Occult Studies, Vampirology

GENERAL ABILITIES: [A really high-weirdness campaign might even give Singleton some Aberrance points and some magical or psychic ability, but he works better as an occult expert, not a supernatural threat] Filch 10, Gambling 6, Hypnosis 8, Preparedness 8

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DOSSIER REFERENCE: CU81, CU93, CU96, CU98, CU138, **CU148**, CU162, CU222, CU229



RETIRED KGB AGENT

NAME: Dmitri Lobanov

POSSIBLE ROLE: External view of 1977 mole hunt

DESCRIPTION: late 50s, heavy graying mustache, dark brows, heavy canvas tool bag

INNOCENT: Lobanov was one of the KGB's field hands during the late 1970s and '80s, until he was burned by a former colleague and arrested in England — for assault and grievous bodily harm, not espionage. Ten years in Long Lartin prison followed; MI5 discovered Lobanov was a spy and debriefed him while he was incarcerated. These days, he's a plumber doing odd jobs around North London. **Cop Talk** or **Interrogation** works best on him; brings back memories of the bad days.

One of Lobanov's first assignments was observing the 1977 mole hunt. The whole thing caught the KGB off guard entirely — it wasn't their mole, after all — and several of their lower-level assets got swept up in Edom's sudden sweep of London's ghost world. Lobanov himself was arrested, questioned, and released without charge. He can identify some of the major players in the hunt, although he can only speculate about what really went on inside MI6 in those heady, strange days.

ASSET: *You never really leave us, Dmitri. And we never really left.* The KGB may be gone, but the Russian FSB inherited their agent networks and assets, including

Dmitri. His young "nephew" Mikey handles the technical stuff — clamping black boxes onto fiber-optic cables running under the financial Square Mile, bugging offices, computer stuff — but Dmitri still handles the wet work and the leg-breaking. The man knows his way around a lead pipe.

Again, threatening him with **Cop Talk** might convince him to talk, but the Agents had better have done their homework and obtained proof of Dmitri's more recent crimes with **Photography** or some other ability first, because vague threats won't fly. Questioning Dmitri attracts interest from the FSB.

MINION: Two possibilities — Dmitri was turned by the mole (if there was one) in 1977, or he was turned while in prison. If you go with the first option, then Dmitri interfered with Edom's operations (possibly, he impulsively stopped watching and got involved, killing a Duke) and was rewarded with entry into the Conspiracy. Maybe he was promised immortality when Dracula returns to England, or he communes with some subterranean forces when he descends into the sewers to fix the plumbing.

If recruited in prison, then maybe Edom got to him, cutting his sentence short in exchange for loyalty. He might also be a wild card, recruited by some feral Renfield (maybe a withered, abandoned branch of Dracula's old network) and operating independently of both the Conspiracy and Edom, trying to divine the wishes of the Master through dreams and blood.

ALTERNATE NAMES: Oleg Chzov, Boris Melekhin, Vilen Seleznyov

ALTERNATE DESCRIPTIONS:

- mid-20s, greasy ponytail, rap blaring from earphones ["nephew" of the former agent; FSB stringer]
- mid-50s, protective of his hands, drinks in Irish pubs [moonlighted as an IRA bomb-maker after the Russians burned him]
- mid-30s, sharp suit, fast car, money to burn [son of former KGB spy; now bodyguard/fixer/troubleshooter for a Russian oligarch]

DEFINING QUIRKS:

- hunches shoulders
- wipes greasy hands on overalls when speaking
- instinctively locates nearest weapon when entering a room

INVESTIGATIVE ABILITIES: Electronic Surveillance, Tradecraft

GENERAL ABILITIES: Explosive Devices 4, Mechanics 8, Shooting 10, Weapons 8

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO166, **CU168**, CU187, CU225, CU228

RETIRED MI6 ASSET RUNNER

NAME: Eugene Dragos

POSSIBLE ROLE: MI6 expert on mole hunt and/or Romania; mentor

DESCRIPTION: early 70s, portly, bald, stage English accent

INNOCENT: Dragos' family fled Romania in the '50s and settled in England. His father was owed a debt by the Crown for services rendered during the war (at the very least, he was a *haiduc* or "outlaw," involved in the anti-Nazi and later anti-Communist resistance — assuming he wasn't one of the local guides during the 1940 Edom operation), so Dragos got a good English education. MI6 had its eye on him from a young age, and, by his mid-20s, Dragos was back across the Curtain, building networks in Romania. He was involved in the mole hunt in Romania, and then called back for its final stages in London.

Did Dragos catch the mole? Or was he Edom's or Dracula's patsy, brought in to bless and seal their preferred outcome — Dragos was *the* MI6 authority on Romanian intelligence back then, so if he said that the mole was caught, that was the final answer as far as the authorities were concerned. He retired from MI6 and went into politics; he was a lobbyist and fixer for various industries.

Always self-conscious about his background, Dragos goes too far in being the perfect Englishman and ends up seeming comical. He's especially sensitive about superstitions and tales of ghosts and monsters, which he



dismisses as nonsense and takes as a veiled jibe at his Romanian heritage. He won't talk unless the Agents go through someone he trusts; both **High Society** and **Tradecraft** are needed to get to the level he considers himself to operate on, and any mention of **Vampirology** without **Reassurance** ends the meeting immediately. As far as he's concerned, the 1977 affair is done and dusted, of academic interest only.

ASSET: He's been Edom's man since he was six years old. When he was 15, while other boys at the boarding school talked about what they'd do when the Soviet bombs fell on Wiltshire, Dragos worried about a plague of vampires swarming out of Romania and devouring the teeming millions of England. He ran Edom operations under MI6 cover. He was always on the militant wing of Edom, believing that Dracula and his line were too dangerous to be allowed to survive, and that the only way to use a vampire was to keep it under strict control. Edom cut him loose in the 1990s — a difference of opinion, or was Edom dropping out of sight again, and Dragos' profile was too high for him to be of use to it? Either way, the only way to obtain his cooperation is to provide proof (or forged evidence) that Edom can't control its vampiric assets. Deep inside, Dragos is terrified of the vampiric outbreak. One or two vampires in England, kept on a tight leash, are an intelligence asset. Thousands of vampires, their numbers growing every night, is an apocalypse.

Bullshit Detector (or **Intimidation** or **Vampirology**) notes that Dragos twitches nervously whenever a moving light source sends shadows cascading across the wall; if the Agents convince him they've got a shot at taking down Edom, he'll tell them what he knows.

MINION: The vampires got to Dragos when he was stationed in Romania. He's got no memory of the events — maybe he's hypnotized, under some supernatural compulsion, has a Jekyll-and-Hyde schtick going on with the Seward Serum (p. 51), or just repressed the horror. If he wasn't the mole, then he covered the mole's tracks on Dracula's behalf. **Bullshit Detector** picks holes in his story.

ALTERNATE NAMES: Sinjin Rollet, Tom Olteanu, Olga Silivasi

ALTERNATE DESCRIPTIONS:

- mid-60s, obese, condescending [wealthy family with connections to Burdett's Private Bankers (p. 143), now public school headmaster]
- early 20s, serious and sullen, backpacker in Romania [grandson of Eugene, learned about vampires at a young age; believes it's his duty to hunt them solo]
- late 70s, frail and tiny, eerily bright eyes [former Romanian aristocrat; returned in 1990s to reclaim family mansion, and now lives alone in a huge dusty castle]

DEFINING QUIRKS:

- fastidious about table manners
- exaggerated English accent
- stammers when nervous

INVESTIGATIVE ABILITIES: History, Human Terrain, Languages
GENERAL ABILITIES: Network 10
ALERTNESS MODIFIER: +0
STEALTH MODIFIER: +0

DOSSIER REFERENCE: CU21, CU103, CU181, **CU188**, CU218, CU227, VS246, CU249

RETIRED MI6 COMPUTER BOFFIN

NAME: Brian Blackwood
POSSIBLE ROLE: Hacker emeritus / connection to "Cushing"
DESCRIPTION: late 50s, like a grotesque schoolboy, gets winded when excited, wild hair, thick wooly jumper
INNOCENT: Blackwood never lost his childish love for spy gadgets and computers. He did "nuts and bolts" work for MI6 in the 1970s, building ever-smaller radiotransmitters and spy cameras. He left the service in the mid-1980s, and went into the private sector to work in R&D in various British tech companies; these days, he's a semi-retired inventor with a laboratory in his garden shed. He's seen as an eccentric crackpot by his neighbors. Before leaving MI6, he set up the deep-buried tripwires within their monitoring systems that "Cushing" requested (see p. 11; "Cushing" is on p. 92). He might have worked with the Seismologist (p. 100) to get the correct parameters for the tripwire.

Data Recovery on MI6's computers connects his old user ID to the tripwires. If the PCs want to pressure him, **Research** (or **Cop Talk**) discovers his friendship with Geoffrey Prime (notorious pedophile and KGB agent, arrested in 1982); **Interrogation** pushes him to talk. He can identify the real "Cushing," describe the monitoring criteria programmed into the system, or point the Agents at other MI6 agents. He's unaware of the mole hunt, other than what he read in the papers at the time.

ASSET: Blackwood still does off-the-books work for MI6, providing bugging devices and other hardware for operations, especially ones that for one reason or another can't go through the usual technical channels (unapproved vampire hunting, perhaps?) His primary contact at MI6 for most of his career was the Retired MI6 Asset Runner (p. 98).

Examining a recovered gadget with **Mechanics** recognizes Blackwood's little personal grace notes; recruiting him as an asset can be done with **Flattery** or by pressuring him as described above. In addition to providing the information listed above, Blackwood can also describe later



espionage operations, including the recent attempt to reactivate Dracula as a counterterror weapon. His workshop is a gadgeteer's toyshop — treat it as a cache (***NBA***, p. 94), but equipment is purchased using Mechanics instead of Preparedness.

MINION: Among the gadgets and failed experiments in Blackwood's shed are copper dowsing rods and magneto-telluric imaging equipment (recognized with **Geology, Notice**, or **Vampirology**). Blackwood's research into these currents brought him under the vampire's psychic sway. Encrypted files on his computer bear a disturbing resemblance to Renfield's Journal (p. 277). He might be a lone operator, unconnected to the rest of the Conspiracy (at least, until the Master calls him) or have made contact with other agents of Dracula after his telluric conversion.

ALTERNATE NAMES: Mayur Om Patil, Barbara Wilcox, "Gandalf"

ALTERNATE DESCRIPTIONS:

- mid-50s, Indian, easily agitated [converted to Islam and is now studying theology; suspicious of former intelligence colleagues]
- late 50s, virtually blind, computer science lecturer [poker fanatic; will only talk to Agents over a game of cards; **Gambling** lets them wager cash for answers]
- late 50s, crustie eco-activist, refuses to use any modern technology [up a tree, protesting about the destruction of primal woodland; only helps if the Agents sabotage the construction company]

DEFINING QUIRKS:
- childish pranks
- snorts when he laughs
- *D&D* player

INVESTIGATIVE ABILITIES: Chemistry, Data Retrieval, Electronic Surveillance, Forgery, Photography

GENERAL ABILITIES: Digital Intrusion 6, Mechanics 10

ALERTNESS MODIFIER: −1

STEALTH MODIFIER: −1

DOSSIER REFERENCE: CU162, **HO186**, CU223



SCULPTOR

NAME: Vivienne Aytown-Baptiste

POSSIBLE ROLE: Unlikely lead, Art History expert

DESCRIPTION: mid-30s, glamorous, fashionably dressed, fantastic boots

INNOCENT: Viv Aytown-Baptiste runs a gallery and art dealership in Soho out of a converted Edwardian fire station. Her mother, Linda Aytown, was a sculptor, and the granddaughter of noted painter Francis Aytown (p. 40). While Vivienne sometime sells work by her family, she specializes in pieces by up-and-coming young artists in London, especially those of Trinidadian origin.

Pose as a potential buyer (**High Society** or **Negotiation**) and **Flirt** with her to get her to show you the private rooms upstairs. If you're lucky, some of Francis Aytown's work like the Portrait of Dracula (p. 275), studies for the Dracula Cameos (p. 263), or his Photographic Studies (p. 262) might be on display; Viv certainly knows who the current owners are.

In a junkroom on the top floor are some busts made by her mother in the 1970s for a mysterious client. **Photography** guesses that, if they were lit just right, they'd be usable as passport photographs for someone who didn't show up on camera. **Geology** identifies the stone as marble quarried from somewhere in Romania (near Dracula's Castle, perhaps?) The bust may identify a vampire who was at large in London during the 1977 mole hunt.

ASSET: She's involved with criminal elements in Romania — maybe the Drug Boss (p. 113) smuggles heroin inside artwork, or maybe it's just straight money laundering for the Romanian Mafia (p. 157). She's too proud to crack under pressure, so once the Agents uncover the evidence of her criminal activity with **Accounting** or **Criminology**, then **Negotiation** or **Interrogation** gets her to reveal what she knows.

As an ally, she can help smuggle Agents out of England into Romania even when they've got a high Heat.

MINION: As Asset, but she's also working for Dracula. In this scenario, she also deals in antiques; having piles of Roman and Turkish gold coins sitting in a dusty vault is nice, but what your well-heeled vampiric Conspiracy needs these days is London property and a platinum credit card. Through her high society connections, Aytown helps Dracula convert his fortune into euros and sterling and dollars.

ALTERNATE NAMES: Linda Aytown, Yin Jun Chu, Markus Willets

ALTERNATE DESCRIPTIONS:
- mid-60s, weathered face, rough hands [still working as a sculptor; recent work inspired by strange dreams]
- mid-30s, elegant and unflappable, drops references to obscure artists and collectors to determine Agents' knowledge of art scene and available assets [art dealer and broker; purchased Aytown collection]
- mid-40s, Dutch, merry eyes, casual dress, shoulder satchel [agent of Dutch private collector, recently acquired a number of Aytown pieces but has yet to bring them back to the Netherlands]

DEFINING QUIRKS:
- effusively over-friendly
- ensures everyone has a glass of wine at all times
- gossips about art world

INVESTIGATIVE ABILITIES: Accounting, Art History, Human Terrain, Photography

GENERAL ABILITIES: Conceal 6, Disguise 4, Network 6

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO84

SEISMOLOGIST

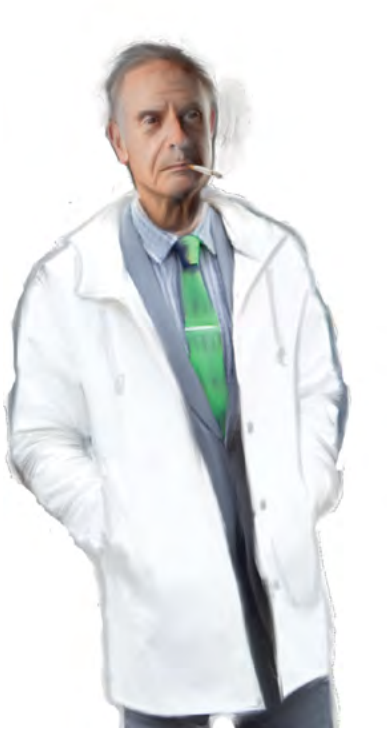
NAME: Edwin Bullard

POSSIBLE ROLE: Seismology expert/contact

DESCRIPTION: late 60s, face like an emaciated tortoise, wiry strength, plastic raincoat

INNOCENT: Bullard worked at the Blacknest seismological research site for years, on contract with the Ministry of Defence. There, they experimented with ways to detect underground atomic bomb testing. "Cushing" contacted him in the early 1980s and gave him access to heavily redacted documents dealing with the 1940 and 1977 quakes and telluric currents, and asked him to work with the Retired MI6 Computer Boffin (p. 99) to develop the trigger in the MI6 computer archives.

While that was his only direct contact with anything connected to the Dossier, Bullard became obsessed with what he'd glimpsed. He's now a crank promoting wild theories about invisible currents of force and supernatural energies moving through the ground. His former peers and students disown him (he taught the Volcanologist (p. 136) between leaving Blacknest and losing his job as a university lecturer). He's convinced of the reality of the Earthquake Device (p. 266), but has no idea about vampires or Edom. **Fringe Science**, if it's in use in your game, works to convince him you're not one of those fools who swallows everything they're told; **Flattery** also works.



ASSET: Since the early 1990s, Bullard's worked for the Petroleum Executive's (p. 127) company, prospecting and developing Romania's oil fields. He took the job to get closer to the telluric secrets he'd seen in the Dossier. He got into trouble with local law enforcement and ended up being doubled by the Romanian SRI (p. 156) or the FSB on behalf of Gazprom, the Russian state energy goliath. The Volcanologist (p. 136) is his protégé.

Ill health forced him to retire to England, but he still keeps tabs on events in Romania, both political and geological. As his health declines, his mind turns more and more to half-redacted lines in the Dossier, words like "immortality" and "rebirth." The blood is the life, and Bullard will sell the Petroleum Executive, his FSB/SRI handler, and the Agents out to get his hands on some form of immortality or the Earthquake Device. **Diagnosis** suggests he's terminally ill; with that as leverage, **Negotiation** or **Reassurance** can get him talking.

MINION: Or maybe he's already gotten his wish — using the Earthquake Device (p. 266) to follow telluric currents, by exploring long-buried caverns in the mountains, or by sheer bad luck, he located the lair of Dracula or one of the Count's vampiric minions in Romania. Bullard's now a Renfield, sent back to England to serve the Conspiracy. He might be just another servant of the Master, kept back until he is needed, or a significant node in the Conspiracy's English network. He still consults with various mining companies and the Ministry of Defence, which gives him an excuse for shipping boxes of earth or heavy machinery around the country.

Notice spots some old wounds on his neck; **Diagnosis** suggests he's unusually spry for an old man.

ALTERNATE NAMES: Henry Thirlaway, Ed Loughlin, Dr. Loda Pasil

ALTERNATE DESCRIPTIONS:

- late 80s, deaf as a rock, face like a wax mask, housebound
- late 50s, well-dressed, much younger Romanian wife, convinced of own genius
- late 60s, always in overalls or hiking gear, avid gardener, bored by retirement

DEFINING QUIRKS:

- always asks for a glass of water and leaves it undrunk on the table, watches for vibrations
- smokes heavily
- has a "lucky stone" in his pocket

INVESTIGATIVE ABILITIES: Geology, Military Science, Outdoor Survival

GENERAL ABILITIES: [second set of ratings is for Renfield version of the character] Aberrance 0/6, Hand-to-Hand 0/6, Health 4/8, Mechanics 8

ALERTNESS MODIFIER: +0, +3 [if Renfield]

STEALTH MODIFIER: +0, +1 [if Renfield]

DOSSIER REFERENCE: CU91, **CU100**, CU153, CU162, CU190, HO206, HO247

2011 PEOPLE

The current compiler of the Dossier ("Hopkins") provides leads to these supporting characters. This section also includes "standard" leads, contacts, and likely NPC encounters for any 2015 investigation in Romania. Here, especially, the Director should try to tie these encounters into pre-existing Network contacts and other player-character connections: change names, nationalities, genders, anything — connecting the players' associates to Edom and the Conspiracy is more important than any such minor details we provide here.



ARMS RUNNER

NAME: Razan Funar

POSSIBLE ROLE: Supplier of illegal weapons and equipment, criminal contact

DESCRIPTION: late 20s, twitchy, confident, black leather jacket.

INNOCENT: Funar imports weapons — mostly Russian-made handguns and rifles, but he can source knockoffs of other weapons and heavier stuff if the money's right — from Transnistria. He drives a container truck with concealed smuggling compartments, and offers a 72-hour delivery service. If you've got his number, you can call your buddy Funar up, and within three days he'll show up at your door with a truck full of guns — and then you'd better go out partying with him, because he's addicted to a Moldovan amphetamine called Vint (a mix of ephedrine, iodine, and red phosphorus), and, if he ever comes down, he'll crash for days. Better to keep him awake until he takes another hit and zooms off again.

Funar is everybody's friend — at least, everybody who's in the market for cheap Russian hardware. He's got an encyclopedic knowledge of criminal groups in Europe and, with a few exceptions, has managed to stay on everyone's good side. **Streetwise** gets the gossip; **Pharmacy** to treat the symptoms of his addiction or to keep him wired also accepted in lieu of cash.

If you're connecting ***The Dracula Dossier*** with ***The Zalozhniy Quartet***, then Funar works with Mr. Happy.

ASSET: He's everybody's friend — including the Romanian SRI. They picked him up at the border one night, and convinced him that talking was better than rotting in a jail cell. His handler might be the SRI Agent in Charge (p. 133); certainly the Romanian Police Inspector (p. 130) would love to get hold of Funar, but has been warned to keep her hands off.

If the Agents learn that Funar's compromised, they can leverage this with **Intimidation**.

MINION: He's *everybody's* friend. Unlike most of Dracula's minions, Funar is neither an obsessive worshipper of the Master nor a pawn. His relationship with the Conspiracy is based around mutual gain. They're excellent customers for his wares, and pay in hard currency or even gold coins. (Alternatively, if Leutner Fabrichen (p. 146) is in play, then Funar sells weapons for the Conspiracy.)

Better, he's picked up a few tricks from them. He knows that if he buries weapon caches in certain fields in Transylvania, he can find them again by looking for blue flames on the right night of the year. He knows that if he draws a particular sigil on the mudguards of his truck, it'll bring bad weather and storms that delay everyone else on the road apart from him. And he knows that if anyone ever asks him for a special item, like silver bullets or a stake-launcher, he's to contact his friends and warn them. They'll do the rest.

If you've been a good friend to Funar (**Streetwise**), he might give you five minutes head start before calling in the Conspiracy.

If you want to link ***The Dracula Dossier*** to ***The Zalozhniy Quartet***, then Funar's the European end of the Lisky Bratva girl-and-gun-smuggling racket that runs from Odessa.

ALTERNATE NAMES: Natalia Constantin, Simon Vaduva, Alexey Volkov

ALTERNATE DESCRIPTIONS:

- waif-like girl, looks mid-teens (but she's got to be older, right?), hard gray eyes like a winter sky, carries a canvas bag as big as she is full of guns [preternaturally good shot]
- mid-40s; neckbeard; furrier (free fur coat if you spend enough); claims to be ex-Spetsnaz, but he's bluffing [spot his deceit with **Bullshit Detector** or **Military Science** for a discount]
- mid-30s, Russian, softly spoken despite the prison tattoos, looks at you with the cold regard of a cobra [ties to Russian Mafiya]

DEFINING QUIRKS:

- rubs his jaw gingerly — Vint causes bone decay, and heavy users often lose their jawbones
- assumes that everyone else is just as ready to have fun
- carries several cellphones

INVESTIGATIVE ABILITIES: Criminology, Military Science, Traffic Analysis, Urban Survival

GENERAL ABILITIES: Driving 10, Explosive Devices 6, Network 6, Shooting 6

ALERTNESS MODIFIER: +1 [if drugged up], −2 [if strung out]

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO56



ART FORECASTER

NAME: Iulia Vãduva

POSSIBLE ROLE: Can drop hints or leads for things to come. Has a deep knowledge of art, artifacts, and antiquities and where they may be found. Can arrange contact with anyone connected to the art or design trade throughout Europe and abroad.

DESCRIPTION: mid-40s, or a well-preserved 50s, or maybe just one of those people who always looks pretty good for their age. Short, dark-haired and large-eyed, with perfect makeup and accessories.

INNOCENT: Iulia is a jet-setting consultant. Her business card says "Trend Forecaster," which means she gets paid lots of money by very large companies to advise them on what she thinks the next big thing is for their industry — and she's usually right. She is able to "go native" in almost any community and absorb the cultural currents of the moment, which means she can be placed into any significant setting the Agents are going to be exploring. She tends not to lie (too much) about what she does, though she's very close to the vest about whether she's actually working for anyone at the moment. She always seems to know the right people to talk with to move between borders, get out of trouble, or smooth other legal hassles, which makes her a valuable contact. She's big on quid pro quo deals, whether for services or information. She may take an interest in a character on a professional level (if they have connections to the arts, design, or manufacturing industries as their cover), or simply because she feels like they're a person of interest to the trend currents she's following at the moment. **Human Terrain, Tradecraft**, or **Streetwise** all reveal that she's not "of" the surrounding social landscape, and **High Society, Art History**, or **Negotiation** secures her assistance for the moment, depending on the subject matter. She is very difficult to **Intimidate. Flirting** might help, depending on the Agent's relative age and technique. She works with the Sculptor (p. 100) regularly; she probably also knows the Human Rights Activist (p. 118) through their shared Roma ancestry.

A 1-point **Research** spend indicates that an antiquities dealer also named Iulia Vãduva had galleries in Bucharest, Budapest, and Munich during the 1970s, curating an extensive personal collection of Eastern European artifacts and objects of religious interest, including Roma art, which she collected and showed considerably before the European vogue for "outsider" art took off. If asked about the coincidence, Iulia says "Art is very much in my blood," and doesn't provide any further details. (In a 1977 scenario, use this Iulia if you wish.) It takes a surprising amount of further digging (another 1-point spend) to find out that the 1970s Iulia is herself of Roma ancestry, born in Transylvania during the chaos of the war.

ASSET: Iulia was first tapped by Western intelligence (MI6, CIA, BND — whoever the Agents have a previous association or **Network** contact with) in the 1990s as an on-the-ground informant, and has since proved to be a fantastic local asset. Her legitimate family connections throughout the region give her an unexpectedly strong grasp on the currents of power, who's on the rise and who's about to fall, and her predictions are right more often than not. As she grew her cover career she's become more and more invaluable, to the degree that she's treated with reverential mysticism in some quarters. Those from the relevant agency will know that she's an asset (**Tradecraft**) and may possibly get her help through Network connections. She's had to resist being pulled into an agency as an operative (and has made a compelling case that immersion in that world would destroy her ability to read the cultural currents around her), but she's a mercenary at heart and is happy to take intelligence money in order to provide cover for the occasional operation. Thus, she has almost certainly done some consulting for Edom, even if she doesn't recognize the name or the operation.

MINION: Iulia was originally one of the Ruvari Szgany, a child of Dracula's original servants in Romania and Transylvania. As a young girl in 1940, she took up her legacy as a member of Dracula's circle, running messages — and later interference — between him and Antonescu's forces. When the Russian invasion's dust settled (and her Master, briefly, with it), she was left with nothing but the loss of her life's purpose, and turned to reclaiming, restoring, and preserving artifacts from Dracula's Castle and things associated with his activities throughout the region. Some of these artifacts had the effect of keeping her well preserved as the years went on.

By the late 1970s, she had built up quite the collection of valuable and historically significant objects, and used the influence this brought her to establish ties with museums, galleries, and curators throughout Europe. When Edom came calling, she recognized the agents for what they were. Whether as a servant of her re-awoken Master, or out of her own desire to preserve his secrets, she again ran interference and used her network of allies and sycophants to muddy the investigation. Perhaps she allowed herself to be recruited as an asset (as above) in order to do so, and has been playing an elaborate double-blind game ever since.

In the current day, she has capitalized on her extensive time spent observing the world from a safe distance to sell her services to fashion houses, design firms, and consultancies seeking to stay ahead of the curve on trends and the tastes of the public. Her uncanny ability to pinpoint the next big thing across so many different industries has netted her more connections and influence than she ever could have had squatting in Castle Dracula. She flits

through the halls of modern business like a ghost, unrestrained by national boundaries or allegiances. She brings everything she learns about humanity, their desires and fears, what they burn for and what they are prepared to leave behind, back to her Master.

She may be a full Renfield, but the needs of that position could actually make it harder for her to exercise her ability to read trends. The decision of Dracula to bring her more completely into the Conspiracy could be a trigger for her to seek help from the players; alternately, her abrupt disappearance from her current activities could set off shock waves in the mortal world that highlight the Conspiracy's actions.

ALTERNATE NAMES: Elena Ciobanu, Cristian Ionescu, Amelie Hervé

ALTERNATE DESCRIPTIONS:

- late 60s, severely coiffed, perfectly tailored couture
- mid-30s, trim build, soft eyes, well-kept mustaches
- early 40s, blonde wavy hair, prominent beauty mark

DEFINING QUIRKS:

- unblinking stare
- smiles at seemingly random places during conversation
- takes notes on everything in a little black notebook

INVESTIGATIVE ABILITIES: Architecture, Art History, Bullshit Detector, Flattery, High Society, Human Terrain, Languages (Czech, English, French, German, Hungarian, Italian, Japanese ("enough to read a contract"), Romany, Russian), Streetwise, Urban Survival

GENERAL ABILITIES: [second set of ratings is for asset or minion version of character] Cover 5, Network 10, Preparedness 4/12

ALERTNESS MODIFIER: +2, +1 [if innocent]

STEALTH MODIFIER: 0, −1 [if innocent]

DOSSIER REFERENCE: HO58, **HO84**



BLACK SITE INTERROGATOR

NAME AND "WORKNAME": Manuel "Cyclops" Echeverria

POSSIBLE ROLE: CIA hard-core contact, man who heard too much

DESCRIPTION: early 40s, medium height, shrapnel scar on forehead, olive complexion and black hair

INNOCENT: Echeverria joined the CIA right out of a foreign languages and literature major at Michigan State (his three older brothers had already joined the priesthood, Detroit police force, and Marines) and immediately went to work in the extraordinary rendition program of the 1990s. His peripatetic lifestyle became downright unmoored after 9/11, and he hasn't actually set foot in America for over a decade. He's a familiar face on virtually every US and NATO airbase, and in a startling number of foreign prisons.

He is an excellent interrogator, both in the "let's talk just you and me can I get you a halal meal" sense and the "they say waterboarding doesn't work but let's give it a whirl just this once" sense. He spent two years at the "Bright Light" site in Bucharest before it shut down in 2006 and still comes back to the Balkans every other tour, as the CIA chases the so-far phantom threat of "white al-Qaeda." His interrogations now mostly happen on a US Navy frigate stationed in the Med, which he feels is confining and unprofessional. Every so often, the SIE (p. 155), the Turks, or the Bulgarians call him in (with CIA approval) to "consult" on a case in their own prisons, a real tribute to his skills. If "Black Light" (p. 204) is still running (especially if the CIA is still running it), he knows about it and very much wants to be assigned there: "Bright Light" was a miserable hole, but it produced a huge amount of intel. Good CIA **Cover** and plausible **Bureaucracy** get him to tell the Agents what he knows about it, including his (fairly accurate) speculation about its location.

He's heard the rumors, and even some seemingly credible secondhand testimony, about shadowy monsters and clouds of red-eyed mist devouring al-Qaeda and IS cadres. He assumes it's just more psyops from the DIA or his own bosses in Langley, juicing the superstitious fear of djinn and *ghuls* in the target audience to soften them up.

ASSET: Echeverria has actually worked at "Black Light," and is midway through a mandatory six-month leave from that insanely stressful posting. They've got him at a desk somewhere in the embassy (Station Bucharest, p. 159) analyzing other people's interrogations, and he really wants to get back to it himself. He knows vampires exist, because he's seen them up close, holy water–boarding Renfields until steaming blood came out of their eyes. And he really, really hates them, with every fiber of his good Mexican-American Catholic soul.

If the CIA has its own vampire program, he's a resolute, willing part of it.

If Edom has penetrated the CIA, Echeverria is false-flagged (possibly reporting to the CIA Agent, p. 91; or Chief of Station, Bucharest, p. 109); he still believes he's a patriotic American cooperating with the Brits. He may have seen HMS *Proserpine* (p. 169) or Carfax (p. 185), and has definitely met some of their personnel.

If Edom has no connection to the CIA, then Oakes (p. 52) has impersonated a CIA "cowboy" (his American accent is perfect Maryland) and recruited Echeverria for a false-flag "code-word, off-the-books shindig" squeezing vampire interrogations in between his normal case load.

MINION: Echeverria went into a room one night and came out changed. The transference went the other way, and it was he who broke and reassembled himself around his ostensible captive. He now instinctively knows when to silence a too-talkative Renfield, or how to lead an interrogation into endless praise of "the Master" instead of toward actionable intel. In dreams (or in code phrases supplied by the low-level fledges he interrogates) he learns which chickenfeed or which barium meal to pass on to his superiors, all the better to conceal the real aims and extent of the Conspiracy. (An Agent with **Traffic Analysis** and the full records of "Black Light" can spend 2 **Interrogation** to pinpoint when Echeverria stopped producing anything useful.)

ALTERNATE NAMES AND "WORKNAMES": Daniel "Vulcan" Cohen, Maria "Carrie" Torres, Anthony "Eli" Monroe

ALTERNATE DESCRIPTIONS:

- early 50s, salt-and-pepper hair and beard, long fingers, trench coat, round John Lennon glasses [professor of Balkan and Near Eastern studies brought in to break down "ideologists"]
- mid-30s, lithe runner's body, good-looking and personable, black hair worn in a ponytail, aviator sunglasses [idealist, volunteered for the CIA on 9/12/01]
- late 40s, permanent empty smile, sandy hair, running a little to fat over muscle, jeans, Transylvania University Pioneers T-shirt [private contractor hired by the CIA until 2007, now freelancing for Romanian political parties, US multinationals, and the CIA on a single-job basis]

DEFINING QUIRKS:

- when people stop talking, cracks his knuckles
- lets a long silence happen before replying to questions or posing them
- brushes hair off of forehead

INVESTIGATIVE ABILITIES: Electronic Surveillance, Human Terrain, Interrogation, Languages (Arabic, Farsi, Pashtun, Romanian, Spanish, Turkish), Military Science, Tradecraft, Vampirology [asset or minion only]

GENERAL ABILITIES: Cover 10, Disguise 3, Hand-to-Hand 5, Mechanics 2, Medic 3, Network 15, Shooting 4, Shrink 3, Weapons 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO13, **HO23**

BND DEEP-COVER AGENT –

NAME: Hatice Peynirci

POSSIBLE ROLE: Ally in a bad place, expert on terror cells in Romania

DESCRIPTION: mid-20s, attractive, long dark hair bound in a headscarf, conservatively dressed, deliberately mumbles to disguise any trace of her accent

INNOCENT: Ever since the 1960s, Turks have been the single largest immigrant population in Germany. Close connections between the two countries coupled with the strength of the German economy means there's a steady stream of newcomers, both legal and illegal. The German foreign intelligence agency, the BND, fears that Islamic extremists might try to enter Germany via Turkey. Hatice Peynirci is a deep-cover officer among the Turkish population in Romania, working to identify agents of the Al-Qaeda in Rûm (p. 148) apparatus. She might show up if the player characters investigate terrorist elements in Romania, or she might come across some potential aspect of the Conspiracy like Leutner Fabrichen (p. 146) or the Human Trafficker (p. 118) and run into the Agents as they investigate the same node. (Or if the Agents screw up and get captured by the Conspiracy or some other group, Peynirci could show up as an undercover agent and help them escape.)

Under pressure, she behaves with stereotypical German efficiency. She's a female undercover agent infiltrating one of the most dangerous organizations in the world — she's pared her personality right down to the core, leaving no room for sentiment or hesitation.



As an ally (either purchased as a previous contact with **Network**, or convinced of their credentials with **Tradecraft**), Peynirci can ask her BND superiors for support, or introduce the Agents to other useful contacts like the Bucharest Street Cop (p. 108) or the Human Rights Activist (p. 118). She's also got a Safe House (p. 258) and a ratline back to Germany (via a nearby airport on a charter plane to Berlin). She also knows about the CIA's "Black Light" site (p. 204) but thinks it's just for al-Qaeda.

ASSET: Peynirci's BND, but she's also Edom, recruited in 2011 as part of their scheme to use Dracula as a weapon against Islamic extremism. She identifies targets for Edom's monsters, passing on names and photographs to her superiors (possibly the SRI Agent in Charge, p. 133), or Elvis (p. 50). **Human Terrain, Tradecraft**, or good old **Bullshit Detector** pegs her as an undercover operative.

MINION: Dracula (or one of his other vampires) was drawn to Peynrici's beauty and concealed intensity, and has begun to feed from her. She's unaware of this so far, putting her fatigue and anemia down to stress. The vampire might be able to steal her memories along with her blood, or transform her into a fledgling vampire and turn her loose on meddling player characters or Western intelligence for daring to meddle in the affairs of immortals.

ALTERNATE NAMES: Feriha Arap, Fatima Uzun, Muhammet Buruk

ALTERNATE DESCRIPTIONS:

- mid-30s, round-faced, short, impassioned speech
- early 30s, ex-military, missing left arm [wounded in action with the Bundeswehr, now poses as a bomb-maker]
- mid-20s, bearded, works out

DEFINING QUIRKS:

- always checks for exits
- very methodical
- swears in German when surprised

INVESTIGATIVE ABILITIES: Criminology, Human Terrain, Languages (Arabic, German, Kurdish, Turkish), Law, Traffic Analysis

GENERAL ABILITIES: Cover 8, Digital Intrusion 4, Disguise 6, Explosive Devices [bomb-maker cover only] 6, Hand-to-Hand 6, Preparedness 6, Weapons 4

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +1



BOOKSELLER

NAME: Rabia Koraltan

POSSIBLE ROLE: Academic expert, dealer in antiques

DESCRIPTION: early 50s, elegant, wears a hijab, half-moon glasses

INNOCENT: Koraltan runs an obscure bookshop down a winding side street. She inherited the business from her father, and he from his grandfather. The bookshop has scarcely changed from those days, even though the neighborhood around it may have altered beyond recognition. It remains a narrow maze of yellowed papers and books crammed onto high shelves. (The shop might be near the Grand Bazaar in Istanbul, or in Mosilor in Bucharest, or in Hackney in London).

While the shop hasn't changed outwardly, Rabia Koraltan has brought it into the 21st century by dealing in rare books and antiques online. She also contributes to various historical journals, and teaches night classes at the local community college. Her particular field of interest is Ottoman culture and folklore in the Balkans.

History or **Research** (or **Network**) points to Koraltan as a potential expert on Vlad Tepes and possibly Turkish vampire-fighting lore. **Flattery** or **History** spends get pointers to key sites in Romania that may be connected to the Dracula myth, as well as the suggestion to go visit the Medievalist (p. 122) or consult *Le Dragon Noir* (p. 273). If Koraltan's based in Bucharest, then she knows that vampires exist; if she's not living in Romania, she's much more skeptical about the supernatural. She might correspond online with the Human Rights Activist (p. 118) or the Dissident (p. 112), and become a target if either is eliminated by the Conspiracy.

A **Bullshit Detector** spend gives the correct impression that Koraltan is trustworthy *and* willing to defy convention — she'll shelter the Agents if they're on the run from the authorities or from the Conspiracy, assuming they haven't actually done something abhorrent. Her maze of a bookstore conceals a hidden cellar, which counts as a haven (***NBA***, p. 92). She also knows several useful criminal contacts, like the Smuggler (p. 131).

Hacking into her systems (**Digital Intrusion**, Difficulty 4, or physical access and a spot of **Data Recovery**) lets the Agents use **Accounting** to sift through her sales records (many through Sotheby's (p. 198)), and work out who's interested in Dracula-related books and relics. She also keeps notes on other booksellers who might have rare books or even unique volumes like Kate Reed's Diary (p. 271) or the *Makt Myrkranna* Correspondence (p. 275).

ASSET: Koraltan is a former operative for MIT. She took an extended leave of absence to take care of her ailing father — a leave that's gone on for more than twenty years now — but is still officially in their reserves, and may be activated if necessary. **Photography** spots that she's got a high-powered telephoto lens for a camera that she supposedly just uses for taking close-ups of items for online auction; **Human Terrain** or **Languages** picks up on bits of slang and a familiarity with foreign places that don't quite match with her public persona. If confronted, she'll contact the Turkish Agent (p. 136) for instructions. In this scenario, her cellar counts as a cache as well as a haven.

She may also be encountered by the Agents when MIT uses her little shop as a meeting place or cut-out; she might bid on vampire-related items at an auction, or be assigned to watch the Agents or a known Conspiracy agent.

MINION: Rabia Koraltan's great-grandfather was a vampire hunter for the Ottomans, a contemporary and correspondent of Arminius Vámbéry (p. 94). He managed to wound Dracula, and so the Count has taken revenge on the Koraltan family down through the generations. Her great-grandfather was murdered by the Count; so was her grandfather, and her father was forced to watch as Dracula turned Rabia into a creature of the night. Depending on when she shows up in your campaign, she might be a Renfield, a vampiric assign, a lamia, or even a full Bride. Either way, she's completely loyal to Dracula. She amuses herself by seeding false trails for other would-be vampire hunters and spies; as such, she's an ideal candidate to appear as a "Double Agent" (p. 19), the source of an "Intelligence Failure" (p. 19), or to set up "Marlowe Has Left the Building" (p. 20).

ALTERNATE NAMES: Nehri Murat, Abdullah Kazaz, Carmen Pirvu

ALTERNATE DESCRIPTIONS:

- early 20s, modest but casual clothing, braided hair, nervous [English student selling off her late father's book collection]
- mid-30s, intense, gestures with hands, always wears a *taqiyah* (skullcap) [young cleric in training with extensive historical library]

- mid-40s, matronly, peasant dress and headscarf, face flushed with shouted profanities [runs a junkshop that has pretensions at being an antique shop; Dracula scholarship articles are from her younger days before she became tired and cynical]

DEFINING QUIRKS:

- handles books with reverence
- prefers one-on-one conversation and picks an Agent to talk to
- always serves mint tea to guests

INVESTIGATIVE ABILITIES: Art History, History, Human Terrain, Occult Studies, Photography [ex-MIT only], Tradecraft [ex-MIT only], Urban Survival [ex-MIT only], Vampirology

GENERAL ABILITIES: [a supernatural version of the character has *at least* Aberrance 10, Hand-to-Hand 8, Health 10, Shooting 4, Weapons 6] Filch 2, Network 6, Sense Trouble 4, Shooting 6 [ex-MIT only], Shrink 4, Surveillance 8 [ex-MIT only]

ALERTNESS MODIFIER: +1, +3 [supernatural]

STEALTH MODIFIER: +0, +2 [supernatural]

DOSSIER REFERENCE: HO217

BUCHAREST PRIVATE DETECTIVE

NAME: Dominic Ruzic

POSSIBLE ROLE: Street-level contact in Romania, vampire victim

DESCRIPTION: mid-40s, always exhausted, long raincoat, steel-capped boots

INNOCENT: They call him "*Copoi*," "the Bloodhound." Ruzic's an ex-cop, now working as a private detective in Bucharest. He specializes in long-term missing persons cases — not by choice, but he developed a reputation for being able to find bodies, and now people seek him out. He's spent far too long going through declassified Securitate records, or searching the backwoods for unmarked graves — and those cases are better than the human trafficking ones. The Human Trafficker (p. 118) wants Ruzic dead; Ruzic's last partner quit after someone pushed an incendiary device through her sister's front door, so now he works alone.

Cop Talk or **Negotiation** and a few drinks get him talking about the Romanian underworld — he can identify the Human Trafficker (p. 118), the Arms Runner (p. 102), and the Bucharest Street Cop (p. 108). A **Reassurance** or **Vampirology** spend and stronger drinks get him to talk about the stranger missing persons cases . . . the bloodless corpses, the missing girls who never age, the nightmares that keep him from sleeping without a handful of pills.

Alternatively, the Agents might encounter Copoi while he's on a case. He's not a hero — he's more likely to shadow the Agents until he has enough blackmail material to screw them over or drop a hell of a lot of Heat on them, then get them to help him take down a human trafficking ring or break into secure SRI (p. 156) archives.

ASSET: Ruzic promises confidentiality and discretion. He's on the books for the SRI (p. 156), the SIE (p. 155), the German BND (p. 105), MI6 (p. 124), and the Russian FSB (p. 76). Oh, and the CIA (p. 109). If they need eyes on the street and don't have one of their own assets in place, they call Ruzic. He's scrupulously honest for a secret agent — when he's on, say, the CIA's dime, then he won't spy for anyone else, and doesn't talk about his assignments. He knows, though, that it's a dangerous game to serve so many masters. He's walking a self-destructive path, and it's only a matter of time before someone decides that he's too risky to continue as an asset.

Tradecraft remembers Ruzic's name in the files of whatever agency an Agent used to work for; **Assess Honesty** picks up on his curious code of personal honor. If convinced to talk (**Intimidation** and a serious threat), then he can identify representatives of all those alphabet-soup agencies in Bucharest — like the Chief of Station, Bucharest (p. 109), or the BND Deep-Cover Agent (p. 105 — and the BND doesn't know he knows about her), maybe even the Black Site Interrogator (p. 104).

MINION: Ruzic's reputation as a skip tracer makes him valuable to the Conspiracy. He takes money from the family of some vanished girl to find her, and then he takes more money from the vampires who murdered her not to find her. He can



string clients out for years, keeping them from going to the legitimate authorities. "If you go to the police, you'll never see your daughter again," he tells them, "just give me more time. And more money." If threatened, he'll run to his Conspiracy handler for help (probably the Human Trafficker, p. 118, or the SRI Agent in Charge, p. 133). Keeping track of Ruzic with **Traffic Analysis** or **Human Terrain** lets the Agents build up a map of this part of the Conspiracy — and talking to his "clients" with **Cop Talk** or **Reassurance** gets the Agents information about several unreported murders perpetrated by vampires.

ALTERNATE NAMES: Kurt Kielgass, Pedrag Simic, Jim Staines

ALTERNATE DESCRIPTIONS:

- mid-30s, whippet-thin, shaved head, leather jacket [muscle for hire with a sideline in unlicensed detective work]
- mid-50s, heavyset, balding, cheap suit [ex-gangster trying to go straight]
- mid-40s, crooked grin, broken nose, acts like he's everybody's friend [muckraking stringer for the Tabloid Journalist, p. 134]

DEFINING QUIRKS:

- wears reading glasses, which he carefully puts away in a toughened case just before he kicks the shit out of you
- not a morning person
- keeps notes in a battered police notebook

INVESTIGATIVE ABILITIES: Criminology, Notice, Streetwise
GENERAL ABILITIES: Conceal 4, Driving 6, Hand-to-Hand 6, Infiltration 4, Surveillance 6, Weapons 4
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +1



BUCHAREST STREET COP —

NAME: János Tugurlan

POSSIBLE ROLE: Informant, nemesis on the streets of Bucharest, replacement player character

DESCRIPTION: mid-30s but looks younger, crew cut, wears faded denim jacket with fur collar and tight jeans, always keeps hands free of encumbrance

INNOCENT: Tugurlan's the one honest cop in Bucharest. He's a former soldier, and turned down a job with the SIE to become a street cop. This career choice didn't win him any friends — most of his fellow police think of him as a troublemaking hotshot, his superiors consider him unreliable and dangerous, and you don't reject the clandestine world without making a few enemies. He's driven, resourceful, and willing to buck the system, which may make him an ideal ally or a nemesis for the Agents.

If they cause trouble in his city by generating more than 3 Heat in a single scene, or more than 5 Heat in a single mission, then he'll lead the hunt to take them down (or run his own more successful investigation parallel to any stultified official operation). Alternatively, he might temporarily ally with the Agents to take down a corrupt police chief, Mafiya boss, or other untouchable criminal (or a vampire — Tugurlan doesn't believe in the supernatural at the start of the campaign, but the Agents may change that).

Cop Talk gets his cooperation on official matters, but if the Agents want anything more from him, the best approach is honesty.

ASSET: You never get all the way out. Tugurlan walked away from the SIE, but he still owes them a few favors. They sometimes help him out with criminal investigations, arranging off-the-books phone taps or loaning him equipment, and in exchange he does the occasional domestic side job for them. Tugurlan's too tightly wound and controlled for **Bullshit Detector** to pick up on much, but the player character can tell that something's up. Shadowing or bugging Tugurlan confirms he's selling the Agents out to the SIE (or whoever's using the SIE as a cut-out).

MINION: Different people respond to the Master's presence in different ways. Renfield ate flies and counted up their little lives; Turgulan beats up foreigners, especially Turks, like he's trying to defend his home city from invaders. Sometimes, he goes too far and has to hide a body or two; sometimes, he has no idea why he's targeting a particular victim, but a man has to trust his instincts, right? He just *knows* that he has to stalk and arrest — or maybe murder — the player characters. He's unaware that he is nothing more than Dracula's instrument. **Vampirology** or **Shrink** spots his odd behavior.

If you go with this option, then Turgulan might be merely under Dracula's influence, in which care he has to make do with the abilities noted below, or he might be a full-fledged blood-drinking Renfield, giving him another 12 points of abilities and the powers noted on page 152 of ***Night's Black Agents***.

ALTERNATE NAMES: Natasa Dobra, Felix Buscan, Teodor Dragomir

ALTERNATE DESCRIPTIONS:

- early 30s, tough, brusque, French accent [parents fled Romania in 1980s; grew up in France; Interpol contacts]
- late 40s, unkempt, smokes too much, always has a book to hand [veteran but still not cynical police detective, replace Athletics, Hand-to-Hand, Shooting, and Weapons with Network and Preparedness]
- late 50s, expensively dressed, precise speech, black gloves [ex-Securitate interrogator, now trying to redeem himself; General abilities reflect the special forces he can call on through old contacts]

DEFINING QUIRKS:

- protects noncombatants in a fight, even if that puts him at risk
- always, always armed
- deliberately avoids routines and predictable routes

INVESTIGATIVE ABILITIES: Criminology, Electronic Surveillance, Military Science, Notice, Tradecraft, Urban Survival
GENERAL ABILITIES: Athletics 8, Driving 6, Hand-to-Hand 10, Shooting 8, Surveillance 8, Weapons 6
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO131

BUREAUCRAT —

NAME: Natalia Barbulescu

POSSIBLE ROLE: Romanian political and economic fixer

DESCRIPTION: mid-50s, carefully coiffed helmet of brass-blonde hair, neatly creased pastel pants suit, harlequin spectacles worn without a trace of irony

INNOCENT: Natalia Barbulescu (at that time Natalia Codreanu) was a young, ambitious bureaucrat in the Ministry when the 1989 revolution happened and nearly wrecked everything. Fortunately, she had long made a habit of cultivating all manner of unlikely connections in out-of-the-way corners of the Romanian government, and she managed to fall upward when the Ministry was reformed once and for all in 1990, 1994, and 2005. Her gift for precisely calibrated phony sincerity and her mostly male compatriots' sexist idiocy combined to always leave her holding the knife handle, or the extra favor.



She married a member of Parliament, Ion Barbulescu, shortly before the 2005 reforms and saw her career rocket to ever more secure and well-connected heights. Her tears at his 2011 funeral were the highlight of the TVR coverage; when she turned down a full ministerial position that year everyone understood that her grief and her belief in the important work he did was too real to let her take a symbolic job. Instead, she took the less-glamorous position of permanent assistant deputy, and has served there with dedication and somewhat terrifying political skill ever since.

No wheel turns, no memo is forwarded, no career is reviewed, without Barbulescu knowing it. If she withholds her imprimatur, the program is dead; if she makes a phone call, the job-seeker is promoted. She is who every **Bureaucracy** spend points to: the permanent, powerful center of the red-tape web that holds the ministry together. She wants nothing, of course; it is only her job to help you with your task — but sadly these forms cannot be filled out without approval from those fools in … well, you didn't come here to hear about her problems with fools. But if something were done about them, then they would have to approve, wouldn't they? She deals in favors obliquely expressed but empirically counted up: Agents who bring her dirt on the SRI, SIE, or any other powerful ministry have her precisely calibrated and fully sincere attention.

Attach Barbulescu to whichever ministry or service of the Romanian Government (p. 151) the Agents deal with most often. She has contacts in every governmental or quasi-governmental outfit in Romania (including Heal the Children and NIEP, pp. 150 and 151), although she deals with the mafias (p. 157) at a remove through her Politia Româna or Jandarmeria acquaintances.

ASSET: She is one of the prized MI6 lifers installed in the Romanian civil service during the last flurry of the Cold War. (The files in Ring (p. 172) or elsewhere on the 1940 operation list her grandfather Mihnea Codreanu as an asset emplaced in the University of Bucharest.) Edom co-opted her file from MI6 when they resumed active dealings with Dracula in 2005, and well-timed GCHQ email taps and information drops keep her bureaucratic rivals prostrate.

MINION: One doesn't really have to explain how Dracula co-opts a Romanian government official. Investigating Ion Barbulescu's death turns up a number of suspicious circumstances pointing to either Ruvari Szgani or actual vampiric involvement. Sadly, revealing this to Natalia doesn't flip her — it was her idea in the first place. She can't be flipped short of engineering a major revolution in Romania.

ALTERNATE NAMES: Simona Morosanu, Neculai Vântu [male], Marica Stoica

ALTERNATE DESCRIPTIONS:

- mid-40s, distracted look, pencil stuck into her teetering bun of black hair, sloppy lipstick, washed-out complexion
- early 60s, shapeless cardigan and twill trousers, unlit cigarette in corner of frowning mouth, bifocals, obvious toupee
- early 50s, steely glint to eyes, short-cropped gray hair, nails trimmed to the quick, cheap black blazer and miniskirt

DEFINING QUIRKS:

- taps pen or pencil on the table
- purses lips
- adjusts hair or glasses with both hands

INVESTIGATIVE ABILITIES: Accounting, Bureaucracy, Languages (English, German, Russian), Law, Research

GENERAL ABILITIES: none in particular

ALERTNESS MODIFIER: +0 (+1 for social cues only)

STEALTH MODIFIER: −1



CHIEF OF STATION, BUCHAREST

NAME: Joshua "Josh" McKinney

POSSIBLE ROLE: CIA or other agency Network contact, former patron for an Agent, implacable pursuer

DESCRIPTION: mid-40s, wavy brown hair, strong chin, wears London-cut suits well

INNOCENT: Operating under official cover as the senior commercial officer at the US Embassy compound in Bucharest, McKinney spends most of his time dealing with his SIE (p. 155) counterparts on War on Terror and drug-smuggling topics, and occasionally poking his nose into the various US military operations in Romania. Every so often, he hits a corporate reception for some American bank, oil company, or entertainment conglomerate and makes noises about "the importance of trade to our countries' friendship." He does make time to go glad-hand producers and other financiers when Hollywood films shoot in Romania, perhaps because Hollywood budgets are even easier to launder CIA black cash through than drug smugglers are, and also he might get to meet Nicolas Cage.

He takes his intelligence work more seriously than he does his commercial

liaising, although the difference between the two is sometimes fuzzy in his mind. Certainly the Petroleum Executive (p. 127) and he play golf whenever they're in the same city, and you can learn a lot about the situation on the ground by talking to those guys. "I find out more from companies than I ever do from the Company," he tells them. That said, he knows that terrorists and Russians (and the Chinese, maybe) are his ticket out of here to a better posting, and he has no intention of going back to the third world now that he's (barely) made it to Europe. So if a lead crosses his vision (such as a bunch of burned spies setting off bombs in Bucharest), he puts everything he's got on it, and with a $150 million black budget, a fleet of UAVs, and the full and eager cooperation of the SIE, "everything he's got" is a lot. He's lazy, not truly incompetent, and if it could mean a posting in Berlin or Paris next, he's not even lazy.

Adapt or adjust this description to suit the Bucharest station chief for any outside intelligence agency.

ASSET: If the CIA is running its own vampire program, McKinney may not be cleared to know about it: it's more likely run out of the CIA Agent's (p. 91) shop. But if he does find out about it, he protects it like he would any other piece of Company turf: as if his own promotion were on the line.

Edom is also unlikely to co-opt an allied station chief; their tenure is too short. If Edom thinks the situation in Romania is critical, it might maneuver MI6 into putting an Edom asset into Bucharest as station chief, but they still leave operational control to Hound, Elvis, or another Duke (p. 50). The same holds for the BND and any German vampire program still operating.

If the Russian FSB is running their own vampire program, the SVR or GRU chief won't know about it, and won't be at all happy to hear about it.

All that said, if the station chief *is* an Edom (or other vampire program) friendly, a judicious 1-point spend of **Tradecraft, Bureaucracy**, or Investigative **Network** notices the "do not ask" effect around crucial topics; from the nature of the brush-off, experienced Agents can deduce that the station as a whole is protecting a need-to-know operation.

Other station chiefs, of course, might be maneuvered into poking at a rival service's vampire program. This depends on the Agents' approach — with the CIA and MI6, old-boy **Network** contacts or **High Society** recommendations are the key; the Germans require hard proof in triplicate, proper channels (**Bureaucracy**), and lots of **Negotiation**; the Russians appreciate the personal approach: **Flirting, Negotiated** bribes, and **Streetwise** (through the Mafiya) are all strong plays.

MINION: If the Conspiracy has its fangs in the Embassy, it is more likely to use the Romanian nationals on the "commercial staff" inside. At a crucial point, one of those minions can drop vampire saliva or a drop of Dracula's blood into the chief's bourbon and Coke and let Dracula reel in another influential friend when the time is right. Such as when the Agents surface within range of a Predator drone.

ALTERNATE NAMES: Anne Chen, Ryan Harmon, Lou Mangiotti; *or* Charles St. Clair [MI6], Ulrike Kaegi [BND], Trofim Plekhanov [GRU or SVR]

ALTERNATE DESCRIPTIONS:

- early 40s, short curly blond hair, very expensive Italian shoes, Prada or Ermenegildo Zegna ensemble, moves and build of a tennis pro [obviously treats Bucharest as a way station, aiming socially and politically at a more glamorous posting, won't rock the boat locally]
- mid-30s, shiny black hair, glasses, self-effacing manner, tweed coat over good Hong Kong–cut clothes [wunderkind sent to Romania to cool off or as a Hail Mary play to break the situation open, left to own devices]
- late 50s, graying hair growing a little long, off-the-rack Brooks Brothers suit and ugly striped tie, bearlike arms and posture, always seems a little out of breath [on career downslope, resents the idiots back home and ignores them]

DEFINING QUIRKS:

- easy frat-boy grin
- uses sports metaphors all the fucking time
- every so often points his finger right at you and looks seriously like a guy who signed up to kill people for the best goddamned country on earth because that is exactly what he did

INVESTIGATIVE ABILITIES: High Society, Human Terrain, Languages (Romanian, Spanish), Law

GENERAL ABILITIES: Athletics 8, Cover 3, Driving 5, Network 10, Shooting 4

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0



CHINESE AGENT

NAME: Lei Dongfang ("John Lei")

POSSIBLE ROLE: China connection, turnable asset, fake third party

DESCRIPTION: mid-30s, running to plumpness, deliberately cheap suit and accessories

INNOCENT: Lei is an agent of China's Ministry of State Security, stuck in the relative backwater of Eastern Europe, where his role mainly involves monitoring Russian and Western energy interests and liaising with Chinese scientists involved in technical espionage. An indifferent operative at best, he has a degree in geological engineering from China University of Petroleum in Beijing, but no real personal interest in the subject; his chief hobbies are women (he's an easy mark for **Flirting**), motorbikes, and drinking. He doesn't speak the local language, but has passable English, and almost certainly knows the Petroleum Executive (p. 127) well.

Lei's original ambition was to be transferred to the US, but the fall of China's security and energy chief, Zhou Yongkang, in 2014 has left Lei completely isolated politically; his political patrons have already been swept up in the purge and the MSS itself is on the outs. He is desperately looking for a way out, whether that's in lunatic rumors of "telluric power" or in the patronage of a Western security agency that doesn't realize how little he actually knows about anything. Any older photo shows him in a far nicer suit, with a then new iPhone 4 and a Rolex, now ditched as part of the Chinese austerity drive. (A 1-point spend of either **Human Terrain** or **Tradecraft** lets Agents draw the conclusion that Lei has been left in the cold.)

ASSET: Lei is smarter and cannier; he saw the political winds in 2012 and reached out to MI6, for whom he has been a competent double ever since. Unwittingly, he acts chiefly for Edom, and is run by either Elvis or Hound (p. 51). Edom uses him as a false third party, offering a supposedly safe haven to those who have no reason to trust anybody in Europe. He is likely to present himself as interested, neutral, and with copious funds at his disposal to the PCs, claiming to represent a MSS interest in the Dracula Project.

MINION: Lei serves a jin-gui (p. 68), one of Dracula's Chinese spawn who survived the Maoist purges and ensconced itself in Hong Kong. Lei is the grandson of a Maoist revolutionary who burned down the jin-gui's mansion in 1951, and Lei's master took particular pleasure in reducing the scion of his enemy's line to a crawling, blood-addled fool during an ill-timed visit to the islands. Lei believes his master to be the most powerful vampire in existence; if shown that there are worse beings in the world, he may be completely broken or find new strength to resist.

ALTERNATE NAMES: Hua Youguang, Ho Kwok-Cheung [Cantonese], Li Bao/Borjigin [ethnically Mongolian]

ALTERNATE DESCRIPTIONS:

- mid-20s, handsome, carefully groomed stubble, models self on HK movie "bad boys"
- late 60s, heavily dyed hair and worn face, long-term survivor of internal purges [served in Romania during Ceausescu's 1970s flirtation with Beijing, may be friends/rivals with the Retired KGB Agent (p. 97), or alternative to his role as outside observer]
- mid-30s, ethnically Turkic, extremely tall, can easily pass for Russian or Central Asian [promoted through ethnic minority program and permanently stuck at current level, resentful about it]

DEFINING QUIRKS:

- insists on covering bill even when he can't afford it
- talented amateur opera singer and member of local glee club
- high-functioning alcoholic (**Diagnosis** or **Shrink** sees signs)

INVESTIGATIVE ABILITIES: Interrogation, Negotiation, Tradecraft
GENERAL ABILITIES: Conceal 8, Gambling 4, Surveillance 6
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO14

DIFC TASKER

NAME: Gavin Parton

POSSIBLE ROLE: Well-placed contact within British intelligence; possible candidate for "Hopkins"

DESCRIPTION: Mid-30s, pale, speaks quickly and precisely, phone buzzes with a constant stream of notifications.

INNOCENT: The DIFC is the Defence Intelligence Fusion Centre, a small agency within the constellation of the British spookshows run jointly with the Royal Air Force. The DIFC used to be the DGIFC, the *G* standing for "geospatial," but these days satellite images and drone photos are considered a bit crude, and the boffins here are into sexier concepts like MASINT (Measurement and Signature Intelligence — tracing targets by tagging their phone). The DIFC provides briefings and "intelligence fusion" analysis to a variety of customers, including MI5 and MI6. They're small but exceedingly well placed to have a finger in every pie, or an ear against every door.

Gavin Parton is a flight lieutenant in the RAF. By day, he manages a



room full of civilian analysts within the DIFC, which makes a change from flying drones in Afghanistan. He's secretly gay, and his boyfriend Alistair Lewes is a writer and historian living in Cambridge (a former student of the Balkan Specialist, p. 91; a possible colleague of J. Q. Harker, p. 43).

As a Network contact (or blackmailed with **Intimidation**, or convinced of the threat of the Conspiracy with compelling evidence), he can trace a suspect's mobile phone anywhere in the world, identify three nodes (not necessarily contiguous) in the Conspyramid, or correlate satellite photos of ruins with anomalous geological activity to pin down potential locations for Castle Dracula (p. 207). He may have worked with the GCHQ Romania Desk Analyst (p. 115) and her MI6 counterpart (p. 124), and knows the Seismologist (p. 100) by reputation. He regularly briefs Lord Godalming (p. 43) and the CIA Agent (p. 91) on defense intelligence fusion reports. He has files on the Syrian General (p. 133) and anyone known to be connected to AQIR (p. 148).

AS "HOPKINS": The geospatial database used by the Retired MI6 Computer Boffin (p. 99) is now under DIFC control, so when a 2011 earthquake tripped the monitoring program, Parton intercepted the alert and discovered the archived copy of the Dracula Dossier. Believing the Dossier to be an elaborate hoax, he gave it to Alistair; it was only when he started cross-referencing

Alistair's discoveries in the dossier with certain covert operations in the Middle East and the Balkans that Parton realised that the document might be genuine. Together, he and Alistair created the "Hopkins" cover identity.

He might contact the Agents after Alistair vanishes (did Edom grab him and drag him off to Carfax (p. 185) or "Black Light" (p. 204), or did the Conspiracy get to him first?). Alternatively, maybe he tries to protect Alistair by passing the Dossier on to the Agents, and Alistair and Parton can show up later in the campaign.

ASSET: Parton is part of Edom, reporting to Osprey (p. 52). His reports help determine Dracula's next target; **Traffic Analysis** possibly coupled with **Tradecraft** or **Data Recovery** lets the Agents work out how Edom's picking victims for its supernatural assassins. They can then force Parton (with **Intimidation**) to massage the fusion report and send Dracula into a trap, or else use **Digital Intrusion / Photography / TrafficAnalysis** and/or **Forgery** spends to falsify data that can fool Parton's analysts to the same effect.

If Parton is assigned the task of hunting the Agents (as part of a "Surveillance State" response, p. 22), then he tracks them no matter where they go using all the resources of the DIFC. Heat reductions for changing jurisdictions drop by 1: e.g., the Agents lose only 1 Heat for changing country within Europe (***NBA***, p. 89). Capturing one of their pursuers and using **Interrogation** gets Parton's name, so the Agents can turn the tables on their hunter.

Parton is on Edom's files as a potential candidate for a Dukedom; if the Agents kill or retire an existing Duke (especially Osprey, Oakes, or Tyler), Parton gets tapped as a replacement.

MINION: Parton is the descendant of Sir Robert Parton (**HO114**); his family has served Dracula since 1894 as part of the vampire's stay-behind network. Gavin Parton's role in the Conspiracy is to fool Edom into doing exactly what Dracula wants them to do — he sexes up dossiers to prove there's a terrorist cell in, say, Tokat Castle (p. 250), so Edom moves heaven and earth to bring Dracula there secretly. As above, **Traffic Analysis** and access to secret intelligence briefings lets the Agents work out where the bad intel is coming from. Optionally, he may be under orders to let himself be turned by the CIA or another intelligence agency, so Dracula can spread his evil to another country.

If threatened, he falls back to a family home in the countryside — either to await contact with his superior in the Conspiracy, or to release some supernatural horror from its Sealed Coffin (p. 278).

ALTERNATE NAMES: Dave Lai, Jane Holland, Patrick Boswell

ALTERNATE DESCRIPTIONS:

- mid-20s, half-Chinese, technically brilliant [ghost in the Net]
- mid-40s, military bearing [former fighter pilot, saw strange things in the clouds over the mountains during war games in Romania]
- mid-50s, balding, old Etonian [standing in the next general election and eager to avoid scandal]

DEFINING QUIRKS:

- glasses always reflect glow of several screens
- disturbingly intense in conversation, never makes small talk
- drums fingers when nervous or thinking deeply

INVESTIGATIVE ABILITIES: Data Recovery, Military Science, Photography, Traffic Analysis

GENERAL ABILITIES: Digital Intrusion 6, Preparedness 4, Surveillance 6

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DOSSIER REFERENCE: **HO38**, HO99, HO234

DISSIDENT

NAME: Daniela Istok

POSSIBLE ROLE: Unlikely ally, unexpected problem in need of rescuing

DESCRIPTION: mid-20s, rounded face concealed by an oversized hooded sweatshirt, speaks quickly, ragged fingernails

INNOCENT: Istok's a fervent opponent of whatever you need her to fervently oppose — human trafficking, police brutality, heroin dealers, political corruption, radical Islam, the oil industry. Her activism used to be



limited to protests and organizing the opposition, but she's decided that now is the time for direct and, if necessary, violent action. She might try to acquire weapons or explosives, or inside information about her foes, either of which might bring her into contact with the Agents. Use her as a human incendiary device if needs be — she might inadvertently disrupt an operation planned by the Agents (say, by throwing a brick through the window of the SRI office just as the PCs are listening in with a laser microphone) or get in over her head and need to be rescued (she tries firebombing a heroin dealer's house, only to discover it's actually a vampire lair).

She's got friends and contacts all over Europe's underground, and has already gathered considerable information about whoever opposes her cause. Engage her with **Streetwise**; use **Human Terrain** to demonstrate an understanding of the terrible injustices that she fights against.

ASSET: Istok's got the secret backing of some other party who has its own reasons for supporting her crusade. If she's agitating against oil and mineral exploration in the Carpathians, it's because the vampires don't want drilling in their ancestral estates. If she's fighting to get the heroin trade shut down, it's because the Drug Boss (p. 113) is using her to get rid of the competition. If she's trying to bring down Romanian intelligence, it's because Edom is backing her through a cut-out and trying to neutralize one of Dracula's assets.

Istok knows that she's made a deal with the devil, but can't break free. A careful, methodical **Negotiation** can convince her to switch sides, but the Agents must then extract her from the enemy's clutches — and there's always the possibility that she's being used as bait.

MINION: Istok's role in the Conspiracy is to prepare the ground for upheaval and chaos. When the Conspiracy needs a distraction, she can provide it. Need to smuggle fifty boxes of earth out of Varna port? Istok can provoke a riot in the center of Varna, drawing attention away from the Conspiracy's activities. Need to murder a foreign government official? Istok can draw him to Romania for a meeting with her group. She's gifted with almost supernatural powers of persuasion — a natural blessing, a blasphemous endowment from Dracula, access to a copy of *Le Dragon Noir* (p. 273), or maybe she's really a lamia or dhampir?

ALTERNATE NAMES: Anton Bojin, Maria Camitru, Ioan Cardei

ALTERNATE DESCRIPTIONS:

- mid-40s, burly, wild hair, tattoos [ex-criminal turned politician, still has underworld contacts]
- mid-30s, heavyset, elegantly dressed, carries a laptop [crusading journalist]
- mid-70s, frail, softly spoken, scarred [writer and political philosopher imprisoned and tortured under Communist regime]

DEFINING QUIRKS:

- unable to sit still
- always interrupted by phone calls
- drags every conversation back to whatever she's dissenting against

INVESTIGATIVE ABILITIES: History, Human Terrain, Law, Research

GENERAL ABILITIES: Network 10, Sense Trouble 6

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: VS226

DRUG BOSS

NAME: Cemal Gusa

POSSIBLE ROLE: Heroin smuggler or drug pusher; al-Qaeda in Rûm (AQIR) associate

DESCRIPTION: mid-20s, shaved head, goatee, thin glasses

INNOCENT: (Innocent-ish, really.) Gusa's a Turkish-born holder of a Turkmenistan passport (and several other less-officially issued ones), a major link in the chain that connects the poppy fields of Afghanistan with the heroin dealers of Western Europe. He believes that the West is utterly corrupt and sinful, and that hastening its end is moral and just. He would never touch the vile drugs he sells to the secular, hedonistic, fallen addicts of Europe, and expects his inner circle of smugglers and enforcers to be equally ascetic. Few of them live up to Gusa's standards, so he has to keep a close eye on all parts of the distribution chain, from Afghanistan to Turkmenistan to Azerbaijan to Armenia to Turkey, then across to Romania and from there into Europe. He has family in Galati (p. 217), but only visits them when the stress of his constant troubleshooting and management of the drug trade threatens to overwhelm him.

As he's not directly involved in any one aspect of the drug trade, it takes **Criminology** or **Traffic Analysis** to pin him down as the guy behind the entire operation. He can be questioned with **Negotiation** — he wants to stop whatever's killing his associates.

He works with the Smuggler (p. 131) and the Arms Runner (p. 102) on occasion; the Bucharest police know him by reputation, but haven't managed to catch up yet. He saw the CIA Agent (p. 91) in Afghanistan, and knows she's an American spy. He can turn up in England or Romania on business. If the Agents take out one of his allies, either in AQIR or the heroin trade, then Gusa might take it personally and go looking for vengeance.

ASSET: Gusa might be Edom's man in AQIR, in which case he reports to Elvis (p. 50) in Romania, and to Oakes (p. 52) in the UK, although Oakes usually hands the job over to Nails (p. 52) or Hound (p. 51).

Alternatively, he's been flipped by the BND (and his contact is the BND Deep-



Cover Agent (p. 105)), or the CIA (reporting to the CIA Agent in London, p. 91) or maybe even the Romanian Police (p. 130). In any of those cases, he's sufficiently valuable as an asset to warrant protection — if the Agents go after him, then his handler takes steps to protect Gusa. He'll sell out his handler to protect himself if necessary, or if he thinks that he can use the Agents to get out from under his handler's control. **Bullshit Detector** sees the wheels turning as he weighs the odds.

MINION: Dracula (or one of the Brides) fed from him, and it's driven him to the brink of madness. He's going full Renfield — he is even more violent than he used to be, is extremely paranoid, and believes that he can consume the souls of those he kills. Spreading rumors to some of his associates with **Streetwise** isolates Gusa and lets the Agents capture and interrogate him without having to take on all of al-Qaeda in Rûm.

ALTERNATE NAMES: Massoud Karim [Afghan], Sergei Abdullayev [Azerbaijani], Suleyman Gurbani [Turkmenistani]

ALTERNATE DESCRIPTIONS:

- mid-30s, thick build, mirrored sunglasses, three-day beard
- about 40, tall and imposing, enormous hands, neatly trimmed mustache
- early 30s, wiry, thick but short-cropped beard, horn-rimmed glasses

DEFINING QUIRKS:

- avoids giving firm answers
- avid cricket fan
- instantly lecherous when drunk

INVESTIGATIVE ABILITIES: Criminology, Human Terrain, Military Science, Notice, Pharmacy
GENERAL ABILITIES: Athletics 8, Conceal 6, Network 10, Shooting 10, Weapons 6
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +1

DOSSIER REFERENCE: **HO56**, HO149



ENIGMATIC MONSIGNOR –

NAME: Tristano Luria
POSSIBLE ROLE: Vatican vampire hunter
DESCRIPTION: mid-60s; narrow face with a prominent nose and dark, deep set eyes; ruffled black hair swept back loosely; clerical garb
INNOCENT: Tristano Luria studied as an exorcist with the International Association of Exorcists set up by Father Gabriele Amorth in the 1990s. While the scriptures reference the acts of exorcism practiced by Jesus, the apostles, and the seventy-two disciples, the practice existed at best as a vague and oft-avoided facet of holy disciplines. Exorcists performed their rites upon those who visited them, rather than seeking the possessed out at the source. Amorth looked to change that, turning the IAE into a more outward-facing organization. Under his charge, master exorcists would engage in proactive fieldwork, traveling the world in pursuit of their just cause.

Matthew 10:1 reminds us that God gave the disciples "authority over unclean spirits, to cast them out, and to heal every disease and every infirmity." Luria sees "unclean spirits" as a very real and dangerous corruption. With Amorth's approval, Luria formed the Society of St. Lazarus of Bethany, and in this he pursued both study and action in the combat of mortal corruption.

In his papers, Luria associates and conflates corruption of both body and soul. As Amorth gives considerable weight to the proper maintenance of faith through acts of devotion and confession, Luria espouses a regime of purging and purification. **Occult Studies** or **Fringe Science** makes some sense of the chemicals and purgatives Luria recommends to clear blood and soul of their "infestation." A kindly Director might even allow the Luria Formula to serve as a purgative against Renfields or those tainted by vampire bites. Of course, the formula is harsh and the dosages required against vampire corruption are actively toxic (treat the formula as weaponized anthrax; ***NBA***, p. 81; all damage requires hospital care and cannot be treated with Medic). Regardless of the true state of affairs, Luria considers vampirism to be demonic possession, full stop.

Vampirology or **Reassurance** (or just buying the drinks) gets Luria to reminiscence about his apprenticeship to a master exorcist, particularly with reference to those demoniacs who confounded simple classification or cure. Hence the drinking.

In his cups, Luria advocates the theory of the Omega Point as intrinsic to understanding exorcism. The Omega Point is a singularity wherein lies the transcendence of understanding, science, and religion, extolled upon by theologian Teilhard de Chardin. Scientific principles help interpret the Holy Scriptures, and refine understanding of the concepts and potentials of exorcism. This may make some sense to readers of *Le Dragon Noir*, or to students of telluric forces.

ASSET: Luria is an Edom-funded agent at the heart of the Vatican. He sows seeds of misinformation and propaganda to direct and obstruct the activities of both the Vatican and the Conspiracy, while feeding back useful information to his masters. Edom acquired Luria's cooperation while he worked the Gordion excavations in Turkey, following the earthquake at Erzurum in 1983. Edom offered key intelligence that backed his theories and gave him reason to trust that their goals and intent ran in parallel with his own. A 1-point spend of **Bullshit Detector** determines that Luria's open drunkenness is for show: his moments of conspiratorial confidence come across as all the more natural and accidental.

MINION: Luria's dogged determination to prove the essential link between science and religion in exorcising demoniacs led to his self-afflicted infection. He's tense, hungry, and strung out, addicted to a cocktail of Valium, serotonin, and clozapine in an attempt to moderate and suppress his incredibly violent mood swings (**Pharmacy** and **Shrink** diagnose his condition). This leaves him an open book to vampiric influence and mind control, but he discounts periods of memory loss as a side effect of his medication. He is thus an unconscious minion of Dracula, and may think himself a dedicated servant of the Vatican or of Edom while awake.

ALTERNATE NAMES: Ghigo Fratelli, Angelina Cucina [nun], Cesare Rinaldi
ALTERNATE DESCRIPTIONS:

- late 60s, heavy frown lines, weathered skin, ponderously methodical
- late 50s, blonde short-cut hair, delicate build, pale tissue-thin skin
- mid-70s, ruddy cheeked, poor comb-over, hard bridge pince-nez

DEFINING QUIRKS:

- unconsciously rubs chin while listening
- gazes above head level while speaking with people or in public
- drinks from flask, wineglass, whatever's handy

INVESTIGATIVE ABILITIES: Archaeology, Art History, Bureaucracy, Human Terrain, Languages (Aramaic, English, Hebrew, Koine Greek, Latin, Polish), Outdoor Survival, Photography, Research
GENERAL ABILITIES: Athletics 6, Infiltration 3, Preparedness 8, Weapons 2
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO17



EX-IRA INFORMANT

NAME: Thomas Deegan

POSSIBLE ROLE: Arms or explosives supplier, underworld contact

DESCRIPTION: mid-50s, shaved head, red-faced, can't disguise his Belfast accent despite years of trying

INNOCENT: Deegan was a member of the Irish Republican Army during the 1980s, and was involved in planning attacks on London as part of the IRA campaign of terror and violence. In the early 1990s, he had a sudden change of heart and became a police informant to the Royal Ulster Constabulary. Deegan's information led to the arrest of several key IRA members.

Accused of betraying his comrades, Deegan fled to London, although he continued to claim that he was innocent. He's still targeted for death by some hardline elements of the IRA, and is under MI5 protection (the MI5 Agent, p. 122). He runs a pub in London, the Coachman. While he's no longer involved in terrorism (or organized crime, which is the IRA's main line of business these days), he still has contacts in those fields. He knows the Arms Runner (p. 102), and the Drug Boss (p. 113); the Retired KGB Agent (p. 97) is a regular in the Coachman.

With **Reassurance** or **Theology**, the Agents can convince Deegan to talk about the night when he decided to become an informant; he talks about a dark shadow with red eyes that appeared outside his window and whispered terrible things to him.

ASSET: Deegan was an unwilling part of an Edom counterterrorism operation. Maybe Edom has its own vampire, and Deegan got mind-controlled into identifying targets who were then covertly eliminated. Maybe he was dragged off to HMS *Proserpine* (p. 169) in the dead of night and pumped full of Seward Serum until his mind was so addled he thought "Dr. Drawes" (p. 50) was the Master. Maybe they just threatened him, then had their Jacks act on the intel they forced out of him. Whichever option you pick, Deegan knows something of Edom's internal operations.

If he's mind-controlled, then **Vampirology** spots the telltale signs. The Agents can free him with the Blomberg Serum (p. 282) or **Hypnosis** (p. 31) or maybe a **Theology** spend. Alternatively, maybe he'll only talk if he thinks it's time to make amends; **Shrink** or **Assess Honesty** guesses at his burden of guilt, and **Intimidation** or **Diagnosis** lets the Agents convince him he's dying. Once they get him talking, he can identify any three Dukes (p. 50) and give a lead pointing at a key Edom site like HMS *Proserpine* (p. 169).

MINION: As above, but Edom's meddling put Deegan under Dracula's sway. His pub might be a low-level node in the Conspiracy (perhaps used for human trafficking or drug smuggling if the Romanian Mafia, p. 157, are involved). Alternatively, keep him in reserve for an unexpected "Probing Attack" (p. 18) as Deegan puts his old Armalite rifle–and–car bomb skills into use.

ALTERNATE NAMES: Sean Burke, Mairéad O'Connell, Ciarán Conliffe

ALTERNATE DESCRIPTIONS:

- late 50s, addicted to heroin, living on the streets [has delusions that he's a vampire]
- early 50s, bright green eyes, wears gloves to hide hands scarred by a petrol bomb attack [husband killed by vampires]
- late 20s, lanky, wears a tracksuit and baseball cap [involved in IRA protection racket in 2000s, not terrorism in the 1980s; on the run from former comrades]

DEFINING QUIRKS:

- charming and friendly until someone asks about his past
- blesses himself before talking about vampires
- looks around for potential weapons when he enters a room
- thumps his finger on the table when making a point

INVESTIGATIVE ABILITIES: Criminology, Urban Survival

GENERAL ABILITIES: Athletics 4, Explosive Devices 6, Hand-to-Hand 6, Shooting 4, Weapons 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0



GCHQ ROMANIA DESK ANALYST

NAME: Cassandra Irving

POSSIBLE ROLE: "Hopkins," or friend inside GCHQ

DESCRIPTION: Late 20s, long straight hair, favors knitted sweaters and geeky T-shirts when off-duty

INNOCENT: The infamous "doughnut" — the ring-shaped headquarters of GCHQ — doesn't have corners, but if it did, then Cassandra Irving would be stuck in the most obscure one. She monitors SIGINT out of Romania, which usually means sorting through whatever ECHELON intercepts the American cousins weren't interested in, and looking for anything that might be relevant to British interests.

She never intended to become a spy. She studied mathematics in university

(M.Sc., Cambridge) and picked up Romanian as a hobby (there was a Romanian boyfriend for a while, but it ended badly). GCHQ recruited her as a cryptographer, and she got transferred to the Romanian desk a while ago as a "temporary" measure until they found someone more qualified.

The Romania desk isn't a high-profile or high-traffic assignment, so she's got plenty of spare time to poke around inside the network and peek at files she technically shouldn't be reading.

AS "HOPKINS": Cassandra's a possible candidate for the role of "Hopkins," the source of the leaked Dracula Dossier. If you go with her, then she might be already dead, or on the run, or in Edom's clutches, or even still at her desk.

Already dead? Then the Agents should come across her body at some point. Presumably, it was Edom that eliminated her. Did they use Ian (p. 51) and make it look like a car accident, or did they send Nails (p. 52) to make a statement?

On the run? Then she's hiding out somewhere where GCHQ can't track her and Edom can't hunt her. She might have gone underground in England, or fled abroad. She's not a trained field operative, so the killers are on her trail. If the Agents don't find her first, she'll be eliminated or abducted.

Already captured? Then maybe she's at HMS *Proserpine* (p. 169) or Carfax (p. 185) or the CIA "Black Light" site (p. 204) undergoing interrogation. Once she cracks, will she be able to give up the identities of the player characters?

Still at her desk? Then she's got nerves of steel to walk into work every day. She sits there, trying to spot the electronic footprints of the Agents without actually searching for them. She might be able to send some assistance or hints to them in an emergency (possibly through the Informant, p. 95).

NOT "HOPKINS": Spend **Cryptography** to know her by reputation, or **Network** to have her as a contact. Convince her to help with **Traffic Analysis** and **Vampirology** — she's got a god's-eye view of what's happening in Romania, but she's missing the key that would make sense of it all. Tell her that vampires exist, give her a few days to put everything together, and you've got an extremely well-placed ally in the fight against Dracula.

ASSET: She's an Edom mole in GCHQ, reporting to Prince (p. 53). Edom turned her by threatening her; **Shrink** spots that she's under duress, and a combination of **Reassurance** and a demonstration that the Agents can protect her and her family from Edom's wrath might convince her to reveal what she knows.

MINION: That "college boyfriend" was one of Dracula's agents (maybe the same one that recruited the Balkans Analyst (p. 91) if you're minion-izing both of them). This new world of computers and invisible signals is one that Dracula is determined to comprehend and to master, and Cassandra is ideally placed to spy on his enemies as they attempt to thwart him.

ALTERNATE NAMES: Lin Yuen, Elspeth Pryce, Matthew T. Sutherland

ALTERNATE DESCRIPTIONS:

- mid-20s, Chinese, short hair, unexpected Scottish accent
- mid-30s, reddish hair, perpetual frown, loves horses
- mid-30s, balding, pale, forgettable

DEFINING QUIRKS:

- mild OCD
- makes pop culture references
- laughs nervously when scared or worried

INVESTIGATIVE ABILITIES: Cryptography, Data Retrieval, Electronic Surveillance, Human Terrain, Occult Studies ["Hopkins" only], Research, Vampirology ["Hopkins" only]

GENERAL ABILITIES: Cover 4, Digital Intrusion 10, Preparedness 6, Surveillance 4

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO56

HILDESHEIM LEGACY

NAME: Itamar Hildesheim

POSSIBLE ROLE: Mossad connection or agent in Middle East

DESCRIPTION: Mid-40s, bearded, tanned, wears a *kippah* (skullcap)

INNOCENT: Hildesheim runs a law firm in Tel Aviv; his great-grandfather Immanuel was Dracula's agent in



Galati (p. 217). He still owns property in Galati, but rents it out via a local solicitor. When prompted with **History** or **Reassurance**, Itamar remembers a few stories his grandfather told him about the family's feud with the Slovakian river clans and the Ruvari Szygany (p. 147), who blamed the death of Petrof Skinsky on Immanuel — his stories might point at the strangeness of the Fortified Church of St. Peter (p. 144) or maybe a Sealed Coffin (p. 278) that came through the port on Walpurgisnacht one year.

ASSET: Immanuel Hildesheim was an active member of the Zionist Revisionist Organization of Romania, and his son — Itamar's grandfather — emigrated to Israel in 1947. On his deathbed, he revealed the existence of Dracula, Edom, and his family's involvement with the Conspiracy to Menachem Begin, later prime minister of Israel.

Itamar's part of a Mossad shadow operation that monitors Edom activities. While Mossad broadly supports the use of Un-Dead assets against jihadi terrorists, they still keep a close watch on Edom to ensure that the vampires are kept under control. If questioned about his family's involvement with Dracula, Itamar talks about his great-grandfather's crazy stories, as above; **Bullshit Detector** suggests that he's hiding something, and **Tradecraft** picks up that he's been trained.

While normally resident in Tel Aviv, Itamar might show up in England or Romania in response to a suspected rogue vampire attack; he has authorization to

call in a Kidon assassination or Sayeret Aluka (p. 75) anti-vampire kill team if needs be. He might trade (**Negotiation**) for information about Edom's internal operations, especially the location of the defector Prince (p. 53).

MINION: "Itamar" is actually Immanuel Hildesheim — he's been a Renfield for more than a century, kept alive by Dracula's dark arts. He fled Romania without the Conspiracy's permission in 1940, fearing persecution, and took with him a supply of vampire blood to sustain his unnatural life extension. He's got only a single Vial of Blood (p. 284) left, and so has reopened his old links with the Conspiracy in the hopes of obtaining more; he's desperate to find a way to get back into the Master's good graces (capturing or ratting out the Agents might do the trick). **Bullshit Detector** or **Languages** picks up on his nervousness and outdated speech patterns.

ALTERNATE NAMES: Solomon Felder, Elina Weinberg, Ana Iser

ALTERNATE DESCRIPTIONS:

- mid-50s, tanned, shaved head, surprisingly fit
- mid-30s, in a wheelchair, wears black [former IDF soldier]
- mid-20s, ambitious, expensive suits, flirtatious

DEFINING QUIRKS:

- twitchy
- refuses to talk at length over the telephone
- collects medieval Christian crucifixes
- long elegant fingers

INVESTIGATIVE ABILITIES: Human Terrain, Law

GENERAL ABILITIES: Preparedness 4

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DOSSIER REFERENCE: CU241

"HOPKINS"

"Hopkins" is the workname of the 2011 annotator, who leaked the Dossier to the PCs. Whoever he or she is, "Hopkins" is youngish, tech savvy, enthusiastic, and probably doomed to die during your campaign if not dead already. Likely candidates to intercept the automated alert that "Cushing" set and get hold of the Dossier are:

- DIFC Tasker (p. 111)
- GCHQ Romania Desk Analyst (p. 115) — our default option
- MI6 Lamplighter (p. 123)
- MI6 Romania Desk Analyst (p. 124)

All of whom are part of the British intelligence apparatus and have access to files on Romania. More obliquely, "Hopkins" might be anyone from the precocious granddaughter of "Cushing" to a brilliant computer hacker to a cover identity for some anti-Edom (or anti-Dracula) cabal.



"MR. HOPKINS"

NAME: Oliver Tate

POSSIBLE ROLE: Political contact or informant

DESCRIPTION: late 20s, excitable, long black coat and scarf, briefcase on a shoulder strap

INNOCENT: Oliver's the boyfriend of "Hopkins," the leaker of the Dracula Dossier. He's unaware of his girlfriend's (or boyfriend's) illicit investigation into the Dracula Dossier; he knows she's in espionage, but has learned not to ask questions.

Oliver's in politics — he's a policy advisor to a Conservative MP (optionally, he might be at the right hand of Philip Holmwood, Lord Godalming (p. 43) in the House of Lords).

Once "Hopkins" vanishes (abducted or murdered by Edom or Dracula, gone into hiding, on the run with the player characters), Oliver becomes obsessed with finding her. When inquiries at her place of work run into the usual stonewall, he starts looking on his own. He might visit hospitals, retrace places that "Hopkins" went recently, and investigate people she's shown an interest in — any of which might lead to him crossing paths with the PCs.

Reassurance (or the promise of revenge, if "Hopkins" is dead) wins Oliver over. He's got a little influence in Westminster, but can put the Agents in touch with more important people like the MI5 Deputy (p. 122), the Journalist (p. 120), or the Hungarian (p. 94).

He also has a spare key to where "Hopkins" lived — it's probably already been cleared, but what if the Edom sweepers missed something? With a little push (a **Reassurance** or **Flattery** spend), he'll pull files or plant bugs even in the Houses of Parliament.

ASSET: Tate's being blackmailed by a foreign agency — FSB? SRI? CIA? Or perhaps by Edom, or even the Mafiya. If "Hopkins" is a woman, then they've got compromising photos of Tate visiting prostitutes and using drugs, and have lined up the Tabloid Journalist (p. 134) to ruin both Tate's relationship and career. If "Hopkins" is male, then Tate's gay and in the closet, and his employer is notoriously homophobic.

He's still looking for "Hopkins," but also trying to protect his career (he's ambitious). He might sell the PCs out to his blackmailers in exchange for the photographs, or be willing to throw them off the track.

MINION: You had *one job*, Oliver. As soon as the Conspiracy noticed your girlfriend/boyfriend was digging into their affairs, they contacted you and made you the usual Faustian bargain — steal the Dracula Dossier from her, bring it to us, and we'll make you rich and powerful and maybe even immortal. Unfortunately for Tate, "Hopkins" sent the Dossier to the Agents before he could grab it. Now, he's desperately trying to find a copy of the Dossier before the Conspiracy silences him. **Bullshit Detector** picks up on the fact that he's much more worried about getting hold of whatever "Hopkins" gave the Agents than finding her; **Intimidation** terrifies him into switching sides again and revealing his contact with the Conspiracy.

ALTERNATE NAMES: Gary Prenger, Andrew Miller, Lisa Hopcrow

ALTERNATE DESCRIPTIONS:

- mid-30s, bearded and sandal-wearing, cycles everywhere [environmental lobbyist; tried to convince "Hopkins" to quit]
- mid-40s, dignified, well-dressed apart from the hooded plastic anorak [married and having an affair; looking for "Hopkins" while trying to keep his face out of the papers]
- mid-20s, cornrowed hair, avid jogger [community lobbyist]

DEFINING QUIRKS:

- carries a photograph of "Hopkins"
- coffee and wine snob
- talks so fast his words fall over his own

INVESTIGATIVE ABILITIES: Data Recovery, High Society, Law, Research

GENERAL ABILITIES: Driving 4, Preparedness 2

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO62, **HO104**



HUMAN RIGHTS ACTIVIST –

NAME: Aishe Balan

POSSIBLE ROLE: Local contact, ethnic expert, interpreter

DESCRIPTION: mid-50s, traditional Roma dress (long skirt, loose blouse, bolero vest), thinning dark hair, scarred cheek

INNOCENT: Balan is a tireless advocate for the Roma minority in Romania. Her people have suffered prejudice, oppression, and attempts at genocide time and again — they were enslaved in the 17th century, were discriminated against and mistrusted throughout Europe, and faced Nazi genocide (the Porajmos) in the 1940s. Balan works with the United Nations Human Rights Office and the Romanian government to improve relations and address the problems of the Roma.

She's an expert on Roma culture, and has connections throughout Romania and the whole Roma diaspora, although she has as almost as many enemies as friends among the Roma people. She is aware of injustices and criminal activity within the Roma community, and has worked with the police to arrest and convict Roma criminals — including some members of the Ruvari Szygany (p. 147), who have attempted to murder her in retaliation.

Negotiation lets the Agents convince her that they need her help uncovering genuinely dangerous criminals or threats to the Roma, and that they're not just using them as scapegoats. She dismisses any talk of vampires or supernatural events as superstition, although **Bullshit Detector** reveals that she's lying to herself about some of the things she's seen.

ASSET: Balan was a spy for the CIA, MI6, and the German BND in her youth, running networks of Roma agents to pass on HUMINT. Optionally, she may have been involved in the Romanian end of the 1977 mole hunt as a pavement artist for Edom.

She stopped spying for foreigners after the revolution in 1989, but is sometimes willing to run operations in exchange for political favors or funding. Approaching her with **Tradecraft** and a suitable offer gets her assistance; she can organize a gang of street kids to run surveillance on a target, or get some trustworthy young Roma men who won't ask questions, but she won't put her people in unnecessary danger. She's got no love for the clandestine world, so if the Agents play fast and loose with Roma lives, she'll do everything she can to bring them down.

MINION: Edom isn't the only group trying to use Dracula to further their own agenda. Balan knows all about the Count, and his monstrous ways — but she also knows that he protects his own Ruvari Szygany (p. 147). She wants to extend that protection to all Roma. With the Conspiracy as a patron and guardian, living conditions and opportunities for the Roma would improve drastically. She's working her way up the Conspyramid, trading favors and inside information for higher-level contacts, until she finally gets her audience with Dracula.

Interrogation, coupled with proof of Dracula's monstrous crimes, shatters her illusions about being able to come to an arrangement with a vampire.

ALTERNATE NAMES: Monica Lupei, Marcell Bodrogi, Karol Novak

ALTERNATE DESCRIPTIONS:

- mid-20s, lithe, former sex worker, carries a Taser [runs a refuge for victims of human trafficking]
- mid-30s, heavyset, intellectual, thick accent [Gagauz, not Roma; advocating for free elections in Moldova]
- mid-40s, tall, expensive clothes, generous with gifts [Roma *rom baro* tribal leader]

DEFINING QUIRKS:

- greets visitors with a kiss
- gestures emphatically
- speaks to women in preference to men

INVESTIGATIVE ABILITIES: Criminology, History, Human Terrain, Urban Survival

GENERAL ABILITIES: Network 10, Surveillance 6

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DOSSIER REFERENCE: VS57

HUMAN TRAFFICKER —

NAME: Vasile Chitul

POSSIBLE ROLE: Criminal contact or low-level Conspiracy node to be taken out

DESCRIPTION: early 50s, jowly, overweight but surprisingly fast, needs glasses but doesn't wear them most of the time

INNOCENT: Innocent being relative in this case; Chitul's a human trafficker, running a network that runs out of Moldova through Galati and onto Bucharest; from there his victims go onto countries in Western Europe, where they'll be forced into the sex trade to "repay" Chitul



for transporting them. He still makes the border crossings himself, driving his articulated truck across into Moldova by night to pick up more "cargo." The guards at the border checkpoint work for him. He long ago burned out any empathy for his victims; punishment beatings and sexual violence are second nature to him.

Always sensitive about his health, Chitul's developed full-blown hypochondria in recent years, and worries about drug-resistant syphilis or undiagnosed cancers. He spends an increasing proportion of his fortune on visits to clinics in England and Germany. So far, he's managed to hide his worries from his second-in-command, a wolf of a man named Luko. **Streetwise** picks up rumors about Chitul's medical concerns, letting the Agents manipulate him with a combination of **Diagnosis** and **Intimidation** or **Reassurance**.

ASSET: Chitul was briefly a KGB officer a long time ago, and still has connections in the FSB. Favors for favors — they let him bring girls into Russia; he passes on information. Sometimes, he even targets specific clients for his old friends. He might force one of his victims to seduce a politician or businessman, and feed back whatever she learns to the FSB. **Intimidation** lets the Agents double Chitul by threatening to reveal his Russian contacts; many of his subordinates, including Luko, would murder Chitul if they knew about his FSB ties.

Optionally, Edom has already doubled Chitul, forcing him to supply its vampiric operations in Eastern Europe with sources of fresh blood. His contact is probably Osprey (p. 52) rather than Elvis (p. 50).

Even more optionally, Chitul could actually be "Dr. Drawes" (p. 50) leading a double life — his human trafficking activities are a grotesque cover for his experiments in vampirism. He was a KGB researcher who went underground after 1991. In this scenario, he's a greasy, thuggish, truck-driving slaver when in Romania, then sheds this identity and puts on a pristine white lab coat when he flies back to England.

MINION: Two takes on Chitul and the Conspiracy:

Option one, if he's a low-level node in the Conspiracy, is that he's another useful minion in Dracula's arsenal. He smuggles all sorts of things in and out of Romania, including boxes of earth and victims for Dracula's unholy progeny. He might know a little about the supernatural and have Dracula's supernatural blessing while in Romania (his pursuers get hit by unexpected misfortunes or bad weather, evil things conspire to protect him, he can see in the dark), or be mostly clueless about the true nature of the Conspiracy. Other customers sometimes kill the merchandise — as long as they pay up, he doesn't care if the girl died from exsanguination or a beating.

Option two, he's crazy on top of everything else. He believes that if he finds a suitable Bride for the Master, he'll be rewarded with immortality. When his men find a prospective girl — innocent, beautiful, of good Szeleky ancestry — he dresses her in a bridal gown and brings her to a certain ruined Castle (p. 207; maybe he even knows the right one), chains her to the wall, and leaves her overnight. If she's gone, then Dracula must have found her pleasing; if she's still there, then she is unworthy and deserves everything horrible that's going to happen to her.

ALTERNATE NAMES: Luko Puravet, Aurel Zeklos, Ilie Mondragon

ALTERNATE DESCRIPTIONS:

- late 20s, lean and hungry, bleached blond hair, dead eyes
- mid-40s, Greek, bad skin, laconic
- mid-50s, thick bushy eyebrows, arrogant, meth user

DEFINING QUIRKS:

- flexes fingers, as if wrapping them around someone's throat
- ignores women, gives sagely advice to younger men
- always wears a heavy, studded leather belt

INVESTIGATIVE ABILITIES: Criminology, Traffic Analysis

GENERAL ABILITIES: Conceal 8, Driving 8, Hand-to-Hand 6

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO56



ICELANDIC DIPLOMAT

NAME: Thor Halvarsson

POSSIBLE ROLE: Ambiguous high-society contact

DESCRIPTION: mid-40s, handsome, noticeably pale, sharp suit

INNOCENT: Thor's a negotiator and lawyer attached to the Ministry of Foreign Affairs. He's known for being an iconoclast, and has intervened in several controversial incidents; for example, he was one of the earliest supporters of WikiLeaks and helped it set up in Iceland, and has defended anticapitalism and antiglobalization protesters. Thor might be encountered at any **High Society** event from Reykjavik to Istanbul, or show up as a negotiator at a summit or conference about, say, mineral and petrochemical extraction in Romania, or human trafficking across Eastern Europe.

Approached with **Negotiation** and proof that what the Agents are doing is right (plus maybe a **Vampirology** or **Reassurance** spend if the Agents need to convince him that vampires are real), Thor can provide support, putting them in touch with his network of contacts and activists (including the Human Rights Activist, p. 118, the Dissident, p. 112, and the Journalist, p. 120). He also knows and detests the Hungarian (p. 94) and the Petroleum Executive (p. 127).

ASSET: Thor has an understanding with the CIA Agent (p. 91). As far as he's concerned, it's firmly quid pro quo — he passes on some useful information to the Americans; they show some flexibility on some other issue. In fact, the CIA has enough blackmail material to force Thor to do anything they need him to do — and this version of Thor is a veteran of the Icelandic Crisis Response Unit, the closest Iceland has to a special forces team. **Traffic Analysis** or **Tradecraft** lets the Agents work out that Thor's not as clean as he seems, allowing them to use **Intimidation** to blackmail him themselves, or **Negotiation** to offer to wipe his slate clean if he helps them instead.

MINION: There are simply too many people on the planet these days. It's unsustainable. Something has to be done about it. Thor serves the Master because it's the cleanest, most sanguine way to deal with the excess population. Only a vampire can take the really long view, unlike shortsighted, hasty humanity. Thor's not mad — it's the global economy that's insane. (**Shrink, Vampirology**, or **Assess Honesty** reveals that, nope, it's Thor who's mad — he's in the thrall of the Count, and is justifying his own monstrous actions by convincing himself he's got a higher purpose.)

As a minion, Thor's role in the Conspiracy is as a spy or "raven" (seducing female targets with his Viking good looks). He might be assigned to pose as a likely ally for Agents on the run, only to betray them to the Conspiracy as part of "Double Agent" (p. 19), "Testudo" (p. 20), or "Sacrificed Pawn" (p. 20) counterattacks.

ALTERNATE NAMES: Jöns Greggersson, Hanna Unnursdottir, Eldar Rúnarsson

ALTERNATE DESCRIPTIONS:

- mid-60s, bearded, weather-beaten face, blind in one eye
- early 30s, tall and confident, avid swimmer, flirtatious
- late 50s, thin, gray-haired, morbid

DEFINING QUIRKS:

- expresses surprise at the corruption or injustice of the outside world, as if Iceland were Paradise Island with more sheep
- addresses everyone by their first names
- pauses in thought before speaking

INVESTIGATIVE ABILITIES: Criminology, Data Recovery, Human Terrain, Law, Outdoor Survival

GENERAL ABILITIES: Athletics 4, Digital Intrusion 4, Network 6

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO192



JOURNALIST

NAME: Laurel Dene

POSSIBLE ROLE: Ally in the media

DESCRIPTION: mid-30s, long hair in a ponytail, equally comfortable in a sharp suit or camouflage jacket, tattoo of a rose on left wrist

INNOCENT: Dene works for an English broadsheet newspaper (probably *The Guardian* or *The Independent*, both on the left of the political spectrum). She's an investigative journalist, known for her criticism of the War on Terror and on the government's human rights record. A recent piece on the cost of the war to Britain's economy won her considerable attention (and opprobrium in certain quarters of Whitehall).

Now, she's on Edom's trail. She's heard rumors of a secret, even renegade, operations division within MI6, and has started digging into the matter. Optionally, she may be the recipient of another copy of the Dracula Dossier from "Hopkins" (p. 117), or a related document like Kate Reed's Diary (p. 271).

Tradecraft gets a secret meeting with her; she may attempt to recruit the Agents as sources, arguing that their best chance of bringing down Edom is to bring it into the light. She believes that Edom's a secret black-ops unit, and dismisses any talk of vampires unless shown absolute proof.

ASSET: Dene's an FSB asset; one of her contacts in Russia was arrested by the FSB, and she had to agree to spy for it to save the contact's life. The FSB encourages her to drive wedges between the UK and US governments, and her investigation into Edom was instigated by it in the hopes of embarrassing MI6. The Retired KGB Agent (p. 97) might be her interim handler when her regular agent runner isn't available.

If the Agents could find and extract her contact, they could flip Dene to their side (**Reassurance** followed by an operation in Russia). She's got access to everything the FSB know about Edom, plus any documents she's obtained during her investigation, and will trade those for the Agents' assistance.

MINION: Dene believes that Dracula is a prisoner of Edom, a misunderstood tragic figure forced to carry out atrocities against his will. She may be a sensitive like Renfield, drawn by some psychic connection, or maybe the Count (or another vampire) is cultivating her as a minion — possibly to force Edom to unleash Dracula on targets in England by having her threaten to expose the rogue operation.

Optionally, she might know about HMS *Proserpine* (p. 169) and send the Agents there to bust Edom's vampire out of containment (in this scenario, the PCs are cast in the role of Berserker the wolf from London Zoo).

ALTERNATE NAMES: Paula Teague, Vincent Worplesdon, Michael Anton

ALTERNATE DESCRIPTIONS:
- late 40s, patrician demeanor, incisive interrogator [political correspondent for the *Times*]
- late 60s, quavering voice but still a powerful writer, elder statesman of journalism with a few dirty tricks left [columnist and occasional television presenter, yearning for one last big story]
- mid-40s, chain-smoking cigarettes, rumpled suit [Romanian or expat American writer for *România Libera*]

DEFINING QUIRKS:
- maintains uncomfortably lengthy eye contact
- says "fuck" an awful lot
- sings Clash songs under her breath while she thinks nobody's watching

INVESTIGATIVE ABILITIES: Electronic Surveillance, Notice, Photography, Research, Urban Survival

GENERAL ABILITIES: Conceal 5, Disguise 2 (impersonations on phone), Network 10, Surveillance 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO107, **HO204**

MADMAN

NAME: Richard Crinn

POSSIBLE ROLE: Unwitting informant or dangerous serial killer

DESCRIPTION: late 20s, blotchy skin, ill-kempt, foul-smelling

INNOCENT: Crinn suffers from severe schizophrenia. He is estranged from most of his family, apart from his ailing mother, Susan; he is unable to work and may be homeless or in care when encountered by the Agents. He's also a methadone user after five years of heroin addiction. When in the coils of a schizophrenic episode, he hears voices commanding him to do terrible things. One of his counselors taught him to try channeling these commands into painting instead of acting on them, so he has produced several crude but surreal and compelling pieces. The Sculptor (p. 100) has sold two through her gallery.

Like Renfield, Crinn is attuned to Count Dracula (or another vampire). On some nights, he can sense the movements and thoughts of the vampire,



although he interprets these sensations as part of another schizophrenic episode. Decoding these messages through a combination of **Shrink, Reassurance, Traffic Analysis**, and **Vampirology** lets the Agents retrace the vampire's movements based on Crinn's impressions.

Optionally, Crinn may be unable to resist his murderous urges, and starts to act like a vampire. In this scenario, he starts attacking innocent people on the streets of London. His modus operandi is to force victims to accompany him to an isolated location (waste ground, empty buildings, sewers, deserted parks), where he then ties up the victim and cuts them so they bleed profusely. He then leaves them as an offering to the vampire — Crinn desperately wants to attract the attention of the Master, and blood sacrifices are the only way he can think of to manage this.

ASSET: Crinn's ex–Royal Navy and ex-Edom. He was assigned to HMS *Proserpine* for several years, and was given the Seward Serum (p. 51) on several missions. The serum's side effects helped cause his schizophrenia. Edom cut him loose and created the cover story that he'd become addicted to drugs. If Edom has a vampire asset, then that's the vampire that Crinn's connected to.

The MI5 Agent (p. 122) keeps an eye on Crinn, and makes sure the lad doesn't attract the wrong sort of attention. Crinn goes for "methadone treatments" at the NHS facility in Plaistow (Seward's Asylum) every month, as Edom scientists try to work out why he had such a strong reaction to the serum.

If questioned with **Interrogation**, Crinn can give clues (but not answers) pointing to HMS *Proserpine* (p. 169), Cross Angel Cold Storage (p. 189), his Duke of Edom handler (p. 50), and the "Black Light" site and its Interrogator (pp. 204 and 104, respectively). Of course, if the Agents haven't used **Electronic Surveillance** or **Notice** to sweep the house for bugs, then Edom knows what Crinn spills to them. (Alternatively, maybe "Susan Crinn" isn't Richard's mother — she too might be an Edom agent, and there's poison in the tea; see *Tetrodotoxin*, p. 87.)

MINION: Crinn's made contact with Dracula (or some other vampire). **Vampirology** draws the immediate and accurate comparison with Renfield. Crinn's bloody offerings may be food for the vampire — or maybe they're just used as distractions to occupy the police and player characters while the vampire pursues its real target. In this setup, Crinn's already killed his mother — her bloodless corpse sits in in her favorite armchair in front of the television. (He believes the Master speaks through her — necromancy or schizophrenia, take your choice.) Give Crinn Aberrance 6 and Apportation ("slasher movement") in this version, especially if he starts preying on the Agent's contacts and Solaces.

ALTERNATE NAMES: Millie Ralford, Roman Roseanu, Aurelia Colfax

ALTERNATE DESCRIPTIONS:
- early 20s, unnaturally bright eyes, talks too fast, aggressive [excellent actress; need a 2-point **Bullshit Detector** spend to tell when she's lying]
- early 50s, unshaven, chapped skin, missing an ear [grew up in Strasba Orphanage, p. 223]
- mid-40s, short, precise, unassuming to the point of invisibility [nurse or pharmacist with access to powerful sedatives; targets vulnerable patients]

DEFINING QUIRKS:
- stares at the floor, sullenly
- nervous at sunset and sunrise
- military bearing

INVESTIGATIVE ABILITIES: Military Science, Streetwise, Vampirology
GENERAL ABILITIES: Athletics 8, Hand-to-Hand 6, Infiltration 6, Weapons 6
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +1



MEDIEVALIST

NAME: Memet Lucsai
POSSIBLE ROLE: Access to medieval archives, museums
DESCRIPTION: late 40s, trimmed reddish-brown hair and beard, white skullcap, calm, fluid movements
INNOCENT: Professor Lucsai teaches history at the University of Bucharest. [He can instead teach at Cambridge, if it fits the campaign better.] Whether because of or in spite of prejudice (both official and unofficial) against a Muslim scholar, Lucsai has become a popular lecturer and respected researcher in his field of medieval Romanian history, consulting on the ongoing dig at Tokat Castle (p. 250) in Turkey. He often appears on European satellite programs as an arch, witty "Dracula expert," not least because of his controversial revisionist theories that Vlad III "the so-called Impaler" was the victim of later propaganda campaigns.

An Agent with **History** or **Flattery** can get Dr. Lucsai to expound on the known history of Vlad III, pinpoint little-known castles and ruins (p. 207), and perhaps theorize about which other, more obscure, member of the House of Draculesti actually deserves a bloodthirsty reputation.

ASSET: The aforementioned prejudice, and Romania's enthusiastic participation in the War on Terror, has in fact radicalized Professor Lucsai. He is a key link in al-Qaeda's Balkan network (p. 148), raising and bundling funds and recruiting favorably inclined Muslim students on campus. This only makes him more likely to provide any clues he can to Dracula's possible whereabouts, especially if the Agents seem like badass vampire killers. He has plenty of ways to set up a surreptitious document drop, or even arrange for explosives if needed. If he does so, an Agent with **Tradecraft** or **Human Terrain** can make him as wired into al-Qaeda; Lucsai might not realize he has exposed himself.

MINION: Lucsai is obsessed with Dracula, and has been since secondary school. When his research turned up conclusive evidence that the vampire king existed, he devoted his life to finding his fixation. When he found Dracula, he gladly gave up his soul to the monster; Dracula uses Lucsai to keep other researchers off the trail of his true identity and the location of his Castle. Dracula may have a Renfield tasked to keep in contact with Lucsai, in case some researchers prove stubborn.

If Dr. Lucsai discovers or guesses the Agents' agenda, he tries to lure them into trusting him and then sends them into as terrible an ambush as he can arrange. If the Agents speak to him again after he realizes their goal, **Bullshit Detector** marks a change in the professor's affect — almost as if they've blasphemed his religion! If they survive the ambush, tossing the professor's files uncovers Dracula's historical identity and maps to his Castle.

ALTERNATE NAMES: Ali Cayik, Ferhet Sezer, Fatime Hajdari
ALTERNATE DESCRIPTIONS:
- late 40s, pot belly, impish smile, dark tan
- mid-50s, salt-and-pepper beard, chain smoker, black turtleneck and blazer
- late 30s, long elegant face, slim build, terrible dentistry
- [hair completely covered for Fatime Hajdari]

DEFINING QUIRKS:
- listens to Egyptian and Lebanese pop music
- carries thick binder of papers tied with red cord
- looks down nose at others

INVESTIGATIVE ABILITIES: Archaeology, Art History, History, Languages (Arabic, English, Greek, Latin, medieval languages of region, native [Tatar, Turkish, or Albanian])
GENERAL ABILITIES: Weapons 2 (knife)
ALERTNESS MODIFIER: +1 [if asset]
STEALTH MODIFIER: −1

DOSSIER REFERENCE: HO46, HO233



MI5 AGENT

NAME: Daniel Biggs
POSSIBLE ROLE: Street-level contact in London; expert on unusual murders or foreign espionage in the UK
DESCRIPTION: early 40s, prominent front teeth, toothbrush mustache, grubby raincoat
INNOCENT: Biggs was immortalized as a "thin, unpleasant man" in a police incident report that got circulated around the office. He lives up to that description — there's something of the sewer rat or weasel about him. He gives the disconcerting impression that he's about to go for your throat. He calls himself a "minder and a reminder" — he bodyguards informants, politicians, and other potential targets, but he also keeps an eye on former or suspected criminals or terrorists and "encourages"

them not to misbehave. If any of the player characters are ex–British spies or special forces, then Biggs knows all about them.

CopTalk lets the Agents masquerade as law enforcement and get some clues out of Biggs; he knows the Anti-Communist (p. 81), the Defector (p. 93), the Retired KGB Agent (p. 97), the Drug Boss (p. 113), and the Arms Runner (p. 102), as well as the Psychic (p. 96) and the MI5 Deputy (p. 95). He's got the Tabloid Journalist (p. 134) under his thumb, too.

If the Agents can provide proof that a secret MI6 faction is running operations right here in England, then Biggs' territorial attitude can turn him into an ally (*"This is my patch, and I'll fucking remind them of that"*).

ASSET: Biggs moonlights for Edom — he's one of Hound's (p. 51) agents in the UK, helping clean up after vampire attacks. If a journalist gets hold of a story, or a witness won't cooperate, then Biggs calls around and gives his usual combination of "it's a security matter, let it drop" and "we know things about you that you wouldn't like, so drop it or else." He can stoke up Heat by reopening old investigations or triggering new ones — use him to implement a Row One or Two response on the Edom pyramid (p. 20).

Optionally, he's also a CIA asset, working for the CIA Agent (p. 91) — in this scenario, it's an MI5 play to discredit MI6 by having the Americans take Edom away from them.

MINION: Biggs is the vampire equivalent of a lamplighter — he establishes safe havens, keeps an eye on coffins, sweeps for Edom bugs or surveillance cameras, and deals with any passport or customs issues. He's in this for the money.

Dracula might have him contact the PCs as part of a "Double Agent" countermove (p. 19).

ALTERNATE NAMES: Portia Caveney, Trevor Wilson, "Mean" Gene Lancaster

ALTERNATE DESCRIPTIONS:

- mid-40s, sunken cheeks, thinning hair, nicotine-stained teeth
- late 30s, prematurely white hair, pale complexion, red-rimmed watering eyes
- early 40s, thickly built, bristling short-cut brown-gray hair, squinty dark eyes, pointed nose

DEFINING QUIRKS:

- hands in his raincoat at all times
- invades your personal space as a matter of habit
- allergic to garlic

INVESTIGATIVE ABILITIES: Criminology, Electronic Surveillance, Forensic Pathology, Human Terrain, Streetwise, Tradecraft

GENERAL ABILITIES: Athletics 8, Conceal 5, Cover 4, Driving 4, Hand-to-Hand 10, Infiltration 2, Network 10, Shooting 4, Surveillance 8, Weapons 8

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1



MI6 LAMPLIGHTER

NAME AND "WORKNAME": Brett "Portman" Bankson

POSSIBLE ROLE: Network contact "still inside"; spotted on a mission with a 2-point **Tradecraft** spend; knows how to get into Romania on the q.t.

DESCRIPTION: mid-30s, fit but not heavily built, sandy hair and forgettable looks, expensive sunglasses, knife scar on palm of one hand

INNOCENT: Although a duly deputized agent of MI6, Bankson doesn't really see his job as national security or black world or any of that — more a chance to travel, get some exercise, and avoid working indoors. His job is "lamplighter" — MI6 slang for a courier, spotter, retriever and setter of dead drops, and long-term surveillance expert. Undeniably skilled at the work, he's the last person anyone in Edom would task with something weird, shady, or highly compartmentalized. But he does hear things, and might idly talk shop with someone else from the Circus (**Tradecraft**).

ASSET: Bankson's amiable expression hides the hard ambition that drives him. He has hitched his wagon to Edom, and he has every intention of riding it into either significant policy-making or a lucrative private security contract. He has a mental database of anomalies, weirdness, and skeletons he's seen buried, and he uses it to become indispensable to his control, Osprey (p. 52) — and to figure the angles on becoming one of the Dukes of Edom himself. Getting him to spill requires trading information (**Negotiation**); turning him requires not just burning Edom but a seriously better offer payable right now (2-point spend of **High Society**?).

Alternately, Bankson is "Hopkins," and keeps moving to avoid ever being a target for either Edom or Dracula. **Diagnosis** notes the slight tremor and discoloration in the eyes (though not behind Bankson's sunglasses) and long muscles, signs of long-term exhaustion.

MINION: Sadly, Bankson went on one too many missions to Romania. He has been Renfielded and turned into one more pair of Dracula's eyes. Even if Dracula has completely suborned Edom, Bankson is still a Renfield tasked to check up on the vampire lord's shiny sharp tools. Only if someone's blood is flowing does an eagle-eyed Agent notice Bankson's brief, intense distraction (**Notice** or **Sense Trouble**, depending on if a fight might start).

ALTERNATE NAMES AND "WORKNAMES": Tommy "Zoltan" Polanyi, Cate "Morley" Muir, Emma "Burton" Raisani

ALTERNATE DESCRIPTIONS:

- mid-40s, heavyset but surprisingly limber, white-blond hair usually covered with a hat of some kind, thick fingers hang at sides
- mid-20s, short brunette hair or bright-colored wigs, green eyes in narrow face, small slender

frame, choppy movements and constant direction shifts
- late 20s, catlike grace, long black hair peeking out of a head scarf, South Asian features, stands in shooter's stance

DEFINING QUIRKS:
- looking over your (not his) shoulder
- can turn on a thick West Country accent or switch to mid-Atlantic
- hands stay completely still at all times

INVESTIGATIVE ABILITIES: Electronic Surveillance, Notice, Photography, Tradecraft, Urban Survival

GENERAL ABILITIES: [second set of ratings is for courier/surveillance teams from Romanian SRI or SIE] Athletics 10/8 (long foot chases a specialty), Conceal 4, Cover 10/8, Disguise 2, Driving 6, Hand-to-Hand 4, Infiltration 2, Shooting 5, Surveillance 10/8, Weapons 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DOSSIER REFERENCE: CU88, **HO92**

MI6 ROMANIA DESK ANALYST

NAME: Alexander Tarber

POSSIBLE ROLE: Expert on Romanian émigrés in London

DESCRIPTION: late 30s, clean-shaven, plummy Etonian accent, long black coat

INNOCENT: Tarber's one of the ambitious young turks in MI6; he joined the service just before the 7/7 bombings brought the War on Terror right onto the streets of London. His current assignment is the Romanian desk, monitoring recent immigrants from that country for criminal or terrorist connections. Along with GCHQ and the Romanian SRI and Interpol, he brought down a hacking ring that's secured his reputation in MI6. He's clearly destined for great things.

He prefers to work through SIGINT and informants, but he's got excellent field tradecraft and speaks flawless Romanian without a trace of an accent. He's quintessential English. Approach him through the old boys' network with **High Society; Flirting** also works. If the Agents need leverage over him, he's carrying on an affair with a Romanian girl named Lucia; combine **Photography** with **Intimidation** and threaten to reveal the affair to his wife to get him to cooperate, although he'll call the Agents' bluff if they ask him to endanger himself needlessly. He's best used as a clearing house to give the Agents names and current addresses for people mentioned in the older annotations in the Dossier.

Tarber has files (or even active surveillance) on Al-Qaeda in Rûm (p. 148), the Romanian Mafia (p. 157), the Arms Runner (p. 102), the Dissident (p. 112), the Syrian General (p. 133), and the Human Rights Activist (p. 118). He works with the GCHQ Romania Desk Analyst (p. 115) and the MI5 Agent (p. 122). He can dig up details on the Balkans Expert (p. 91), the Medievalist (p. 122), and the Seismologist (p. 100). He worked briefly under or inherited case files from "Cushing" (p. 92) and/or the Retired MI6 Asset Runner (p. 98), and might even know about the BND Deep-Cover Agent (p. 105) if her investigation touches on London.

Listing all those contacts was positively exhausting for him; he's going to slope off to the Korea Club (p. 192) — his father's a member, of course — for a fortifying drink.

AS "HOPKINS": He's inherited the job "Cushing" had, and so the alert came through to him. He leaked the Dossier to the Agents because he wasn't sure what else to do with it and needed to find out more. Depending on how events turn out, he might reveal himself as an ally for the Agents later in the campaign, or sell them out to Edom to preserve his career (assuming that he doesn't have to go on the run when Edom discovers he leaked the Dossier.) He's a much more cynical, self-interested Hopkins than the GCHQ take on the character (p. 115).

ASSET: Tarber isn't part of Edom, but desperately wants to be. He knows they exist; he worked that out from the files he inherited at the Romania desk, or maybe an older MI6 spy clued him in. His support for Edom stands on three unshakable pillars. First, he has to believe that Edom caught the mole in 1977 — if they didn't, then he and everyone else



who's been on the Romania desk in the last forty years have also missed it. Better to assume that Edom was right, for the good of his career. Second, he knows that Edom's been repurposed to fight the war on terror, and he fervently supports those efforts. Thirdly, and most importantly, he sees Edom as the ultimate secret of British intelligence, the highest clandestine service, and he wants in. He'll do whatever he can to catch Edom's eye — and that includes taking risks to trace, capture, or impede the Agents if they cross his path. He knows Hound (p. 51) and is in love with her, although he hasn't realized this himself yet.

The Agents can break Tarber's first pillar of support for Edom by showing him incontrovertible proof that the 1977 mole hunt was a bust (**Tradecraft**); they can bring down his second pillar by showing him the collateral damage caused by Edom's efforts (**Interrogation**). The third pillar will only stand as long as he thinks he has a chance with Hound (**Flirting** or **Bullshit Detector**).

MINION: Tarber's not quite forty yet, but he already feels old. He looks at the younger agents, fresh faced and virile; he looks at his older superiors, gray and withered and dusty. He wants more life — and an old Romanian man, dying in a cell in Harmondsworth Immigration Removal Centre, revealed the way to get it in a whisper.

The Master.

Tarber's eager to *become* a minion, so he's scouring the Romanian expat community in London for clues on how to make contact with Dracula. As soon as he has a solid lead on Dracula's location

(or the location of another vampire), he'll fly out and bargain for immortality. Dropping hints with **Vampirology** tricks him into aiding the Agents (or maybe he's playing them, and intends to send them into a trap as payment for his new life among the Un-Dead.)

ALTERNATE NAMES: Quentin Summers, Rani Bachchan, Donald Sykes

ALTERNATE DESCRIPTIONS:

- late 50s, glum, carries an umbrella [counting down the days to retirement]
- mid-30s, British Indian, unflappable [excellent agent handler]
- mid-40s, balding, sharklike [racist and barely bothers to hide it]

DEFINING QUIRKS:

- avoids giving firm answers
- avid cricket fan
- instantly lecherous when drunk

INVESTIGATIVE ABILITIES: Art History, Criminology, Electronic Surveillance, Human Terrain, Interrogation, Law, Languages (Latin, Romanian), Tradecraft

GENERAL ABILITIES: Hand-to-Hand 5, Network 10, Shooting 4, Surveillance 5

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO56

NATO LIAISON

NAME: Colonel Iuliu Cezar Epureanu

POSSIBLE ROLE: Romanian army contact, possible source for 1940 information

DESCRIPTION: late 40s, spotless Romanian Land Forces dress uniform, short-cropped black hair, wide face and features

INNOCENT: Col. Epureanu is a Romanian liaision with NATO, splitting his time between NATO offices in Bucharest, the US logistical base at Mihail Kogalniceanu International Airport near Constanta on the Black Sea (125 km south of Galati, p. 217), and SHAPE headquarters in Belgium. Agents with contacts in any NATO military know someone who knows Col. Epureanu, because that's his job.

An amateur military historian, Col. Epureanu is researching and writing a book about the attempted Iron Guard coup d'état in 1941 and its effect on WWII. He happily shares his information with interested parties (**Military Science** or **History** as Interpersonal ability), even more happily if they have documents or other data to offer him in exchange.

At least in his innocent incarnation, he can only provide information or leads to the overt, exoteric aspects of the SOE mission in Romania, to the anomalous role of German intelligence in the coup, and to the strange urgency to kill and die that seemed to settle over both Iron Guardists and Antonescu like a mist at the time.

Once the Agents have established themselves as trustworthy, he may also be able to point them toward any Romanian military unit or officers co-opted by Edom or the Conspiracy. Col. Epureanu doesn't know who's doing the co-opting, only that their orders or deployment patterns seem off to him. If the Director needs a real data dump, the colonel might have even noticed the smattering of occasional "SAS operators" who go into Romania but don't deploy on to the Middle East.

ASSET: Col. Epureanu has talked to enough Romanian veterans of Afghanistan (and the Romanian special forces operators back from Iraq and now Syria, p. 133) to hate and despise the Islamofascist enemy in the War on Terror. He fully supports Edom's goals, and, if anything, feels a swell of patriotic pride that Romania provides such a fearsome weapon for the cause of Christianity, democracy, and civilization. (**Bullshit Detector** picks up on this patriotism when he lies to the Agents; he's a military man, not a spy.) He cannot be flipped: even Coercion won't work. His interest in the 1941 coup is genuine, but Edom also uses him as flypaper to attract, distract, or remove potentially dangerous researchers into Edom's past.

The colonel runs a major Edom transport network throughout Europe and Turkey, moving Dukes, lamplighters, ratings, and shell squads on NATO aircraft from airport to airport without a whisper of documentation. Agents who keep encountering Edom teams all over the continent use **Tradecraft** (or a 1-point **Military Science** spend) to deduce that Edom's "invisible airline" must either be CIA or NATO transports



— the RAF alone doesn't fly enough missions to cover this many passengers up. And once you narrow it down to NATO (and get access to NATO air traffic records, say with a Difficulty 6 **Digital Intrusion** test), **Traffic Analysis** notes a Romanian colonel right where Edom would need someone to arrange those flights.

Failing all that, the Dissident (p. 112) or the Journalist (p. 120) might have a presorted list of tail numbers for "black aircraft" flown out of NATO airbases (or the military runways on commercial airports) that eventually points to the colonel's network.

MINION: The colonel is an undying Renfield, born Iulian Epureanu in 1901 and turned in 1940 by Dracula as part of his own machinations that year. He survived the coup and the Eastern Front, and has changed identities three times since then: in 1947 (Adrian Epurianu), 1977 (Aurel Epurianu), and 1991. The Conspiracy inserted him back into the military each time. Careful **Traffic Analysis** (2-point spend) on the Romanian Army List notes the discontinuities (and **History** detects his penchant for Roman names) and alerts the Agents to Epureanu's role.

He smuggles coffins and Conspiracy personnel (usually disguised as Romanian or Hungarian military or government personnel) using the NATO network described above. He also keeps an eye on the Americans' oh-so-inquisitive drones for Dracula, making sure no Predators overfly the site of Castle Dracula

(p. 207), another "black hole" in his digital record that another 2-point **Traffic Analysis** spend can tease out. Getting US drone flight records, however, is much harder: **Digital Intrusion** Difficulty 8. A suitable **Cover** (test Difficulty 6) and a trip to Constanta or to the NATO record offices in Bucharest (right above the "Bright Light" facility, p. 204) might be easier if riskier and more complex.

ALTERNATE NAMES: Vlad Lahovary, Gheorghe Vasilescu, Traian Argetoianu

ALTERNATE DESCRIPTIONS:

- early 40s, Romanian Land Forces field fatigues, slightly longer hair than regulation, constant sunburn, sunglasses, shorter than average height [Afghanistan veteran who saw things he can't quite explain to himself]
- early 50s, Romanian Air Force uniform, weathered skin, short-on-back-and-sides brown hair, piercing eyes [one-star *generalul de flotila aeriana*]
- mid-40s, Romanian Naval Forces dress uniform, glasses, full head of black hair, thick lips, strong profile [RNF *comandor* with intelligence connections]

DEFINING QUIRKS:

- occasional twitch in one eye
- uses acronyms a lot (sitrep, OPFOR, etc.)
- holds self at parade rest

INVESTIGATIVE ABILITIES: Bureaucracy, History, Languages (Bulgarian, English, German, Hungarian, Russian, Turkish), Military Science, Traffic Analysis

GENERAL ABILITIES: [add Piloting 5 for Air Force officer; increase combat abilities and Athletics/Aberrance by +5 each for Renfield] Athletics 8, Driving 5, Explosive Devices 2, Hand-to-Hand 7, Mechanics 2, Medic 3, Network 10, Shooting 8, Weapons 5

ALERTNESS MODIFIER: +1, +2 [if Renfield]

STEALTH MODIFIER: +1



ONLINE MYSTIC

NAME: Mathilda Nordling

POSSIBLE ROLE: Occult expert, bait, psychic

DESCRIPTION: early 30s, willowy, dark tangled hair, ornate silver jewelry

INNOCENT: Mathilda Nordling believes that she possesses psychic gifts. Her parents are devotees of Swedish mystic Emanuel Swedenborg; while Nordling no longer considers herself Christian, she believes that she is attuned to the same spiritual realm that inspired previous mystics. She senses the invisible tides and tremulations of the spirit world, and has had several experiences that she describes as precognitive, where she foresaw events that later came to pass.

She runs a website, Arcana Caelistia, where other self-proclaimed psychics can submit their visions and dreams and discuss their interpretations. Nordling moderates the forum with an iron fist, banning "charlatans, religious freaks, pagans, phonies, wannabes, skeptics, fakers, and trolls" and keeping discussions ruthlessly on topic (or as on topic as discussions about psychic powers and dreams can be). She's never met Aleister Singleton (p. 96) and isn't sure what to make of him; she doesn't know that Singleton has one of his acolytes monitor Arcana Caelista to look for genuine talents / flashes of precognition / sexually available groupies / potential vampire victims, depending on which version of Singleton you're using in your campaign.

Traffic Analysis coupled with **Occult Studies** and **Criminology** lets the Agents correlate trends in the forum with vampire activity. However, discussion threads on the forum are purged by Nordling every few weeks, so, to get any useful information, the Agents need to track Nordling down (she moved to London in 2011) and obtain access to her backups. **Negotiation** or **Occult Studies** convinces her that the Agents need the archives; the archives can also be stolen and obtained with **Data Recovery**. Clues in the archives might point to sites of unexpected spiritual power, like Cross Angel Cold Storage (p. 189) or the Red Room at Carfax (p. 185).

Nordling also investigates supernatural events, ghost hauntings, UFO sightings, and occult weirdness in London, and records her exploits on video for the website. She might run across the Agents more than once by coincidence — or synchronicity, depending on how one interprets the facts.

ASSET: As above, but Nordling's an unwitting Edom asset. Prince (p. 53) has a backdoor into Nordling's computer. Edom uses the Arcana Caelista forum as a sort of occult weather vane, mapping waves of sleepwalking, strange dreams, or outbreaks of madness to track the movements of vampires. Examining Nordling's computer with **Data Recovery** spots the hack; after that, it's a contest of **Digital Intrusion** to trace the tap back to Prince's lair.

Optionally, Edom might be secretly dosing Nordling or other members of the forum with a variant of the Seward Serum to enhance their sensitivity to Dracula's movements. **Diagnosis** spots the needle tracks; **Pharmacy** identifies the serum for what it is.

MINION: Nordling is in Dracula's thrall. She dreams of the Master and his red eyes, and would do anything to please him. She cultivates vulnerable members of her web forum, slowly undermining their social ties and support networks until she is the only person they trust. Then, she sends them into the fangs of the Conspiracy. **Criminology** plus **Data Recovery** plus **Traffic Analysis** lets the Agents correlate membership of the forum with unexplained deaths and disappearances.

Nordling believes that, if she sends Dracula enough victims, he will reward her with immortality as one of his Brides.

ALTERNATE NAMES: Janet Silverleaf, Jens Wistbacka, Tariq Benzai

ALTERNATE DESCRIPTIONS:

- mid-40s, heavyset, green hair, black dress [works as a nurse by day]
- mid-30s, creepily pale to the point of albinism, bleached hair, white shirt and jeans [much too friendly with the Neo-Nazi, p. 85]
- late 20s, North African, well-dressed, asks too many questions [student of psychology running the website as an experiment]

DEFINING QUIRKS:

- always shows up in the "right" place
- cleanses people's auras when they're stressed
- apartment full of cats

INVESTIGATIVE ABILITIES: Cryptography, Data Recovery, Diagnosis [nurse only], Occult Studies, Pharmacy [nurse only]

GENERAL ABILITIES: Digital Intrusion 4, Medic 6 [nurse only]

ALERTNESS MODIFIER: −1

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO42, HO150

PETROLEUM EXECUTIVE —

NAME: Martin Creasey

POSSIBLE ROLE: American wild card, geological info dump, last-second helicopter extraction or insertion

DESCRIPTION: mid-50s, African American, tall, quarterback build, polo shirt and khakis, strong jaw and unlined face, easy smile

INNOCENT: The Ceausescu regime squandered Romania's oil reserves, once the largest in Europe, but Romania still has the largest refinery capacity in the region. Shale gas deposits in Transylvania also offer the possibility of energy independence despite strong political opposition to fracking. The Romanian government (and its American allies) supports gas exploration, but between local concerns and EU foot-dragging, the country's shale potential remains theoretical. Right now, most Romanian energy comes from Russian oil and gas, although negotiations to host pipelines from the Persian Gulf are underway.

Creasey runs (or works for) an American oil and gas exploration firm based out of Houston. He personally visits Romania to get in on the ground floor of what he sees as Romania's inevitable embrace of shale gas (and thus eventual control of most of the European market), and in the meantime to sell Texas refinery equipment to OMV and Rompetrol. He pops up all over the country, usually accompanied by a small team of surveyors or geologists he's hired locally or sourced from the NIEP (p. 151). Of course he carries a gun (legally permitted for an outrageous bribe) — he's not just an American, he's a Texan.

Agents can approach him with **High Society** or with interesting tidbits of **Geology**, or **Flirting** (he's married, but he ain't *dead*) or really almost anything but **Intimidation** — he's friendly and open, the stereotypical "everyone loves me, so I love everyone" self-confident American. He might know about weird tectonic effects in remote Carpathian passes, offer his own speculation about geomagnetic force lines, have "Candace back in Houston shoot you those satellite maps," or just provide a handy helicopter ride "for a fellow Yank in Dracula-land." He believes in God, but not in vampires — but if he encounters one, he accepts their reality immediately.

Agents with suitable **Cover** (Difficulty 5 test; Creasey checks them out with his own sources, though possibly only after helping them) might also approach him as CIA, DIA, or the like. He's a patriot, and willing to help his country in a good cause without asking a lot of damfool questions.

ASSET: Creasey is so obviously a CIA friendly that nobody can really bring themselves to believe he's CIA: Agents with **Tradecraft** are kind of impressed despite themselves. The US national security apparatus and American oil companies have enjoyed a long and fruitful friendship, and Creasey is just another fraternity brother in that storied tradition. Certainly, he's not above using CIA-SIE connections to get friendly rulings from the Ministry of Economy or from anyone else in Bucharest.

If the CIA has a vampire project, Creasey is cleared for it, especially if



there are telluric vampires (p. 59) in the campaign. The connections between fracking and earthquakes become very interesting in light of the connections between earthquakes and vampires, after all. Creasey may be out in Transylvania prospecting for — or waking up — the CIA's pet murony (***NBA***, p. 152) or even a full-fledged Un-Dead of their own.

Finally, as a Texan, the players may well suspect Creasey of being somehow a Quincey Morris Legacy, which can be as true as the Director wishes. (Note the last alternate name, below.)

MINION: Creasey may well be a Morris Legacy, especially if Morris was turned in 1894. If not, Creasey fell prey to Dracula while out prospecting in the wilds of Transylvania — he's exactly the kind of rich and influential figure Dracula craved power over in 1894, too. He's a lower-level node on the Conspyramid unless an American oil company becomes a major player in the campaign, or unless he's Dracula's control mechanism for the local CIA.

If Creasey is a Renfield, he may have some disturbing personal habit — sex murder of young girls or boys, drinking pedigreed horse blood, or something else that can be discovered with judicious investigation. The Human Trafficker (p. 118) or the Bucharest Street Cop (p. 108) or a contact in the SRI (p. 133) might know something unsavory, for example. Or the CIA Agent (p. 91) or any Edom asset might drop a dime on him to get the Agents to take him out.

ALTERNATE NAMES: Travis Alcazar, Nancy Grayson, Daniel Byrne, David Crockett Morris

ALTERNATE DESCRIPTIONS:

- early 50s, cowboy boots and Stetson, bolo tie, sunburned face, muscular frame carrying a few too many orders of ribs by now [hilarious self-parody Texan in the Stoker spirit — and it's good business branding out here in the sticks, too]
- early 40s, dark good looks, open-collared shirt and tailored slacks, self-satisfied expression, designer frames [ambitious vice president on the way up]
- mid-40s, chambray work shirt, blue jeans, scuffed cowboy boots, tousled blond hair, Texas Rangers baseball cap, Leatherman prominently holstered on belt, suntan, prescription sunglasses outdoors and steel-framed glasses indoors [technical expert whose energy exploration startup blew up big]

DEFINING QUIRKS:

- Texas accent
- points and presses finger down into table while talking
- uses a BlackBerry instead of a smartphone

INVESTIGATIVE ABILITIES: Accounting, Bullshit Detector, Data Recovery (satellite photos, tomography, etc.), Geology, High Society, Law, Negotiation, Outdoor Survival

GENERAL ABILITIES: Athletics 8, Driving 5, Explosive Devices 4, Gambling 4, Hand-to-Hand 3, Mechanics 4, Network 10, Piloting 2 (sailboat, helicopter), Shooting 7

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO74

PHARMACEUTICAL RESEARCHER

NAME: Hettie Shahzad

POSSIBLE ROLE: Clinical researcher and possible Israeli vampire hunter

DESCRIPTION: early 30s, Iranian background, confident, tall and graceful, wears a *jilbab*



INNOCENT: Hettie is the board-appointed director of clinical research for an Israeli pharmaceutical company. She was brought to the company as a clinical research assistant, but is said to have risen through the ranks faster than any other board member. She is noted as having a key role in the advancement of cancer research, and for cutting big checks for the research of infectious diseases. Hettie diligently attends every high profile fundraiser, medical conference, or press conference she can — like Heal the Children (p. 150) fundraisers.

Hettie has seen, first hand, the devastation caused by infectious diseases and would be inclined to help if someone so explained **Vampirology** and its devastating effects on the population. However, she needs some **Reassurance** that whatever help she gives to further your efforts to fight the disease will remain anonymous. She has far too much at stake to be undermined by some nasty rumors.

Once convinced, she can task automated pharmaceutical factories in Switzerland or Israel to produce Seward Serum (p. 51), Blomberg Serum (p. 282), or Luria Formula (p. 114) if given samples or pharmaceutical workups to work from. Given a cinematic month or two, she can probably improve the formulas' effectiveness.

ASSET: Hettie has a double life. As a front, she serves as a board member for the clinical research division of an Israeli pharmaceutical company and actually spends most of her time researching vampirism while working for Mossad as a Sayeret Aluka (p. 75) vampire hunter. Hettie is used to doing things her way, so if outside Agents want to have her go along with any of their plans, they will have to use **Negotiation** to get her to accommodate their needs. She works with the Hildesheim Legacy (p. 116), and may have her own version of either the Seward Serum, Blomberg Serum, or Luria Formula. If Mossad knows about Edom, she has professional contacts in (and a possible digital back door into) Seward's Asylum (p. 195).

MINION: Hettie is an unwitting double agent. She works for Sayeret Aluka, but Dracula is her true master. When she was a child living in Iran, her parents were both murdered by one of the children of the night, but it spared her and gave her the vampiric baptism of blood. She's heard voices in her head ever since: she believes that God has given her a special mission, but she's really under Dracula's spell. She has no idea that her divine purpose of smiting the forces of darkness has been orchestrated and planned by the Prince of Darkness all her life, and that revelation will likely break her if she ever finds out.

Through her, Dracula knows Mossad's every move when it comes to vampires. **Tradecraft** or **Cop Talk** gets rumors that she's obsessively driven even by the standards of her peers; **Vampirology** or **Hypnotism** guesses that she's under outside influence.

ALTERNATE NAMES: Bahar Veisi, Jasmine Ghaznavi, Parisa Akhtar

ALTERNATE DESCRIPTIONS:

- late 20s, calm, humble, scared face
- early 50s, athletic, witty, wearing tailored business attire
- early 40s, relaxed, optimistic, elegant gold-framed glasses

DEFINING QUIRKS:

- gives compliments regularly
- is joyous and laughs out loud
- gives vibrant descriptions of places that she claims to have only read of in books

INVESTIGATIVE ABILITIES: Chemistry, Diagnosis, Human Terrain, Languages (English, French, Hebrew), Outdoor Survival, Pharmacy

GENERAL ABILITIES: [second set of ratings is for asset or minion versions of the character] Athletics 5/8, Digital Intrusion 0/3, Hand-to-Hand 6/8, Health 6, Medic 3, Network 6, Shooting 3/10, Weapons 0/8
ALERTNESS MODIFIER: +1, +2 [if asset or minion]
STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO117



RADICAL IMAM

NAME: Sait Aydin
POSSIBLE ROLE: Dubious intelligence asset; possible AQIR emir
DESCRIPTION: Late 30s, tall and handsome, wears thick designer eyeglasses, cool and haughty
INNOCENT: Aydin preaches at one of the largest mosques in Istanbul. His fiery sermons denounce the corrupting influences of the West; they fill popular CDs sold or given away in Turkish markets all over Europe, especially Romania and Germany. However, he is in fact an informant for MIT, the Turkish intelligence service, which is blackmailing him in return for information on radicals and criminals in the community. His handler is the Turkish Agent (p. 136). The Agents can use **Tradecraft** or **Traffic Analysis** to find out what Aydin is hiding, then manipulate him with **Intimidation** or make a deal with **Negotiation**.

Alternatively, he is the Istanbul cell leader, and a leading theorist and commander, of Al-Qaeda in Rûm (p. 148). He pays the Arms Runner (p. 102) or the Syrian General (p. 133) to provide explosives, grenades, and automatic weapons, stockpiled in Romania and Bulgaria. The Drug Boss (p. 113) attends his mosque, and they regularly meet in private to "discuss scripture." Funding and recruitment may be provided by another regular visitor to Istanbul — the Medievalist (p. 122). His covert meetings and communications can be detected with a Difficulty 5 **Surveillance** test and a 1-point spend of **Tradecraft; Human Terrain** then identifies him as a key AQIR node.

Once the Agents blow either cover, Aydin isn't long for this world — either AQIR or Dracula eliminates him in a very public and messy fashion.

ASSET: Aydin is still a deputy leader of AQIR (p. 148), but is actually an MI6 deep-cover asset. A 2-point **Research** spend in the British Library or in the open archives of the British India Office identifies his great-grandfather as a Foreign Office asset in pre-WWI Turkey; **Tradecraft** reminds Agents that MI6 practices generational recruiting. If he's been assumed by Edom (officially or unofficially), Elvis (p. 50) is his Edom/MI6 handler. They meet either at the mosque, in Varna, Bulgaria (regular ferries to and from Istanbul), or on the Orient Express (p. 248).

Alternatively, he is the Turkish Agent's (p. 136) deep-cover MIT handler, in which case, a Difficulty 5 **Surveillance** test with a 1-point spend of **Tradecraft** exposes him.

See above for the likely results of Aydin's contact with the Agents.

MINION: Aydin is a Renfield planted by Dracula to infiltrate the MIT, or MI6 if the Count knew Aydin's great-grandfather, or both. Aydin volunteers some of his time at Topkapı Palace, where he blasphemously assists the continuous Koran recitations in the Chamber of Holy Relics. It's up to the Director whether this profanation leaves any sign; if so, whether it manifests as a stain in the chamber or a sore on Aydin's mouth or tongue.

ALTERNATE NAMES: Omer Yildirim, Akeem Nagi, Fazal Malik

ALTERNATE DESCRIPTIONS:
- early 60s, plump, walks with a limp, gloomy
- mid-40s, tall and thin, untidy, warm and friendly
- mid-50s, broad and strong, bushy beard, cold and suspicious

DEFINING QUIRKS:
- loudly denounces Islamic terrorism
- stops in conversation with eyes closed and hands clasped as if praying
- repeatedly expresses dismay at the corruption of Turkish and European society

INVESTIGATIVE ABILITIES: History, Human Terrain, Intimidation, Languages (Arabic, English, Romanian, Urdu), Notice, Reassurance, Research, Tradecraft
GENERAL ABILITIES: [use Renfield stats, p. 57, as minion] Athletics 4, Conceal 5, Explosive Devices 3 [AQIR only], Network 12, Surveillance 4
ALERTNESS MODIFIER: +1, +3 [if Rendfield]
STEALTH MODIFIER: +1

REAL ESTATE BROKER

NAME: Zhu Liwen
POSSIBLE ROLE: Cut-out, accidental intruder
DESCRIPTION: late 20s, Chinese, short hair dyed semi-blonde, professionally dressed at work and cutesy clothes outside
INNOCENT: Zhu went into the real estate business straight out of a third-rate provincial college, made a million dollars by the time she was 25, lost most of it to a bad relationship, and took a foreign friend's suggestion to try the European real estate market. She acts as a realtor for Chinese citizens looking to buy European property, chiefly in the UK but increasingly in cheaper Eastern European markets, and makes no inquiries as to where her clients' money comes from. She also deals with the logistical side of Chinese trade, purchasing warehouse space and branch offices for mainland firms.

Zhu is likely to act as a reverse Jonathan Harker (or at least Harker's cover story); rather than representing vampires looking for real estate, she may accidentally disturb the Conspiracy while looking for a deal. She might also show



up at a safe house that's actually been put up for sale, showing prospective buyers around. Both Hillingham (p. 190) and, if it still exists, the Coldfall House (p. 188) are seemingly derelict properties in London that could be flipped for millions. In Romania, there's always the Strasba Orphanage (p. 223) or, hell, maybe even a ruined Castle Dracula (p. 207) could be sold as a fixer-upper.

ASSET: Zhu's foreign friend is a former student of Chinese now working for an intelligence agency: she kept up ties with Zhu out of friendship and then recruited her as an asset when she started her new business. Zhu supplies her clients' financial details and purchase histories, in return for which she has a sparkling new UK passport and a suspiciously clean record with the tax authorities. Either Edom or the Conspiracy may well have channeled money through Chinese cut-outs, especially for property purchases; **Accounting** finds the details in her files. If Zhu's friend is "Hopkins," Zhu may be hiding him or her in one of her properties.

MINION: Zhu is the chief broker for Axel Logistics (p. 141): a ruthlessly ambitious woman, she sees no difference between trading property and trading people. She has close connections with Chinese "snakehead" human traffickers, who provide an endless source of easily vanishable labor and blood from her hometown in Fujian province. She knows the Human Trafficker (p. 118) but despises him as unprofessional and brutal.

ALTERNATE NAMES: Cindy Ma, Soo Sin Jie [Cantonese], Wen Wen-wen [Mandarin, and her parents thought it was cute]

ALTERNATE DESCRIPTIONS:

- early 30s but looks younger, extensive plastic surgery for the "Korean look," big eyes, small nose, high cheekbones, deliberately childish voice and largely deals with older men
- Eurasian, late 40s, severe expression and a fondness for golden jewelry [Hong Konger who moved to Europe following handover to mainland after the organized crime group she worked for was disturbed by post-1997 shakeups]
- early 20s, strong Australian accent, tan, fondness for sports [Chinese diaspora kid born in Sydney, turning her home language into a business asset]

DEFINING QUIRKS:

- *Starcraft* addict and hardcore gamer under male ID, plays games on her phone during boring parts of conversation
- French literature student, still retains passion for language and thinks English crude by comparison
- has small lapdog with unpleasantly sharp canines and a habit of biting that she carries everywhere with her

INVESTIGATIVE ABILITIES: Accounting, Bureaucracy, High Society, Urban Survival (most European cities' real estate prospects; good and bad neighborhoods, etc.)

GENERAL ABILITIES: Driving 4, Network 12, Shooting 6 [minion only]

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: +0

DOSSIER REFERENCE: HO124

ROMANIAN POLICE INSPECTOR



NAME: Principal Inspector Nicu Anghelescu

POSSIBLE ROLE: Police contact

DESCRIPTION: late 30s, looks exhausted, rumpled suit

INNOCENT: Anghelescu works in the Criminal Investigations Department's murder and serious crimes section. His father disappeared in 1985, and Anghelescu spends his spare time digging up cold cases and unidentified murder victims in the hopes of finally putting the old man's ghost to rest. This habit isn't popular in the department — pulling up old cases like that means extra work for everyone in his section. If he'd drop his obsession, his clearance rate is good enough to assure his promotion to superintendent in a few years.

Cop Talk and a cooperative attitude get Anghelescu to open up; offering him a clue to one of his cold cases wins his cooperation.

ASSET: Anghelescu's secretly working with Edom (or the CIA), providing support and cover for illegal counterterrorism operations and assassinations on Romanian soil. (Some of these assassinations are probably the work of vampires sent after Al-Qaeda in Rûm, p. 148.) His habit of dragging up old cases is his way of occupying police resources, to give Edom time to clean up the mess. **Bureaucracy** spots what he's doing. **Flattery** gets him to boast about his friends in high places.

MINION: Anghelescu is a cleaner; he erases the evidence of vampire attacks. He knows how to make forensic evidence disappear and how to conveniently lose case files, and he subtly intimidates his staff into not asking questions. If a police detective or forensic technician tries to resist, then Anghelescu reports them to his Conspiracy handler; soon, there'll be another case for him to cover up.

Approaching him directly is pointless. He's got enough self-control

to pass a cursory **Bullshit Detector** attempt. A combination of **Cop Talk** and **Reassurance** gets one of his subordinates to admit she's too terrified to talk, but the Agents should look into *these* mysterious deaths …

ALTERNATE NAMES: Manuel Albu, Angelica Gabor, Catalina Serban

ALTERNATE DESCRIPTIONS:

- mid-50s, portly, disarmingly jovial demeanor, cold and calculating eyes [superintendent in Fraud Investigations Directorate, investigating political corruption]
- mid-40s, unusually pale, humorless, recently divorced [principal inspector in Anti–Human Trafficking Division, frustrated by lack of progress]
- early 30s, casual clothing, short-cropped hair, always has coffee cup in hand [inspector in Cyber Crime Directorate, talented hacker in her own right]

DEFINING QUIRKS:

- methodically transcribes conversation into notebook
- clicks his tongue when thinking
- unusual interest in odd historical trivia

INVESTIGATIVE ABILITIES: Criminology, Forensic Pathology, Notice, Photography, Research, Urban Survival

GENERAL ABILITIES: Hand-to-Hand 4, Infiltration 6, Surveillance 6

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO83

SMUGGLER

NAME: Otto Skinsky

POSSIBLE ROLE: Courier, provider of escape route or equipment in Romania; wheel artist for hire

DESCRIPTION: late 20s, short, maniacal grin, motorcycle leathers and boots

INNOCENT: Skinsky refers to himself euphemistically as a "courier." It's not that he's *not* a criminal, but it's only half the story. Not all of the high-value merchandise he transports is illegal. He's couriered cash, hard drives, human organs, ransom money, rare antiques, and fugitives. Addicted to the thrill of speed and danger, he welcomes



the challenge of getting past police checkpoints or rival criminals trying to steal his cargo. His preferred mode of transport is his customized MV Agusta F4 motorcycle, but he grew up on the rivers and the waterways of Romania, so he often uses watercraft.

He skips out of Romania for his cousins in England when the Romanian Mafia (p. 157) is looking for him; between jobs, he lives on a houseboat on the Danube. **Streetwise** gets you his name and a meet; as soon as he discovers that working with player characters leads to all sorts of exciting life-threatening situations, he'll keep hanging around with his new buddies even after the job is done.

He's of Slovak descent; one of his ancestors was Petrof Skinsky (VS242), who died under questionable circumstances at the Fortified Monastery of St. Peter (p. 144) in Galati (p. 217). His family may still be feuding with the Hildesheim Legacy (p. 116) — quite probably, a one-sided feud.

ASSET: Skinsky works for Edom. He's got no idea what Edom is, or what it's doing in Romania, but he's got a good relationship with Elvis (p. 50) and is paid enough not to ask questions. He's seen some very strange things on his runs through Transylvania, and may even break his own code of honor and take a look inside his courier satchel to see what exactly he's been carrying (coded messages, vials of Seward Serum (p. 51), Vanderpool Garlic (p. 283), hit lists of terrorist cell members, gold coins?) **Vampirology** gets his notice; **Flattery** or **Flirting** gets inside his guard. Even if he doesn't know much, he can point the Agents at Elvis or another Edom member.

MINION: The Slovak river clans work for Dracula, just as they have for generations. Skinsky might prefer his motorcycle, but when his Master commands it, he'll drive an articulated truck or a speedboat or a horse-drawn carriage. He's definitely a Renfield or a dhampir, explaining his superhuman reflexes.

ALTERNATE NAMES: Ziven Hornick, Bogdan Kyselý, Marika Jelen

ALTERNATE DESCRIPTIONS:

- mid-40s, virtually mute, slow and deliberate boatman [river smuggler]
- mid-30s, dapper, perfect unaccented English, con artist [drug smuggler]
- mid-30s, eye patch, flight jacket, rubs her missing eyeball when nervous [light aircraft pilot]

DEFINING QUIRKS:

- tells people not to worry when they plainly should
- listens to loud *manele* music
- chugs energy drinks, then crushes the cans and leaves them behind like breadcrumbs in a fairy tale

INVESTIGATIVE ABILITIES: Criminology, Languages (English, Romanian, profanities of many lands), Urban Survival

GENERAL ABILITIES: Driving 10, Piloting 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: –1

DOSSIER REFERENCE: CU15, **HO56**, HO85, HO149

SNIPER

NAME: "Firîste" (Kurdish for "angel")

POSSIBLE ROLE: Deadly weapon as ally or enemy

DESCRIPTION: mid-30s, dark blonde hair, round face, dark eyes

INNOCENT: A veteran Kurdish Peshmerga fighter in Iraq and Syria, Sehla Rashou has left the war behind to fight for her people in other ways. She brings her combat sniper experience to the European market, and kills men (never women and never Kurds) who she, or someone with a large sum of money, believes need killing. In between commissioned hits on Mafiosi and



bankers and spies and such, she shoots Turkish secret policemen, arms dealers who supplied Saddam Hussein, Ba'athist generals, and high-level supporters of ISIS on a pro bono basis. (**Criminology** and **Human Terrain** together provide a pretty clear indication of her profile; a 2-point spend of **Criminology** by an Agent with Shooting 8+ identifies her MO after a kill.) The Turkish Agent (p. 136) really wants to find her, as does the Syrian General (p. 133). The Agents may "meet" her when she shoots either one during a meet that the PCs set up, leading to all manner of diverting hijinks.

She travels light, sleeping in anonymous business hotels near airports and train stations. She has a number of safe houses and caches in Europe and the Middle East, and plenty of various passports (American, UK, Indian, French) to let her get to them. She works for people who also provide reliable intel on her "self-selected" targets. Such steady employers include the Chinese MSS, who don't care about Kurdistan or its enemies, and the US DIA, who consider the Kurds America's only useful ally in the region. A 1-point **Tradecraft** spend figures out these likely intel sources; the Chinese Agent (p. 110) or a spiteful CIA contact (pp. 91 or 109) could connect the dots. She also works for anyone who pays very well for best-of-brand service. Except the Turks, of course. Never them.

It costs the Agents $100,000 to hire Firîste to kill someone, which probably means excessive funds (***NBA***, p. 95).

SECRET IDENTITY: One of the other female NPCs in the campaign is actually another cover identity for Firîste. The Agents may think they're dealing with a Bookseller (p. 106) or a BND Deep-Cover Agent (p. 105) or a Dissident (p. 112) or a Journalist (p. 120) or a Volcanologist (p. 136) or really anyone and discover too late they've revealed themselves to "the Kurdish Angel." She may even really live the other career as a detailed cover, with the skills and contacts to show for it, and just shoot people on vacations and long weekends.

ASSET: Firîste has worked for most of the intelligence agencies mentioned in this book, albeit as a contractor. If the Agents seem too dangerous (if they're going to expose a national vampire program, say), those agencies know who to call. She's more than happy to take a job for MI6, especially when that charming Ms. Hound (p. 51) is willing to pay well over the going rate for a group sanction. If you plan to set Firîste on your players, it's only fair to let them know she exists first — the best way is for Edom to hire her to kill their most dangerous NPC contact first (a flipped Duke, say), then hit the rest of the team. That said, if Edom has gotten to Row Five ("Kill Agent (Vampire)," p. 24) on their pyramid, the Agents have probably already had fair warning.

MINION: Sehla grew up in northern Iraq among ancient ruins — and in one of them, she discovered Lilith (p. 69). She is one of the vampire queen's knights, killing for Her glory. Her self-selected targets are no longer those who oppress Kurdistan, but those who oppress women: human traffickers and wife-beaters alike. (She still shoots ISIS funders under both sets of rules.) Her handler-priestess is the Anthropologist (p. 90), who provides the ample funding and connections to keep Firîste off the European security grid. She may be a Renfield, or remain human, or have a drop of Lilith's blood in an EpiPen just in case she needs to make an impossible escape.

If instead Sehla is Dracula's minion, they bonded over a shared hatred of the Turks. He may have encountered her while on a job for Edom, or earlier during a previous rampage through the Middle East (the Kurds rebelled against the Turks in 1920, 1924, 1927, and 1937–1938, as well as from 1984 to now). He may even have made her a Bride, although she still prefers the rifle to the kiss for her targets. He uses her for "deniable" killings, when the victim needs to die without a supernatural (or Romanian) connection. He may even have used the innocent version of Firîste that way, hiring her through a cut-out somewhere on the Conspyramid.

ALTERNATE NAMES: Angela Ferris, Colleen Autry, Nisha Devi [cover names]; Pervin Xan, Rehana Ardalan, Hapsa Sharbaz

ALTERNATE DESCRIPTIONS:

- late 40s, graying hair, smokes e-cigarettes, Rubenesque build [all about pre-positioning and waiting for the target]
- early 20s but with makeup looks even younger, black hair, green eyes, slender, dressed as a club kid [all about dropping the burner rifle at the shoot and then not looking remotely dangerous]
- late 30s, buzz cut under one of many short wigs or baseball cap, brown eyes, athletic build, medium height [all about being nondescript]

DEFINING QUIRKS:

- always keeps one hand out of sight
- keeps surreptitiously checking exits
- speaks English with southern California accent [learned from watching pirated American TV shows]

INVESTIGATIVE ABILITIES: Interrogation, Languages (Arabic, English, German, Turkish), Military Science, Notice, Outdoor Survival, Photography, Tradecraft, Urban Survival

GENERAL ABILITIES: Athletics 8, Conceal 5, Cover 10, Disguise 8, Driving 4, Explosive Devices 2, Hand-to-Hand 4, Infiltration 6, Mechanics 2, Medic 4, Preparedness 8, Shooting 16*, Surveillance 10, Weapons 6

ALERTNESS MODIFIER: +3

STEALTH MODIFIER: +2 (+4 in prepared sniper nest)

* Firîste has Special Weapons Training in her 7.62x51mm M40 sniper rifle (+2 damage).



SRI AGENT IN CHARGE

NAME: Capitan Mihai Florescu

POSSIBLE ROLE: Secret police contact or liaison

DESCRIPTION: mid-40s, black Hugo Boss suit and trench coat tailored to make him still look fit, wavy brown hair, burn mark on chin, smiles thinly to not show his bad teeth

INNOCENT: Capitan Florescu handles liaison work with foreign police and intelligence agencies in whatever county the Agents first encounter the SRI officially either voluntarily or involuntarily (if, say, they get arrested and thrown into jail, then made as foreign clandestine operators). He uses these foreign contacts to wire around his own bosses and build his own little empire within the secret police. It's up to the Director whether he uses his powers mostly for good, rousting skinheads and communists and helping serve Interpol warrants, or has dealt himself a piece of the Romanian Mafia (p. 157) activities in the area. Or both — secret police retirement pay isn't what it ought to be in Romania, even now.

Cop Talk or **Tradecraft** gets on Florescu's good side, assuming the Agents have suitable Cover or a Network contact who will back their play. He cooperates with them and smooths their path as long as their Heat stays under 3 (he knows that you have to break a few eggs every now and then to make a šarlota). That same **Tradecraft** ability knows that he's reporting their actions (selectively) to his SRI higher-ups, which means that he's almost mathematically sure to be reporting them to Dracula whether he knows it or not. Cutting him in for a piece of the action (**Negotiate**) might delay the response, but nothing can keep the SRI at bay for long. Get in, get help, get out.

ASSET: Of course, Florescu might be reporting the Agents not to Dracula but to Edom. He's one of the ambitious young Europeanized Romanians who wants to move up and replace the old guard, and Edom offered him a short cut during a counterterrorism policing conference in London in 2007. He may be carrying on a romance with Hound (p. 51) or just working very closely with her.

As **Tradecraft** reminds us, the SRI has a reputation for sharing Securitate archives under the counter with select foreign intelligence groups; Florescu passed all the Securitate files on Dracula (and possibly a good chunk of the Conspyramid) up to Edom without telling anyone. Those files are at MI6 HQ in Vauxhall (or possibly Ring, p. 172), but of course he's kept copies. Getting them from him is going to take some fairly wet and gruesome (2-point spend and three days' work) **Interrogation**, however; his professional pride won't let him crack without it.

MINION: Or sure, he's reporting to Dracula, just not via his own bosses. Florescu is Dracula's early warning system for foreign spies; he hears about any Heat the Agents attract to themselves in Romania and tracks them down once they fail (or exactly make) a Heat roll. (If their Heat is above 2 and Florescu is on their trail, they need to roll every session, not just every operation or location change; see also *Heat and the Conspiracy in Romania,* p. 152.)

Florescu has worshipped Dracula's power ever since he discovered the Master's reality by going through the old Securitate files. Once he found Dracula, he burned them — but his excellent memory means that the **Interrogation** regime above might still produce some actionable intel. Florescu is a Renfield, however, so that may be easier said than done.

ALTERNATE NAMES: Nicolae Moceanu, Sabine Dobre [female], Decebal Romanescu

ALTERNATE DESCRIPTIONS:

- early 40s, balding, distracted-looking, glasses, rumpled gray government-issue suit
- late 30s, porcelain complexion, slender, glossy black hair worn long, stunning green eyes, somber expression like an Orthodox ikon
- mid-40s, very tall and broad-shouldered, obviously works out, blank stare and wide thin-lipped mouth, black curly hair worn tight, tan duster over black sweater and slacks

DEFINING QUIRKS:

- jams hands in pockets while talking
- smokes smelly Gauloises cigarettes
- lowers chin and looks up at interlocutor

INVESTIGATIVE ABILITIES: Criminology, Electronic Surveillance, Human Terrain, Intimidation, Languages (English, French, German), Law, Notice, Research, Tradecraft

GENERAL ABILITIES: Athletics 8, Disguise 4, Hand-to-Hand 4, Shooting 5

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO56

SYRIAN GENERAL

NAME: Yousef Allam

POSSIBLE ROLE: Military contact with access to arms, al-Qaeda back channel

DESCRIPTION: mid-50s, grizzled, long curly hair, smokes constantly

INNOCENT: Yousef is a general who, like most of the Syrian Army military leadership, is an Alawite and from the ripe age of eighteen has served in the Army. He is said to have earned his rank because he maintained control of a key outpost by ordering the use of chemical weapons without regard for his own troops. Other sources say that story makes Allam seem too decent.

Yousef knows his way around, and he has the supplies, contacts, and men to get any Agent anywhere they need to go or anything up to anti-materiel rifles, chemical artillery shells, and mortars — even MANPADS anti-aircraft missiles — but he isn't running a charity, and it's going to cost a pretty penny. Men, vampires, doesn't matter



to him — Yousef is a man of action who only deals in the immediate. **Streetwise** will get you in contact with the locals who know what channels to go through to get a hold of him when he's "off the clock." If he's not a Network contact, then a **Bullshit Detector** or **Negotiation** spend may be needed to ensure that Allam doesn't double-cross the Agents. The Arms Runner (p. 102) and Former Gehlen Org (p. 82) can recommend him; the NATO Liaison (p. 125) or any spy or case officer worth his salt (**Tradecraft**) can give him a different sort of bona fides.

ASSET: He's hedging his bets. Allam's working for the Syrian Army, but he's also got contacts in the al-Nusra Front, d/b/a al-Qaeda in the Levant. To avoid jeopardizing his position in the army, he can't support AQIL directly, so he instead provides weapons and equipment to Al-Qaeda in Rûm (p. 148). **Military Science** lets the Agents identify captured AQIR gear as coming from Syria.

His involvement with AQIR puts him on Edom's kill list. He can make a very interesting death scene for the Agents to find, complete with lots of uselessly expended munitions.

MINION: As above, but Allam is one of Dracula's minions. He switched to serving the Conspiracy after seeing some of his contacts in al-Qaeda perish at Dracula's hands. Now, he's living on borrowed time. He might either be feeding information to Dracula from Syria, or have taken unofficial leave from the Syrian Army and moved to Romania to work with, say, the Romanian Mafia (p. 157) or maybe he's officially "defected" and is now "consulting" with the Vulturii units attached to Dracula's Castle (p. 207) — war games cover a multitude of sins. **Bullshit Detector** picks holes in his account of what happened; **Reassurance** and the concrete offer of a way out from under Dracula's cold thumb gets him talking.

ALTERNATE NAMES: Khalid Hashem, Ahmed Jabbour, Mohammed Mady

ALTERNATE DESCRIPTIONS:

- early 40s, handsome, bearded, aggressive
- mid-30s, brilliant, buff, wears a fist full of beautiful diamond rings
- mid-60s, bored, dark sultry voice, freshly shaved face

DEFINING QUIRKS:

- thoughtfully strokes the scar on his chin
- smokes American cigarettes through a holder made from a rifle bullet casing
- alternates between cool dismissal and aggressive in-your-space friendship or anger

INVESTIGATIVE ABILITIES: Languages (English, Farsi, French, Russian), Military Science, Negotiation, Outdoor Survival, Urban Survival

GENERAL ABILITIES: Athletics 6, Explosive Devices 4, Network 6, Shooting 6

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +0

TABLOID JOURNALIST

NAME: Angela Holcriss

POSSIBLE ROLE: Muckraker or political contact

DESCRIPTION: mid-50s, bleached hair, expensive clothes, 2 m tall, pale blue eyes

INNOCENT: Holcriss is a freelance political journalist for various right-wing newspapers, mainly British tabloids like the *Daily Mail*. She's anti-Europe and anti-immigration, so many of her pieces warn about Eastern European criminal gangs moving into Britain, or expose scandals involving politicians and groups she opposes. She's a feared and experienced muckraker and character assassin. Her husband is Romanian (an irony that's been pointed out many



times); he's a wealthy executive in the petroleum industry.

Flattery or **Negotiation** with the offer of information gets a meeting with her; she can provide inside gossip about any public or semipublic figure, and she has little fear of government censure — she knows things about certain politicians that can get her out of trouble if she needs it. In particular, she can give the Agents the scoop on either version of Holmwood (p. 44), "Mr. Hopkins" (p. 117), the Psychic (p. 96), any senior MI5 or MI6 personnel, and the inner workings of the Romanian government, and has contacts in the Romanian police and mafia. Like her broadsheet counterpart the Journalist (p. 120), Holcriss might be willing to assist the Agents in exposing or discrediting Edom; she's also more willing to entertain the suggestion of supernatural powers (for one thing, she's a surprisingly devout Christian; for another, her husband believes in such things). Then again, she'd be the first to cheer at the news of jihadi terrorists being eaten by vampires.

ASSET: She's ex-MI6, of all things. She was undercover in Romania at Station Bucharest (p. 159) until she was exposed, and chose to leave the service rather than take a desk job back in London. She still has friends and contacts in MI6, and she does favors for them on a quid pro quo basis. **Tradecraft** picks up that she's a little too familiar with the current intelligence gossip to be a civilian.

MINION: Her Romanian husband — he comes from a very old aristocratic family. He's very private and doesn't like to be photographed. He owns a large estate in the mountains. Even if he's not Dracula, his family has served the vampires for generations. Holcriss scouts the British Establishment for the Conspiracy, identifying potential victims and minions for Dracula.

ALTERNATE NAMES: Carrie Trelawney, Imogen Sheers, "Polydore Prestwick" [pen name; gay rather than female, but still married — in UK only — to a Romanian oligarch]

ALTERNATE DESCRIPTIONS:

- mid-30s, remarkably good-looking, peaches-and-cream complexion, blonde, fit
- mid-40s, short, brunette, favors T-shirts from safely defunct punk bands
- late 30s, sleek black hair, roly-poly features, black horn-rims, wears £200 sneakers with £2,000 suits

DEFINING QUIRKS:

- slowly shakes head while listening
- smiles a little too widely for comfort
- traces of Scots accent mostly eliminated by school or voice lessons

INVESTIGATIVE ABILITIES: High Society, History, Human Terrain, Military Science, Research

GENERAL ABILITIES: Disguise 4, Driving 6, Infiltration 3, Network 12

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DOSSIER REFERENCE: HO107, **HO202**

TOUR GUIDE

NAME: János Ujvary

POSSIBLE ROLE: Suspicious sight, go-between for Elizabeth Báthory (p. 65); Countess Báthory's protector

DESCRIPTION: Mid-30s. János is a little person. He stands at around 4'10" and has a large head, consistent with the most common forms of dwarfism. Dark hair, bearded, his eyes betraying a knowledge long beyond his years. Thus, he usually wears designer sunglasses.

INNOCENT: The unofficial tour guide to Cachtice Castle, (p. 245) Ujvary knows how to chill the blood with ghoulish stories and gruesome details about the Blood Countess' depravities,



all told with a relish worthy of Vincent Price. He is a genuine expert on the area's folklore and history, but knows that lurid tales are where the money is. He introduces himself by name, and, if tourists with smartphones or 1-point **Criminology** spends ask about his connection to Báthory's identically named majordomo, he laughs creepily and says "We share the same … *blood*!" A 1-point **Bullshit Detector** spend sees through his routine but (especially for asset and minion versions) suggests that he knows more than he includes in his spiel for the tourists.

Alternatively, drop Ujvary's mention of the Báthory family, and he can creep the Agents out in any ruin from Castle Dracula (p. 207) to Slains (p. 176) to the tunnels under Exeter (p. 167).

ASSET: As above, but he's also working with the BND. If there's an active German vampire program, then he keeps an eye on the Castle (or Báthory) for them. Otherwise, he's working with their anti-trafficking efforts. **Photography** spots the high-end long-range lens on his camera; **Notice** sees him taking photos of the Agents or other suspicious sorts near the Castle.

As a BND operative, he may cycle to a number of "vampire castle" tourist destinations — having János turn up at Bran (p. 209), Hunedoara (p. 211), Poenari (p. 211), or Orava (p. 212) every time the Agents are there makes a good red herring.

MINION: Ujvary has been Countess Báthory's companion and majordomo for four hundred years. He started as her tutor in the occult, then later became her partner, and finally she eclipsed him in power and he became her servant. Perhaps he lacked the courage to do what she did, or maybe she used her wealth and almost unassailable social position to do what a poor, stunted beggar could not.

Ujvary might have once been a student at the Scholomance (p. 219), making him a failed Solomonar (p. 74), or maybe he just had access to a copy of *Le Dragon Noir* (p. 273). For a really weird take, make him a jenglot (p. 67) tied to the Báthory family. If you want to splatter your Agents across the hillside, he's really Abhartach (p. 61), who long ago left Ireland for more suitable climes.

As Báthory's majordomo, he might appear anywhere in Europe her interests need looking after.

Ujvary should not be underestimated. Many might overlook his strength due to his size — but he does have vampiric strength, and, as a sorcerer, he is uniquely capable of defending the countess, and will do so at all costs. He has protected her since 1614 when she escaped her life sentence, and has never betrayed her.

ALTERNATE NAMES/DESCRIPTIONS: Alexje Jelen, Cyril Siddons, Imrich Novak, Marek Zupak — aliases for János. Cyril Siddons is the name on his British passport, and perhaps in Edom records. János cannot for obvious reasons change his stature, which makes him relatively easily spotted and identified when it comes to being observed. As a result, János chooses instead to either shave his beard, head, or both to change his appearance; a tailored suit goes a long way to change his look from his normal "tourist castoff and windbreaker."

DEFINING QUIRKS:

- he has a lazy eye, making it difficult to observe whether or not he is lying
- he acts as though Cachtice Castle is a perfectly lovely and safe place to live, despite it being a decrepit ruin
- he speaks with deference to all people, using "sir" and "madam" in place of confirmed honorifics — a bit antiquated, but polite

INVESTIGATIVE ABILITIES: Criminology ("vampire crimes" only), Human Terrain, Languages (English, German, Slovakian), Occult Studies, Photography [asset only], Vampirology

GENERAL ABILITIES: [second set of ratings is for supernatural version of the character] Aberrance 0/12, Hand-to-Hand 4/8, Health 4/12, Hypnotism 8, Infiltration 6/12, Shooting 0/10, Surveillance 4

ALERTNESS MODIFIER: +1, +2 [if supernatural]

STEALTH MODIFIER: +1, +3 [if supernatural]

If he's a 400+-year-old supernatural creature, his life prolonged by the Blood Countess, then give him the powers of Magic, Spider Climb, Vampiric Speed, and Strength.

TURKISH AGENT

NAME: Cingöz Recai

POSSIBLE ROLE: Network contact with regional access

DESCRIPTION: mid-40s, tailored Armani suit, forgettable appearance save for gray eyes, clearly fit

ASSET: Recai is an elite operator for MIT, the Turkish intelligence agency, traveling undercover in Romania as a hotelier looking to expand for the tourist trade. He has pieced together some evidence of Operation Edom from Turkish government archives (including seized Abwehr documents in 1945, and shared American signals data from 2009–2011). His current hypothesis, which he considers shaky, is that a human MI6 assassin brainwashed and 'roided up to believe in his own superhumanity has gone rogue. He doesn't know how the pieces fit together, but he is subconsciously open to finding out about vampires. Agents with proof vampires exist are just one **Reassurance** spend away from an ally.

Recai can serve as a Director-controlled investigator, sudden rescue, and anything else needed for the story to accelerate — until his inevitable and bloody demise at the hands of Dracula. Examining the scene of Recai's death (**Criminology, Vampirology**) may give the Agents one more core clue.



INNOCENT: Recai is actually the businessperson he claims to be. He is traveling under a false name and passport because 1) he is sheltering his money overseas to avoid Turkish taxes; 2) he is cheating on his wife with his very expensive mistress; or 3) he has been threatened by paramilitary (or religious) death squads for his political outspokenness, and needs to conceal his identity while overseas and vulnerable.

Sadly, he still seems like a spy, and still draws a fatal response from the Agents' enemies. At least they still get that neat death-scene clue.

MINION: Recai has a sister (Aysel Dogan) in Germany — and Dracula has found her. It suits the vampire lord to tug Recai around like a puppet, playing with him before draining him. If the Agents find Aysel and rescue her, they can flip Recai. For this betrayal, Dracula will of course kill him informatively.

ALTERNATE NAMES: Orhan Yilmaz, Altan Erol Güler, Saul Goldblum [if the Director prefers Mossad to MIT]

ALTERNATE DESCRIPTIONS:

- mid-30s, ink-black hair, strong jaw, moves into Westerners' personal space deliberately
- late 40s; gray temples; keeps mouth partly open at rest, showing even teeth; taller than average but well-proportioned save for large hands
- late 30s, intense, wears luxury casual clothing and sunglasses, wavy brown hair

DEFINING QUIRKS:

- wine connoisseur
- signs of stimulant use (**Pharmacy** or **Diagnosis**)
- shoots his cuffs just before making a decision

INVESTIGATIVE ABILITIES: Electronic Surveillance, Human Terrain, Languages, Notice, Tradecraft

GENERAL ABILITIES: Athletics 9, Gambling 6, Shooting 10; other ability ratings equivalent to Agents' average

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DOSSIER REFERENCE: CU86, **HO236**

VOLCANOLOGIST

NAME: Francesca Collins

POSSIBLE ROLE: Geology or seismology expert

DESCRIPTION: late 20s, athletic, muddy hiking boots and backpack, American accent

INNOCENT: Collins works for either the National Institute for Earth Physics (p. 151) or the Petroleum Executive (p. 127) as part of her PhD in volcanology, which means a lot of climbing around the Carpathians setting up portable monitoring stations. If the Agents want to find her, the best place to look is in the muddy lunar wasteland around the Berca mud volcanoes, where she takes regular methane readings. (Nothing conveys the glamor of international espionage and monster hunting like fart-smelling geysers of cold bubbling mud.) The strange geology of Transylvania fascinates her, and she'll talk enthusiastically about seismic waves and geophysical computer models at the drop of a hat. ("Did you know that this instrument is sensitive enough to pick up the impact of that hat from over five kilometers away? Seriously, climb that mountain and drop your hat again! It'll be fun!")

She's got dual UK and US citizenship; she grew up in the United States, but moved to England to study (the Seismologist, p. 100, was her university lecturer and mentor). She's got an unlicensed handgun buried at the bottom of her backpack, just in case she runs into trouble in the wilds of Transylvania.

Obviously, the route to her heart is through **Geology**, but she'll accept



Flirting from a suitably attractive male as a pale substitute. She can help the Agents with geological mapping or the history of earthquakes in Transylvania, or scan for hidden features like dungeons, tombs, or buried castles beneath the soil. She's also an avid spelunker.

ASSET: Her father's in the CIA, which makes Collins an unofficial CIA asset. The Company's Station Bucharest (p. 159) keeps an eye on her, and she knows the CIA Agent (p. 91) well enough to go to her if she runs into trouble. She may be an active agent, spying on the Petroleum Executive (p. 127) or Leutner Fabrichen (p. 146); if the CIA knows about the connection between Dracula and earthquakes, then she may be making geophysical observations on its behalf. She might even be testing a CIA Earthquake Device (p. 266) — either a Tesla original, or a new model — where no one would notice another few tremors.

Ex-CIA agents, or those who indulge in background **Research**, may connect Collins to her father; alternatively, **Intimidation** or **Bureaucracy** can flush out her association with the CIA, as she'll run to the Company if threatened with violence or expulsion from Romania.

MINION: It's not like she wasn't warned. The old woman at the hotel pressed a crucifix into her hand; the guy she rented the Land Rover from warned her about crossing the Borgo Pass at night, and the cop who stopped her on the road tried to find some excuse to keep her away from *that* haunted mountain. She didn't listen. Now, she wears a scarf to hide the bite marks on her neck, and listens to the primordial music of the mountains in the night. **Vampirology** notes the classic symptoms of blood loss.

ALTERNATE NAMES: Farrah Bishop, Dennis Fonseca, Sherilyn Washington

ALTERNATE DESCRIPTIONS:

- mid-20s, African American, designer sunglasses, slender
- early 30s, thick black hair, black leather bomber jacket and Doc Martens, wears silver thumb ring
- early 20s, University of South Carolina sweatshirt or T-shirt, horn-rim glasses, pierced lower lip, cartoon vampire tattoo on shoulder

DEFINING QUIRKS:

- excited to meet you
- constantly checking iPhone
- habitual squint in sunlight

INVESTIGATIVE ABILITIES: Chemistry, Data Recovery (seismic surveys, tomographic satellite imagery, etc.), Geology, Languages (Italian, Romanian), Outdoor Survival, Vampirology (ironic pop-cult only)

GENERAL ABILITIES: Athletics 8 (all that climbing), Cover 3 (fake Canadian passport given to her by her dad), Driving 5, Hand-to-Hand 4, Mechanics 2, Medic 3, Shooting 4

ALERTNESS MODIFIER: +1

STEALTH MODIFIER: −1

DOSSIER REFERENCE: HO32

NAMES AT YOUR FINGERTIPS

There's nothing worse than being caught fumbling for a name in the middle of the game. Players instinctively sense that they can ignore that character, or at best treat them as a brief one-stop obstacle in a scene. Use this onomastikon to defeat such attempts at second-guessing; for more names, consult Wikipedia or "Kate Monk's Onomastikon" at **http://tekeli.li/onomastikon/**

BRITISH

If you're desperate, you can also use these names for American agents.

GIVEN NAME

MALE: Andrew, Arthur, Charles, Danny, David, Edward, George, James, Marc, Nick, Paul, Peter, Ryan, Tom, William

FEMALE: Bridget, Charlotte, Claire, Eniola, Jo, Karen, Louise, Lynne, Mary, Peg, Rachel, Sarah, Sophie, Zara

SURNAME

Armstrong, Asante, Bentley, Cooke, Davison, Fox-Pitt, Hester, Honeybone, Lawrence, Little, McGuinan, Nickell, Philips, Ramsey, Richards, Tomlinson, Williams

GERMAN

In addition to BND personnel or other German contacts, there remains a small but significant ethnic German minority in Romania, concentrated in Transylvania.

GIVEN NAME

MALE: Bernd, Dieter, Frank, Karl, Matthias, Max, Oskar, Ralf, Robert, Timo, Tobias, Wolfgang

FEMALE: Anna, Antje, Daniela, Franziska, Irina, Janina, Katrin, Lilli, Martina, Nadine, Sabine, Verena, Yvonne

SURNAME

Alt, Bechtold, Bode, Brockhaus, Delbrück, Eisner, Fechtner, Fischinger, Gottschalk, Groth, Hausmann, Herzfeld, Jost, Kaufman, Knoerr, Kuhn, Laufer, Niedermeyer, Ochs, Preis, Rohrbach, Schab, Schiffer, Teicher, Vogel, Weisz

HUNGARIAN

The province of Transylvania was governed by Hungary until 1919, and then briefly again during World War II. A little under a fifth of Transylvania's population is of Hungarian descent, primarily from the Székely families transferred to the Magyar frontier in the Middle Ages. Hungarian names take the surname first, but individual Hungarians may use the more common Western format.

SURNAME

Balog, Bolonyai, Farkas, Horvat, Juhász, Kiss, Kovács, Nagy, Német, Pálfi, Papp, Szabó, Takács, Tóth, Vargha

GIVEN NAME

MALE: Ákos, Attila, Béla, Gábor, Imre, István, László, Mihály, Péter, Tamás, Zoltán

FEMALE: Anna, Beáta, Dorotya, Erzsébet, Éva, Ildikó, Ilona, Katalin, Margit, Nataša, Réka

ROMA

The Roma or Romany, often called (now considered somewhat pejoratively) Gypsies or Szgany, are not to be confused with the ethnic Romanians. Approximately 3% of the population of Romania is Roma. Many Roma take names used by the surrounding population, not least because discrimination against Roma remains quite common.

GIVEN NAME

Male: Boiko, Emilian, Faramita, Ferka, Ion, Papush, Pitvo

Female: Dika, Donka, Florika, Luludi, Tematea, Tsuritsa, Violca

SURNAME

Badi, Badzo, Cervenak, Goral, Holomek, Kaleja, Klempar, Lambru, Mirga

ROMANIAN

In addition to most Romanians, approximately two-thirds of Moldovans have Romanian names.

GIVEN NAME

MALE: Alexandru, Andrei, Claudiu, Gheorghe, Ion, Mihai, Nicolae, Razvan, Sergiu, Sorin
female: Cristina, Doina, Gabriela, Irina, Iulia, Livia, Nicoleta, Roxana, Sorana, Teodora, Timea

SURNAME

Barbu, Fieraru, Ionescu, Lupu, Matei, Moraru, Muresanu, Petrescu, Popa, Popescu, Radu, Serban

SLOVAK

There are even fewer Slovaks in Romania now than there were in Stoker's time, although some labor migration is not impossible along the northern frontier. Surnames ending in "a" end in "ova" for women; e.g., "Baca" becomes "Bacova."

GIVEN NAME

MALE: Ján, Jozef, Ladislav, Martin, Michal, Milan, Miroslav, Peter
FEMALE: Anna, Helena, Jana, Mária, Monika, Zuzana

SURNAME

Baca, Bezdeda, Chrobák, Cibulka, Cierny, Kocur, Král, Meciar, Mlynár, Mráz, Pekár

TURKISH

There is a small Turkish minority in Romania, which has begun to attract investment and entrepreneurs from Turkey as the economy improves. The Gagauz minority in Moldova use Turkish surnames and Christian first names.

GIVEN NAME

MALE: Ali, Aytaç, Burak, Deniz, Emre, Eren, Hüseyin, Kemal, Mehmet, Mustafa, Ömer, Osman, Yücel, Yusuf
FEMALE: Ayse, Aytaç, Elif, Fatma, Meryem, Yagmur, Yücel, Zehra, Zeynep

SURNAME

Aydin, Çelik, Demir, Gul, Kaya, Özdemir, Öztürk, Sahin, Sevim, Yildirim, Yildiz, Yilmaz

UKRAINIAN

Ukrainians are the main Slavic minority in Moldova and a small minority in Romania. Use their names for any SVR, GRU, or other Russian personnel you need — if you're called on it, you can always claim it's a workname or cover identity from the "situation back east." Female surnames often, but not always, end in "-a" or "-ya."

GIVEN NAME

MALE: Igor, Ivan, Kostya, Matviy, Mykola, Olya, Sasha, Vadim, Vitaliy, Vladimir, Yaroslav, Yuriy
FEMALE: Anastasia, Anna, Iryna, Katerina, Marina, Natasha, Oksana, Olga, Tatiana, Viktoria, Yana, Yulia

SURNAME

Antsybor, Burdyga, Deryzemlya, Godorozha, Hlavan, Kostevych, Krasovskiy, Kravets, Obolonchyk, Pidhrushna, Polishchuk, Ponomarenko, Pryma, Rudyk, Semerenko, Serdyuk, Shevchenko, Teresenko

NODES

The following chapter contains information on various corporations, banks, government agencies, and other organizations — 29 in all — which may factor into your game's mysteries, including the troubling puzzle of the Dracula Dossier.

The node described may be only a portion of the "full node" mapped on the Director's Conspyramid: the Ruvari clan of Szgany may be only the local franchisees for the Moldovan Mafiya, or the Burdett Private Bankers a subsidiary of British Petroleum, for example. Within the confines of this campaign, the nodes generally act on their own, but the Director should feel free to tie them into real-world groups she wishes to impute vampirism to, or to her other ***Night's Black Agents*** campaigns, either past or upcoming.

To maintain an atmosphere of tension and horror, see to it that organizations able to provide shelter, resources, and information to the Agents are few and far between. Even seemingly formidable nodes can be destroyed by Dracula, or taken off the table by Edom's high-level partners and patrons in the British government.

Some of these nodes will overlap with the supporting characters in the *People* chapter, especially those listed under 1977 and 2011. Don't be limited to the obvious cross-references that appear in each node's entry; there may be secret agendas, hidden connections, or pure coincidence at work throughout. In short, part of the challenge for Agents and fun for Directors is figuring out which NPC is "actually" part of what node.

Each description breaks down into the following entries:

Apparent Nature: This describes the organization as it shows its face to the world. If the group is an innocuous one unconnected to the shadow struggle, it proves, on further investigation, to match its initial impression.

Edom: This entry describes the node as an asset, front group, or other component of Operation Edom. This may, or may not, contradict a role in the larger Conspiracy: even if Edom hasn't been flipped by Dracula in your campaign, a given node might be penetrated by both Dracula and MI6.

Conspiracy: This entry describes what the organization might be up to if you decide that its apparent nature is a front for Dracula's larger Conspiracy. It also suggests into which level of the Conspyramid the Director can insert the node. As always, you can use the idea as it appears, modify it to suit your needs, or treat it strictly as a jumping-off point for a completely different concept of your own.

If you decide that an organization has neither been suborned by Dracula nor flipped by Edom, its apparent nature is also its true nature.

Connections: This entry suggests characters from the previous chapter who may be connected to the organization. Treat these as suggestions to choose from: a character who is named in connection with several organizations is probably involved in only one of them. Connection does not imply membership; a character could be opposed to the group, have a family or friendly connection, or simply know something about it.

This entry may also provide connections to other nodes, to locations, objects, or other items referenced in this book. Again, these connections are suggestions and inspirations, not hard-and-fast truths. They are also hardly exhaustive: a little thought can connect almost any two nodes, people, objects, or locations.

Dossier Reference: Tells you which annotation, if any, in ***Dracula Unredacted*** mentions the organization. If the node has a main reference, it is given in ordinary text and secondary references are italicized.

NOVEL NODES

These organizations all appear directly in Stoker's report. Some of them no longer exist after a century; some survive weirdly intact; others have been absorbed into later groups, many of them still dangerous.



ARCHDIOCESE OF MECHELEN-BRUSSELS

APPARENT NATURE: This Roman Catholic archdiocese in Belgium also provides spiritual guidance to the Catholic community in the Netherlands. (The Archdiocese of Utrecht only resumed regular ecclesiastical order in 1853 after being prorogued during the Wars of Religion; during Van Helsing's lifetime, Mechelen still played an unofficial role in Dutch Catholic bureaucracy.) Its staff of priests, nuns, lay brothers, and other employees is large and varied enough that infiltrating the offices (even if not disguised as a priest) is not terribly difficult.

In the 1890s, the cathedral's sacristan, Father Arnaud Linden, offered special indulgences to vampire hunters (or at least to Van Helsing) wishing to use the Host against the Un-Dead. The church hierarchy covered up this wildly heretical practice; finding traces requires a few days' **Research** in the diocesan archives.

EDOM: Edom arranged for MI6 to use the cathedral for dead drops, as a way for them to keep an eye on the church (vampirized or otherwise). An Edom watcher is in and out of the building every week or so.

CONSPIRACY: The constant profaning of the Host eventually allowed the Un-Dead access to the cathedral; in one horrific night (when exactly is up to the Director) vampires slaughtered and replaced the staff and some of the priests with their own kind, Renfielding those who begged for their lives. The cathedral is no longer holy ground; using **Human Terrain** during a Mass notes the slightly aberrant wording of the liturgy.

The Conspiracy has kept this foothold in the Church ever since, isolating, tempting, and flipping the archbishops and other officials the Vatican assigns here. It is a Level 3–4 node, and a steady source of poison inside the Belgian establishment (including the Dutroux pedophile ring in the 1990s) and inside the Church (likewise). **Criminology** might trace some connections back from these scandals to the archdiocese.

CONNECTIONS: Van Helsing, of course (p. 33). The church may have provided the ratline for the Anti-Communist in 1945 (p. 81). Any MI6 agent (Lamplighter p. 123, Romania Desk, p. 124, Retired Asset Runner, p. 98) might be there, or have hidden a telling microdot in a personal dead drop. A charitable connection to Heal the Children (p. 150) is very plausible.

If the covert traffic in Hosts continues, there might be connections to Van Helsing's possible successors in the BND or FSB (76), to the Enigmatic Monsignor (p. 114), to a Smuggler (p. 131), or to the clan of Romanian mafiosi currently opposed to Dracula (p. 157). Such customers might also buy garlic from Vanderpool's (p. 244).

If the Director is using the rule that Dracula only suffers from holy objects predating his first death (p. 56), a **Human Terrain** spend notices the out-of-place copies of the Ambrosian Rite in the sacristy.

If the Director is using telluric vampires (p. 59) or similar, or wishes to keep supernatural questions hauntingly unresolved, a 1-point spend **Notices** a large dust-covered jar. Approximately half full of bluish powder near the sacristy's bakery, it is helpfully gummed with the label "A.v.H." Testing with **Geology** or **Chemistry** identifies the mineral only as meteoric nickel-iron. Linden's papers, still stored in the church offices (under seal given his troublesome activities; 1-point **Forgery** spend allows Agents to replace the seal after breaking it) include correspondence with Van Helsing discussing "the meteorite of last Easter" and "the need for the Antwerp cutter to preserve the crossed lines of Widmanstätten" while urging "a slightly larger concentration of the powder desires to keep the Un-Dead soil inert." (1-point **Research** spend to sort through them on site in a timely fashion.) **Astronomy** or **Geology** remembers that differential cooling of the nickel and iron in a meteorite separates the alloy slightly; Widmanstätten lines appear between the two materials. They can be 90-degree crosses if the stone is cut correctly. Whether any meteoric iron with Widmanstätten lines works as a vampiric block, or if it must be cross-cut from a meteor that fell on Easter, is up to the Director. The answer, if there is one, may appear in Edom files in the Asylum (p. 195) or Ring (p. 172), or in Van Helsing's original files if a Legacy can find them.

DOSSIER REFERENCE: CU154

AXEL LOGISTICS

APPARENT NATURE: An international shipping and logistics company, with a sideline in corporate security, with its headquarters in London. Most of Axel Logistics' clients are technology and finance companies and government departments, but a few private individuals (mostly Russian and Eastern European oligarchs and Saudi oil billionaires)



make use of the company's services.

Carter, Paterson & Co., the drayage company hired by Billington & Son (p. 142) to transport Dracula's boxes of earth, was purchased by companies who were themselves purchased by other companies over the course of the 20th century — the chain of buyouts and mergers ends with Axel Logistics.

EDOM: During the Cold War, MI6 used a British logistics company, CPC Transit, as a front for moving spies and assets around Europe. Many of the staff were ex–Royal Air Force, and were involved in the 1940 incarnation of Edom. CPC was later wound down and sold off to another transport company, which was later acquired by Axel, but there's still some corner of Axel's foreign operations office that is forever Edom. Through their agents in Axel, Edom can monitor the corporation's activities or even arrange transport and support for its own operatives abroad.

CONSPIRACY: While older vampires might instinctively prefer having their affairs handled by reliable minions like the Ruvari Szgany (p. 147), the old ways must sometimes yield to the new, so boxes of earth and sealed coffins are among the items transported with absolute discretion and absolute security by Axel Logistics.

If it's a low-level (1–3) node, then Axel Logistics is just a tool used by the Conspiracy; interrogating Axel staff with **Cover, Flirting, Cop Talk**, or some other suitable ability, or stealing information points the Agents at some other Conspiracy node or place of interest. Axel security guards can show up in places where Romanian Mafia (p. 157) or Ruvari Szgany goons aren't appropriate.

Tracking a particular consignment through Axel's system requires **Traffic Analysis** or **Accounting** (or **Bureaucracy**); spotting that a consignment's got an unusually heavy security presence comes under **Military Science**. Potentially suspicious cargoes:

- *Coffins or boxes of earth:* Originating at Bucharest (p. 199), Galati (p. 217), or Varna in Romania (to avoid giving away the location of Castle Dracula too easily), going to wherever the Conspiracy needs vampires (the Middle East or elsewhere in Romania if they're going after Al-Qaeda in Rûm (p. 148), or London if Dracula's up to his old tricks). This cargo may need to be transported by sea or rail instead of flown, if vampires have trouble flying. Extremely high security — or maybe suspiciously low security, because the vampire has supernatural defenses escorting it. Unusual weather patterns (spotted with **Astronomy** or **Outdoor Survival**) may reveal the presence of a moving vampire.
- *Blood Products:* Possibly originating at Seward's Asylum (p. 195) or some ghastly prison where suitable victims are drained of their blood, run by the Securitate (p. 154), going to wherever the vampires are hungry. Imprisoned vampires (say at HMS *Proserpine,* p. 169, or the Fortified Monastery of St. Peter, p. 144) may need blood supplies brought to them. **Pharmacy** identifies that this consignment contains unusual blood products.
- *Relics:* Possibly items of sorcerous power like *Le Dragon Noir* (p. 273) or the Earthquake Device (p. 266), religious relics, corpses for interrogation with necromancy, or other treasures of the past. These might come from Castle Dracula (again, the trail starts in a Romanian city), or from an archaeological dig site (perhaps the Scholomance, p. 219), or from a museum like the Vesuvius Observatory (p. 242). They're going to either some vampiric lair, or to a broker like the Sculptor (p. 100).
- *Treasure:* Gold from Dracula's treasure vault, blood diamonds called up by telluric manipulation, or the location of a huge oil strike discovered by the Volcanologist (p. 136) — whatever it is, it's a potential source of vast wealth for the Conspiracy, but it needs to be translated into usable currency. Originates in Romania, going to London.
- *Human Trafficking:* If the Human Trafficker (p. 118) is a Conspiracy asset, then he can use Axel Logistics to cross borders into the West.
- *Heroin:* Axel Logistics might answer to the Drug Boss (p. 113), part of his network with links going from Afghanistan to Romania. **Criminology** works out what the Agents are looking at.

As a Level 4–5 node, it's wholly owned by the Conspiracy, and is used to gain access to potential minions for the Master. Especially valued clients are invited to meet with Mr. de Ville, the CEO of Axel Logistics.

CONNECTIONS: Axel Logistics can connect any node/individual to any other individual (it's like they specialize in logistics or something), so use them as a bridge if the Agents are close to exhausting one avenue of investigation and you want to point them somewhere new.

In the original novel, they connect to Billington & Son (p. 142) and the Safe House Network (p. 194) — one more strand in a web that also includes Leutner (p. 146) and Hildesheim (p. 116). If they're part of the Conspiracy, they're likely in bed with HGD Shipping (p. 145).

DOSSIER REFERENCE: HO48, **HO95**

BILLINGTON & SONS

APPARENT NATURE: A small law firm, mostly handling wills and other property deals for local clients. The firm's musty offices occupies the bottom two floors of a house on Flowergate Street in the heart of Whitby; their archives, dating back to old Samuel F.'s era in the 1890s, are crammed into the attic on the top floor. Dracula employed them as his local agents to receive and convey his fifty boxes of earth to Carfax.

EDOM: Samuel Billington was an Edom lamplighter, in place to receive the Count and handle his arrangements. His family has no direct connection with the Service, although they do have a number



to call if anything unusual happens, especially anyone asking questions about the firm's old clients — calling it can bring an Edom surveillance team or even a Duke (probably Hound, p. 51. Use Nails, p. 52, if the Agents caused a scene). Tracing the phone number with **Traffic Analysis** might point back to HMS *Proserpine* (p. 169) or Ring (p. 172) if Edom were sloppy; more likely, it goes to an MI6 cut-out or vanishes inside GCHQ's networks.

CONSPIRACY: Even after he was driven from England, Dracula remained in correspondence with the Billingtons, and they are still his agents in England. The Billingtons are unaware of any supernatural component to the Conspiracy, and believe that they're dealing with a dynasty of Romanian aristocrats. They discreetly handle any requests made by their oldest and most eccentric clients, whether that's purchasing property, arranging shipping, or paying cash to a succession of shady or even clearly deranged strangers.

Huge black rats (more powerful than those on page 155 of ***NBA***; base Fighting 3/4, Health 3/4, damage −2/+0) infest the cellars of the house on Flowergate, and have resisted all attempts at extermination. The Billingtons are strangely blasé about the infestation, even though the rats sometimes devour documents, or seem to peruse files with an almost human intelligence. They'll devour the Agents, too, given the opportunity.

The Conspiracy keeps the Billingtons in the dark about most operations. **Cop Talk, Law**, or a break-in with **Infiltration** gets access to the current files; **Accounting** points at one or two other low-level Conspiracy nodes, likely Hildesheim (p. 116) or Leutner Fabrichen (p. 146).

Billington & Sons is a Level 3 node at best, but probably works best as a Level 1 or 2.

CONNECTIONS: Archived correspondence with Hawkins (p. 39) confirms the presence of a small-*c* conspiracy. The archives also point to Carter, Paterson & Co., now part of Axel Logistics p. 141); other letters, especially ones discussing the purchasing of property in the UK, might point to a disused or active vampiric lair (maybe in the Other Ports, p. 172, or as part of Dracula's Safe House Network, p. 194).

The Billingtons are currently handling the estate of a recently deceased young woman who passed away suddenly while visiting Whitby; **Forensic Pathology** or **Vampirology** suspects she was drained by a vampire, and she's got the Westenra Brooch (p. 284) listed among her belongings.

DOSSIER REFERENCE: HO50, **HO95**, CU134

BURDETT'S PRIVATE BANKERS

APPARENT NATURE: Founded in 1704, Burdett's is one of the oldest and most exclusive banks in England. Historically, virtually all its clients were aristocrats, landed gentry, and senior civil servants; today, it still serves only select customers — entrepreneurs, certain celebrities and entertainers, and foreign investors with strong connections to the British government. Its headquarters is on the Strand in London; it also has discreet branch offices in several European capitals, including Bucharest.

In addition to wealth management, the bank offers large and extremely secure safe deposit boxes, and has a contract with Axel Logistics (p. 141) to move the contents of these boxes between branches on request without opening them.



EDOM: Burdett's handles Edom's money, including paychecks. The bank has many years of dealing with complex and discreet arrangements, including payments to informants or undercover agents. While such information is as closely guarded as anything else entrusted to the bank, if the Agents could break in and obtain the Edom files, they get worknames, addresses, and bank details for a large portion of the organization — give them at least three solid leads, including the real identity of a Duke. **Accounting** and **Traffic Analysis** are needed to make sense of such a treasure haul, but getting that information won't be easy. Burdett's security is top-notch; breaking in could be the goal of an entire game session, or elided into the spending of at least 2 × the number of player characters in points of Investigative abilities (and a Difficulty 7 **Infiltration** test) to plan and execute a break-in. (For a model bank heist, see the one in *The Box Men* on pp. 94–98 of ***The Zalozhniy Quartet***.)

While they're in there, the Agents could also make off with a few million in cash, but doing so draws a lot more Heat.

CONSPIRACY: Even before he left Transylvania, Dracula was in touch with Burdett's bank (**HO50**). He wasn't keeping his money there — he has to risk his un-life to grab a handful of gold when chased out of his Piccadilly safe house by the hunters in order to pay for his travel back home. His interest in Burdett's might have stemmed from his research into England's power structures — with an agent in the bank,

Dracula would have access to every aristocratic family and every organ of government. This spy in the heart of the British Establishment might be a human minion, or maybe there's been a vampire lurking in the bank vaults for a century, relaying information back to its distant Master.

Alternatively, perhaps Dracula did deposit a fortune in gold coins there, but felt he couldn't risk a visit to the bank while the hunters were close on his trail. In this case, the de Ville account at Burdett's might be a financial lynchpin for the Conspiracy in England, and breaking into the bank (as above) gets the names of various key agents of Dracula.

A Burdett's used only as storage is a Level 2 node; a Burdett's used as leverage or connector could be Level 4 or even Level 5, if the Conspiracy is deeply enmeshed in the British Establishment.

CONNECTIONS: Likely clients of Burdett's include Lord Godalming (p. 43) and the MI5 Deputy (p. 95). The Petroleum Executive (p. 127) or the Hungarian (p. 94) might also be clients if they've got the Establishment's blessing.

Burdett's vaults might contain all sorts of relevant items — Arthur Holmwood (p. 36) had a box here, and could have squirrelled away anything from the Portrait of Dracula (p. 275) to an Earthquake Device (p. 266) to a Sealed Coffin (p. 278). Some previous spy (like "Cushing," p. 92) might have hidden documents or some other relic in Burdett's, and left a passbook or a sealed letter behind to allow the Agents access to that deposit box.

DOSSIER REFERENCE: HO50

FORTIFIED MONASTERY OF ST. PETER

APPARENT NATURE: Dating back to the 17th century, this is one of the oldest buildings in Galati (p. 217). The "monastery" part is self-explanatory; thick walls topped with battlements, reinforced doors, and a bell tower that overlooks the Danube valley cover the "fortified" aspect. Persistent local legends speak of a secret passage beneath the monastery that runs outside the town, or possibly even under the Danube river. Dracula's agent Petrof Skinsky (**VS242**) was murdered in the churchyard surrounding the monastery. The Slovak river-clan smugglers were blamed for his death, which led to a prolonged feud (see Hildesheim, p. 116, and the Smuggler, p. 131).

During the Communist era, the government seized the monastery and used parts of it as a museum; other sections stored munitions and parts destined for the shipyard. Relics or records kept in the monastery might have been returned when it was re-sanctified, or they may still be in the archives of the SRI (p. 156).

Gaining access to the inner sanctum requires **Archaeology, Theology**, or a suitable Cover.

EDOM: The monks here know Dracula of old; the death of Skinsky was an attempt to ambush the Count when he was exposed and vulnerable. They are sympathetic to Edom's vampire-hunting activities as opposed to actually being part of the operation — although they gratefully accept Edom's regular donations to their coffers. The monastery can be a refuge against vampiric attack, or provide holy water and other weapons against the Un-Dead.

In the 1940s, a ratline out of Germany ran through the monastery; were the monks operating under Edom's orders, or those of elements within the Catholic Church looking for a way to stem the tide of Communism? Either way, **Researching** the records points to a connection to Argentina (p. 225) or Gladio (p. 163).

Optionally, the monastery has its own tame vampire kept prisoner in the crypts, let out on a chain to extract vengeance upon the deserving. It was this insane monster that killed Skinsky, and it inspired Edom's own plans to acquire a vampire (now kept at HMS *Proserpine*, p. 169).

CONSPIRACY: The monks worship Dracula; this has been one of his safe havens for centuries, which is why he came here when pursued. **Theology** or **Human Terrain** notices curious aspects in their rites; **Art History** or access to a Cameo of Dracula (p. 263) spots that the icon representing St. Peter bears a disquieting resemblance to the Count.



There is indeed a tunnel beneath the Danube running from the church crypt to another church in Bratianu, which vampires use to avoid crossing the running waters of the river. **Languages** (and maybe a **Filch** test to steal the letters) spots unusual correspondence with the Archdiocese of Mechelen-Brussels (p. 141) — why is a Greek orthodox monastery telling a Roman Catholic archbishop what to do? Put this node in one step above the archdiocese as a Level 3 or 4 node if both churches are compromised, or else as a Level 2–3 local node. If you do make this a Level 4 node, then it's definitely the resting place of a full-fledged vampire who leads the monks in unholy ceremonies.

The monastery has a supernatural "guardian angel" that keeps the monks in line — it's a gigantic, monstrous bat (possibly a camazotz if the Director is very cruel; see ***NBA***, p. 149) that nests in the bell tower.

CONNECTIONS: Investigating Hildesheim (p. 116) or Galati (p. 217) might bring the Agents here. Following Dracula's trail up the Danube leads first to Strasba Orphanage (p. 223), then the mountains around Dracula's Castle (p. 207).

In addition to potential connections to the Archdiocese (p. 141), the monks here may be in touch with the Hospital of St. Joseph and Ste. Mary (p. 230) and any Vatican-sponsored vampire hunters you've got running around.

DOSSIER REFERENCE: VS242



HGD SHIPPING

Dracula departed England hastily on board the *Czarina Catherine*, which was owned by Charles Hapgood. As noted in **CU240**, the Hapgood family is still in the shipping business.

APPARENT NATURE: HGD Shipping operates a fleet of a dozen small- to medium-size containerized cargo ships, carrying goods from one port to another. Their head office is in Rotterdam, but they also have facilities in Varna and London; most of their cargos come from Eastern Europe or North Africa. They sometimes carry containers for Axel Logistics (p. 141), but that's not their biggest client by any means. See Other Ports (p. 172) for a discussion of English ports where HGD ships might appear.

The *Czarina Catherine* — or rather, the fourth ship to bear that name — is one of the company's ships. She's one of their oldest vessels, a 320-TEU cargo hauler registered in the Marshall Islands.

EDOM: Edom acquired HGD — or rather, acquired Hapgood and the *Czarina Catherine* — in the cleanup after the failed operation. Captain Donelson and his crew had as much direct experience of the vampire as anyone alive, so they were held and intensively interrogated. Some of them were deemed reliable enough to be recruited into Edom; already, some within British intelligence were thinking about a second try, and wondering if the problem with the original attempt was Dracula slipping the leash at Whitby.

In the modern era, HGD Shipping is an Edom cut-out, a front used for their operations in Europe. Edom operatives encountered abroad may carry papers showing them to be employees of HGD, and HGD offices come with remarkably high security (**Infiltration** Difficulties 5+), illegal armories, secure computer connections (**Digital Intrusion** Difficulties 5+) and seismological monitoring equipment.

For logistical reasons, the supply boats that support HMS *Proserpine* (p. 169) are registered as belonging to HGD Shipping. **Data Recovery** or **Accounting** on shipping records spots this odd anomaly — why does a company that mostly carries bulk goods out of the Black Sea also run two small tenders in the North Sea?

CONSPIRACY: Unlike the unlucky crew of the *Demeter* that brought Dracula to Whitby, the *Czarina Catherine* reported no such misfortunes on her return journey — and she arrived in the port of Galati (p. 217) despite being bound for Varna. The captain's account of fog and unnatural winds was just a cover story for the arrangement made with Dracula. HGD Shipping continues to carry boxes of earth and other resources (including victims; see the Human Trafficker, p. 118, as a possible source). Every ship carries six armed Conspiracy guards, and possibly a Renfield or two; Dracula can also call up winds and fog to protect his ships or hasten them on their way when needed. After his hasty escape from England in 1894, the Count learned not to be caught short again, so HGD Shipping has well-honed protocols for extracting vampires and smuggling coffins past security checks. All their ships carry inflatable craft or small boats for transporting the Un-Dead across running water when the tides aren't turning.

Breaking into a HGD office or gaining access to their records (**Digital Intrusion** Difficulty 6, followed by **Traffic Analysis**) lets the Agents discover the likely location of a vampire, like Orlok or one of the Brides, or even Dracula himself.

HGD is either a vulnerable Level 2 node kept around for basic transport, or a better-protected Level 3 node linking the Conspiracy's operations in the Balkans and the British Isles.

CONNECTIONS: Axel Logistics (p. 141) is in the same line of business. Ports of interest include Whitby (p. 177), Galati (p. 217), Varna, and London (p. 179). Possible clients for cargo shipments include Leutner Fabrichen (p. 146); illegal cargoes might be connected to the Arms Runner (p. 102), Human Trafficker (p. 118), or Drug Boss (p. 113).

DOSSIER REFERENCE: HO48, CU203, **CU240**

KLOPSTOCK & BILLREUTH, BANKERS

APPARENT NATURE: A small private bank, originally located in Budapest. The owners fled to Berne, Switzerland, in 1940, carrying with them most of the assets of the bank, and re-established the company there. The majority of their clients are old-money families from Hungary, Bulgaria, and Romania.

Recent rumors link Klopstock & Billreuth to money laundering for the Russian Mafiya, but the secrecy of the Swiss banking establishment means that any investigation into such crimes will take a very long time to get anywhere.

EDOM: Edom's driving the Europol investigation into Klopstock & Billreuth, having failed to get a mole into the bank in the past. Its cat's-paw is Marie Joinville (use the Bucharest Street Cop statistics, p. 108); she's been provided with information about the money



laundering by Elvis (p. 50). The aim of the operation is to keep Dracula dependent on Edom for financial and logistical support — tightening the leash, as Hound put it. If the player characters can provide proof to Joinville that she's being used by MI6, she may be a useful ally to them.

CONSPIRACY: Suitable **Cop Talk** with an anti–organized crime expert (from Europol, OTFI, MI5, BKA, Italy's ROS or other anti-mafia magistrates) or a 1-point **Criminology** spend, reveals that the bulk of the real evidence points to money laundering for the Romanian mafia, not the Russians.

Dracula comes from an earlier age, and learns new tricks very slowly and cautiously. Klopstock & Billreuth were his first, tentative steps to entrusting some of his affairs to strangers bound by law to serve him, instead of those bound by blood or duty. Before Hawkins and Harker, before Billington & Son — before *Edom* — he entrusted some of his money to Klopstock & Billreuth.

Klopstock & Billreuth may be the Conspiracy's paymasters in general, but it's more likely they're a Level 3 or 4 cut-out — anything below them on the Conspyramid is unaware they're part of the Conspiracy. They handle Dracula's entirely legitimate business affairs — buying properties in Romania or England, purchasing items at auction (possibly through the Sculptor (p. 100)), hiring solicitors and other agents, all without any connection to any criminal or supernatural elements. When the Conspiracy needs to keep its hands clean, it goes through Klopstock & Billreuth. They might be in charge of hiring innocent versions of HGD Shipping (p. 145), Axel Logistics (p. 141), or Hildesheim (p. 116).

If they are laundering cash for the Russian Mafiya, they may be connected to the Black Sea Bank from ***The Zalozhniy Quartet***.

CONNECTIONS: The Hungarian (p. 94) may do business with Klopstock & Billreuth, and is possibly a client of theirs, as is the Leutner family of Leutner Fabrichen (p. 146). If the Sculptor (p. 100) is liquidating Dracula's antique assets, she may be paying the money raised back into an account here.

DOSSIER REFERENCE: HO50



LEUTNER FABRICHEN

Dracula writes a letter to Herr Leutner of Varna (**HO50**); given the context of his later actions and his conversation with Jonathan Harker, Leutner was likely another one of Dracula's solicitors like Hildesheim (p. 116) or Billington & Sons (p. 142), in charge of one small aspect of the Count's travel arrangements. Backed by external capital, Herr Leutner founded a manufacturing company that survives to the present day. Arms sales were a major part of the Bulgarian economy prior to the revolution, but sales plunged from $800 million a year under Communism to around $380 million a year in recent times.

APPARENT NATURE: A weapons manufacturing company based outside the tourist town of Varna, Leutner Fabrichen specializes in explosives, anti-tank weapons, landmines and munitions; since the 1990s, they also manufacture several small arms designs under license from the original designers, like the Romanian UMS "Dracula" Md1998 machine pistol (9mm, +1 damage, 20 round magazine). The company was founded in the early years of the 20th century, nationalized under the Communists, but privatized again after the revolution and is now back under the control of the Leutner family who originally founded it.

While the wealthy Leutners value their privacy, Johan (mid-60s) is the family patriarch and director of the company. His wife Madga (mid-50s) comes from rural Transylvania, and may either be the power behind the throne or an aging trophy wife. His daughter Ludmilla and his son Radu are both employed by the company, in R&D and sales respectively; the younger daughter Mirela is a student in London. The oldest son, Sorin, is a Eurotrash playboy who has been banished from the family home; he can be found in some nightclub in Paris, Moscow, London, or Dubai.

EDOM: Edom doubled Leutner (either as part of the initial preparation for recruiting a vampire in 1894, or as part of the cleanup operation in 1896). His sideways move into being an arms manufacturer was a stroke of good fortune for British intelligence — it reactivated him in the 1930s, threatening to reveal where he got his money if he didn't cooperate. The Leutner family helped conceal SOE operations in the Balkans in World War II. They remained in place during the Communist era, but their productivity as a source waned with the decline of the Bulgarian arms industry. They're no longer actively courted by MI6, but Edom could reactivate them if needed.

CONSPIRACY: Leutner was Dracula's agent in Varna. The Count paid him handsomely for his services, and Leutner spent Dracula's gold on bringing in foreign expertise and machinery when setting up his new business as an arms manufacturer. The Leutner family remained loyal to the Conspiracy throughout the 20th century (Herr Leutner, once a disposable minion, may have won himself an upgrade to Renfield or even full vampire status as a reward for his ingenuity). After the revolution, the Conspiracy ensured that the Leutners regained full control of the company.

Leutner Fabrichen is a good midlevel (Level 2–3) node in the Conspiracy;

move it up to Level 4 if they're building something secret in their factory, like their own version of an Earthquake Device (p. 266). They might sell illegal weapons via the Arms Runner (p. 102) or supply the Romanian Mafia (p. 157).

HO50 connects the Herr Leutner of the novel to Leutner Fabrichen. LF-built weapons might show up in the hands of the Ruvari Szgany (p. 147) or SRI (p. 156), and be traced back to the Varna plant with **Military Science** or **Mechanics** or **Shooting**. The Varna plant is a secure location — infiltrate it, or pose as a potential buyer with **High Society** and **Military Science**. The Leutner family's mansion looks like an Ottoman-era fortress from the outside; inside, it's luxuriously appointed.

CONNECTIONS: LF has contracts with the Romanian Government (p. 151). Many of their weapons end up in the hands of the Romanian Mafia (p. 157) so often that there may be a direct connection. The Arms Runner (p. 102) might be involved. If they're an Edom node, they may supply specialized anti-vampire weapons and gear; if they're a Conspiracy node, then they may be delivering weapons to the Ruvari Szgany (p. 147) or other minions like Axel Logistics (p. 141); they might even be developing vampire-specific equipment, like UV-polarized riot masks, stake-proof chestplates, and kevlar-lined coffins.

Explosive Devices or **Chemistry** can connect any handy bombing or arson back to Leutner Fabrichen; the explosives used were manufactured in their plant.

DOSSIER REFERENCE: HO50

RUVARI SZGANY

APPARENT NATURE: The Ruvari Szgany ("Wolf Gypsies") is a Roma clan native to Transylvania. Like many Roma, they were slaves in Wallachia for centuries, until granted emancipation in the 1850s. The Ruvari Szgany were owned by the ruling nobles, the *hospodars*, and were considered their private property. The Ruvari are traditionally associated with mining and metalworking, and many still practice these occupations — or related work, like scrap metal collection and plumbing. In recent years, gangs connected to the Ruvari Szgany have operated car theft rings across Europe, stealing high-end cars in Germany and Switzerland, then reselling them into Russia and Ukraine.



They are a secretive, self-contained people; marriage outside the clan is extremely rare, and virtually all interactions with outsiders are mediated by a handful of influential *phuri* (clan elders). Clan wealth flows toward these elders, who take a share of all earnings (both legal and illegal) made by their relatives. Their reputation in Romania — both with other Roma and among the settled community — is extremely poor. **Streetwise** lets the Agent learn whether are not there are any Ruvari Szgany in the area (usually accompanied by a warning to steer clear of such dangerous men); clan members do not, as a rule, talk to outsiders, but a combination of **Streetwise** and a bribe allows an Agent to briefly question one of the younger "wolves."

Use the Militia stats (***NBA***, p. 69) for these guys; they're more likely to have flick-knives or baseball bats than guns unless they're expecting really big trouble.

EDOM: Most Ruvari are Conspiracy, true, but Edom turned one or more Ruvari Szgany bands after Dracula's defeat in 1894, and they remained on the payroll even after the Iron Curtain descended in 1945. Edom's agents spied on Castle Dracula and reported on events in Romania for the British, but they were never a trusted source of intelligence, and there was little doubt among Edom's analysts that the Ruvari were trying to serve two masters by reporting everything they told the British to their vampire patrons. The Ruvari network in Romania was rolled up and eliminated in the chaos after the events of 1977, but **Tradecraft** and a knowledge of Edom operations in that era let the Agents find an old phuro who still remembers the right pass phrases, and is still willing to balance Dracula's gold against the

GIFTS OF THE COUNT

If you want to make the Ruvari Szgany more of a challenge later in the campaign, then their worship of Dracula / long exposure to weird telluric energies / black magic rituals may have given them added abilities. Perhaps …

- They're werewolves. They can transform freely under the full moon; at other times, they've got to force the transformation with a ghastly trigger of some sort (eating a child's heart, a cocktail of drugs, electric shock). When in wolf form, they've got the stats on page 155 of ***Night's Black Agents***. Cruel Directors might rule they're vulnerable only to silver weapons.
- They're spell casters — they can control the weather, summon earthquakes, curse their foes, and contact Dracula from afar. A connection to *Le Dragon Noir* (p. 273) is a virtual certainty. Give most of them 2 points of Aberrance; elders get 8 or more.
- Their attunement to the telluric fields means that they become Unfeeling (***NBA***, p. 126) and get vampiric strength (+1 melee damage, and 3 points of Aberrance to spend on feats of strength) in certain places of power or in certain conditions (such as during a thunderstorm or a volcanic eruption). Alternatively, they've got the same sort of supernatural senses as Dracula, only on a much more limited scale — they can sense people and vehicles moving above the earth of Romania in their immediate vicinity.

pound sterling. **Reassurance** means he won't actually betray the Agents to Dracula without giving them a sporting head start.

CONSPIRACY: This folk of this clan have always served Dracula. *Hospodar* can mean God as well as landowner, and they worship their Master with Satanic rites and blood sacrifices. The clan members in the heartland of Ruvari territory are utterly loyal to Dracula; younger folk who have strayed from the path or been corrupted by the outside world may require a little reminder of their true purpose in life. Dracula uses the Ruvari Szgany as messengers and laborers when in Romania. **HumanTerrain** combined with **Traffic Analysis** might let the Agents narrow down the possible location of Castle Dracula (p. 207) by correlating the movements of Ruvari bands.

CONNECTIONS: The Romanian Mafia (p. 157) and other Conspiracy nodes, obviously. The clan's heartland is somewhere near Castle Dracula (p. 207). They're at odds with the Human Rights Activist (p. 118), and might do business with the Arms Runner (p. 102) or the Drug Boss (p. 113) or even the Smuggler (p. 131).

DOSSIER REFERENCE: VS57

OTHER NODES IN ROMANIA

These nodes are not explicitly mentioned by Stoker, but may exist on the ground in your campaign. They are only a few of the nodes that might be involved in a Conspiracy only extending over Britain and Romania; any node from your previous or ongoing campaign can easily be inserted here.

Connections are everywhere: for example, Prince Charles (yes, *that* Prince Charles) has taken a major financial interest in preserving Transylvania's forests, going so far as to purchase a manor house in Transylvania (in Valea Zalanului, northeast of Brasov) and claim descent from Vlad Tepes. Take that, fiction.



AL-QAEDA IN RÛM

Al-Qaeda sank its tendrils into the Balkans beginning with the Bosnian war of 1992–1995. The Bosnian government of Alia Izetbegovic, abandoned to the Serbs by the West, took any help it could get — very much including bin Laden money and "El-Mudžahid" fighters from Saudi Arabia, the Emirates, and Chechnya. The 1995 Dayton Accords ended the war and expelled most of the *mudžahedini* to Afghanistan, but the connections stayed intact. Al-Furqan ("the Criterion"), founded in Bosnia in 1997, combined radical recruitment and finance work — and still does, despite officially disbanding in 2002 and being declared a terrorist affiliate by the UN in 2004. Italian newspapers reported an "al-Qaeda training camp" in Galati, Romania (see p. 217), in 2007; the same year Serbia rounded up a group of Muslim extremists in Novi Pazar and imprisoned 15 of them. In 2011, a radical gunman shot up the US Embassy in Sarajevo, and Romanian prosecutors alleged that an Iraqi people-smuggling network had moved at least five al-Qaeda members into Romania.

All that said, in the real world, al-Qaeda hasn't yet opened up an official branch office in the Balkans. But for this campaign, we've created al-Qaeda in Rûm (AQIR) as a useful shorthand for "al-Furqan and all these other weird little cells," as a suitable network for Dracula to devour, and as a nice exercise in moral compromise for **MIRROR** mode games. Which devil do the Agents deal with? And is their decision any more moral than Edom's?

APPARENT NATURE: For years, Western analysts have feared (and al-Qaeda has threatened) the rise of a "white al-Qaeda," drawn from populations ethnically indistinguishable from most Europeans and Americans, capable of using stolen Western passports with minimal alterations or disguises necessary. AQIR wants to fill that niche. With a hard core of Afghans and Arabs to provide training, technical expertise, and ideological reinforcement, AQIR has steadily recruited Bosnian Wahhabis (mostly living in the remote countryside outside of Tuzla), Gagauz, Chechens, Albanians, Kosovars, and disaffected white European radicals.

The AQIR leadership plans revenge on Romania and Bulgaria for aiding the US wars in Iraq and Syria, and wants to get the atrocity headlines back from those upstarts in ISIS. So even though a lot of AQIR cells have disappeared in horrible ways recently, it still mounts its propaganda offensives punctuated with the occasional suicide bombing or beheading video. The Chechen membership of AQIR wants to expand the jihad to cover Russia, especially former Russian generals now retired on the Adriatic coast or in resort towns like Varna.

As a historical note, "Rûm" was the old Arabic name for Anatolia and the Balkans, derived from "Rome," meaning the Byzantine Empire.

EDOM: AQIR as a creation of Edom makes a certain amount of twisted bureaucratic sense. In the sunniest reading, AQIR doesn't actually exist — it's a creation of government propaganda and self-deluding "analysis," and just a way to keep the black budget money flowing to Edom. To be sure, there are a few terror cells in the Balkans, but no overarching leadership or organization. Edom much prefers to send Dracula after other groups in Europe, saving Islamist cells for budget review time.

In a darker version of this story, Edom or MI6 actually created AQIR in a well-meaning attempt to create a deniable mujahideen force in Bosnia to contain the Serbs (and thus by proxy the Russians), much as the CIA (working through Pakistan's ISI) built the Taliban

into a coherent force in the 1980s. Now, Edom still has its "own" commanders in the organization, and it's perhaps foolishly trying to surgically eliminate their rivals to turn AQIR back into a mostly obedient client of the Crown.

CONSPIRACY: Everything from taut devil's choice storytelling to Vlad Tepes' crusading past should make AQIR almost the last node in the book to be an arm of Dracula's Conspiracy, but anything is possible. In this reading, Dracula has made a deal with the "real" AQIR to weed out its rivals, including influential moderate and antiterrorist Muslim leaders. AQIR or Dracula creates a false trail leading to the patsy group and sells it to Edom, and thus to MI6 and the CIA. What Dracula has to gain from this arrangement, besides thwarting even the pretense of Edom control, is unclear. Most likely, he's waiting to betray AQIR and destroy them all at once.

It's up to the Director whether vampires also suffer from the touch of the Koran or recoil at the sound of the *shahada*. If so, Dracula works almost exclusively through Renfields and actual double agents turned with bribes or threats against vulnerable family members.

Even a Dracula-run AQIR is likely only a Level 1 or 2 local node.

More likely, AQIR acts as a guidepost pointing to Dracula's operations. When he slaughters a terror cell, he leaves evidence of his methods and clues to his local allies — who shipped and hosted his coffin? Who supplied the thugs for cleanup? And if AQIR decides to strike back at Dracula, they are unlikely to do so in a particularly subtle or low-profile fashion. They won't succeed at killing the Count — they're not quite the cream of the terrorist crop, especially after years of being hunted by vampires — but they will absolutely expose part of the Conspiracy, if only the part that just got blown up with a truck bomb.

CONNECTIONS: There are AQIR cells in Galati (p. 217), Bucharest (p. 199), Istanbul (p. 248), and anywhere else you might need in the Balkans. Documents in the "Black Light" site (p. 204) or in the possession of the Black Site Interrogator (p. 104) might point to AQIR. The Arms Runner (p. 102), Drug Boss (p. 113), Medievalist (p. 122), or Radical Imam (p. 129) might be actual AQIR members. Even as friendlies, they might know something worth finding out.

DOSSIER REFERENCE: HO83, **HO131**



ECHIPA MORTII

The Iron Guard distinguished itself from other European fascist militias by its primary focus on the spiritual, as opposed to political or racial, component of fascism. (Although yes, it was violently antidemocratic and anti-Semitic as well.) Founded on Midsummer's Day 1927 as the Legion of the Archangel Michael, it explicitly urged an obsessive travesty of Christianity, invoking death as a path for the spiritual resurrection of Romania. The Legion's founder, Corneliu Zelea Codreanu (called the "Capitanul," or "Captain," by his acolytes) urged assassination by suicide squads as a political tactic for spiritual ends. The dead could renew Romania's life, he believed. Even acts that brought on damnation, Codreanu wrote, are worthy if they redeem Romanian blood and soil. These damned teams took the name of *echipa mortii:* "death squads" or more literally "squads of the dead." Squads with names like the Nicadori, Decemviri, and Razbunatori ("Avengers") ambushed the Guard's high-ranking enemies, slaughtering them in a fusillade of bullets or chopping them up with axes before … as some said … licking up the fallen blood. All these assassins were arrested and either jailed as martyrs or executed — as even holier martyrs, aiding Romania from beyond the grave.

Research, Human Terrain, or **History** turns up any of the above with little effort, along with the fate of Codreanu: strangled and shot "trying to escape" with 13 of his inner circle on 30 November 1938. The gendarmes who killed Codreanu did so without trial; they then drenched the bodies with acid and entombed them beneath seven tons of concrete. But the backlash to Codreanu's killing eventually propelled his successor Horia Sima to a brief ascendancy. Under the watching eyes of Romania's Nazi allies, Sima and the dictator Antonescu exhumed Codreanu and ceremonially "reburied" him and his cohorts on 27 November 1940, the day after the Iron Guard slaughtered 72 dignitaries, political prisoners, and non-Guardist police officials.

Eventually the Guard overreached, and Antonescu and the Nazis crushed it during the confused coup d'état of 21–23 January 1941 (p. 329). Sima and a few higher-ups fled to Berlin under SS protection. The Iron Guard survives today in expatriate communities overseas and as the fringe fascist political movement Noua Dreapta ("New Right") in modern Romania.

APPARENT NATURE: All of this should be wildly pinging the Agents' **Vampirology** and **Occult Studies**. Spending 2 points of **Research** or **History** uncovers still more suggestive details. The word *echipa* also connotes a magical spell, which is where the occult core of the Iron Guard comes in. The true Echipa Mortii — the Knights of Death — swore oaths on a pistol and Bible, in groups of 13. Their ceremonies combined Geto-Dacian magic, sacred murder, and the Black Mass, complete with the ritualistic drinking of blood. Fortunately, the Echipa Mortii died with the rest of the Iron Guard, in the streets of Bucharest or Berlin.

INDEPENDENT: Dracula's refusal to aid the Iron Guard during the 1941 putsch attempt doomed both Edom's plans and the Knights'. He saw them, with reason, as magical rivals for Romania's blood: their "reburial" of Codreanu implies they had a spell for restoring a vampire even after he's burned to ashes. Dracula covets their knowledge, and seeks to break them to his thrall. They have not forgotten his betrayal, and work tirelessly behind the scenes in Romania to destroy "the Székely" or "the Hungarian Count" as they call him,

keeping him at bay with their triple-cross emblem or the new solar cross used by Noua Dreapta. Of course, the Knights don't have the assets they once did when they briefly commanded a nation, but they have enough police and SRI on their side — and maybe the Agents, if the players aren't picky about allying with magical fascists — to make their moves count.

EDOM: After the Soviet "liberation" of Romania from the fascists, the West promptly allied itself with the surviving fascists to undermine Communism, in Romania as elsewhere. Edom knew what to look for in Berlin, and scooped up the core of the Echipa Mortii to run the MI6 network in Romania, and to backstop Edom's own vampire research. The Knights' new pawns get increasingly out of hand, stomping gays, Roma, and Hungarians with vim, but as long as they give Edom magical backup in the Balkans, it's just another unseemly compromise in the service of the Crown.

CONSPIRACY: A very difficult to find reporter's journal from 1940 (3-point **Research**) describes the head of the Echipa Mortii in Bucharest as a thin, seductive woman in green — Agents who have met one of the Brides recognize her from the description (**Notice**). Dracula suborned the Echipa Mortii, offering magic and the true blood of the land. He convinced the occult core that the rest of the Iron Guard should go to their deaths, a mass human sacrifice to redeem Romania under a new Master, when the time was right. Dracula commands legions of Iron Guard zombies in the streets of Bucharest, if need be; they died for him.

CONNECTIONS: Any Romanian or ex-Romanian might be part of an Echipa Mortii coven (or *cuib*, "nest") but the most likely suspects include the Anti-Communist (p. 81), Iron Guardsman (p. 83), Retired MI6 Asset Runner (p. 98), and possibly the Pensioner (p. 86). The Former Gehlen Org (p. 82) and Balkans Specialist (p. 91) and perhaps the NATO Liaison (p. 125) know where the Knights went after the war, and in company with whom; the Neo-Nazi (p. 85) is in touch with them now, as rival or ally. Give them an SRI asset, and a mafia clan (p. 156), and possibly an Un-Dead Codreanu (use the 1894 Vampire (p. 53) or a Resurrected One (p. 318)). If the Knights don't serve Dracula or his Bride (p. 57), perhaps a Solomonar (p. 74) is their new deathless Capitanul.

DOSSIER REFERENCE: VS61, VS76, **VS164**, VS176, VS194



HEAL THE CHILDREN

The Romanian pediatric AIDS epidemic is a case where grotesque incompetence became indistinguishable from malignant evil. It stemmed largely from two decisions made by the Ceausescu regime — first, the banning of virtually all abortion and contraception in 1967, leading to a population boom and the births of many unwanted children who were given into state care. Couple that with the second decision: in 1980, Romania embarked on a crash program to pay off its mounting foreign debt, which required deep cuts in the standard of living and all state services, including the orphanages. Tens of thousands of children were crammed into understaffed, underfunded, dilapidated orphanages. In the late 1980s, contaminated blood products and a lack of clean equipment resulted in thousands of children being infected with HIV.

Roleplaying games are escapism, so let's get back to the conspiracies and the vampires and the action. Real-world horror isn't scary; it's just sad and sickening and rotten.

APPARENT NATURE: This charity was founded in 1992, soon after the extent of the problem became apparent. In its early years, it sent medical supplies and doctors from the West to Romanian orphanages; in latter years, its efforts focus on raising funds for education and treatment programs. The charity works closely with the Catholic Church in Romania, although it is not a religious charity. It holds regular fundraising events in the United Kingdom, and has a number of wealthy patrons who contribute a disproportionate amount of its funding. Heal the Children has offices in London, Dublin, Rome, Zurich, and Bucharest.

Heal the Children purchased several orphanages from the Romanian government, with the intent of shutting them down gracefully once the children were re-homed or self-sufficient; however, because some of the orphans are institutionalized, the charity has had to keep some open. The Strasba Orphanage (p. 223) is one of these.

EDOM: Edom set up the charity in 1992 as a cover for their intelligence gathering efforts in post-revolution Romania. Over time, the cover became a reality as volunteers, genuine aid workers, and actual fundraising efforts slowly took over from Edom spies and money siphoned from the reptile fund. These days, Heal the Children is mostly a genuine charity, but Edom still has access to their accounts and paperwork, and occasionally uses Heal the Children to provide cover documentation or support for agents in the field.

CONSPIRACY: In London, the Conspiracy uses Heal the Children as a source of funding, as a cover for its illicit activities, and as a way to gain access to the wealthy and powerful. (A classic Level 3–4 node.) Renfields and other agents fly back and forth on charity business to avoid scrutiny; at high-society parties, vampires circulate through the crowd, looking for suitable victims to be drained of both blood and money.

In Romania, the charity is also a cover; vampires feed on the blood of children, and for decades no one went looking for forgotten, unwanted orphan children. Now that the situation has improved, the Conspiracy actually has to work to conceal the vampires' predations; Heal the Children lies about the number and condition of inmates in its orphanages.

CONNECTIONS: The Strasba Orphanage (p. 223), obviously. Any church office (like the Archdiocese of Mechelen-Brussels, p. 141, or the Fortified Monastery of St. Peter, p. 144) could work with or raise money for Heal the

Children. Dr. Jacqueline Seward (p. 47) volunteers with Heal the Children; Tabitha Holmwood (p. 44) raises money for them.

Any Romanian character might be a former resident of one of the charity's orphanages.

Comparing official records with the charity's own rolls (**Bureaucracy** and either **Research** or **Traffic Analysis**) reveals the extent of the organization's duplicity if they're giving orphans to the vampires or using them for experimentation.

DOSSIER REFERENCE: HO109, HO117



NATIONAL INSTITUTE FOR EARTH PHYSICS

APPARENT NATURE: NIEP monitors seismic activity in Romania. It operates a network of sensors and monitoring stations across the country, looking for signs of tremors as well as underground explosions. NIEP also carries out research in related fields like geology and volcanology. It's funded by the Romanian government (p. 151) under the Ministry of Education, and the head office and central data center is in the Bucharest suburb of Magurele.

Gaining access to NIEP gives the Agents a 3-point pool that can be spent on clues related to **Geology** or telluric **Vampirology**. Cross-referencing tremors may allow the Agents to zero in on Castle Dracula (p. 207).

EDOM: The head of NIEP, Dr. Miriam Sala, is the daughter of a former Edom operative. Back in 1947, Edom dispatched a seismologist and ex-SOE agent, David Sala, to Romania. Sala was a Duke of Edom, code name Magdiel, and was cleared to know about the Dracula Dossier. He was arrested by the Securitate in 1955, and died under interrogation.

His Romanian-born wife managed to hide Sala's notes, and his daughter became a physicist. Through her father's notes, Miriam Sala learned of the existence of both Edom and Dracula, and that they are somehow connected. She doesn't know if Edom still exists, and Sala's contact details and recognition codes are seventy years out of date so she can't re-establish contact with Edom even if she wanted to — and she secretly blames them for abandoning her father anyway. She's established a small cell of trusted academics within NIEP, including a rapid-response "earthquake hunter" unit that's secretly an amateur vampire-hunting squad.

She may also have an Earthquake Device (p. 266), hidden in the countryside with her father's notes.

Depending on who gets to her first — the Agents, Elvis (p. 50), or Dracula, she could be convinced to become an ally (**Vampirology** and **Negotiation**), reactivated as an Edom asset like her father before her (proof of Edom's duplicitous ways and **Reassurance** to flip her), or just another victim (**Data Recovery** on her slagged computer and **Geology** to find out what she unearthed to make the Conspiracy kill her).

CONSPIRACY: Romania is a whirlpool of science and superstition. You can only understand the complexities of geology and seismology in the Vrancea seismogenic zone if you take into account the stirrings of the vampires who live in those mountains. You can only understand the weather patterns in the Carpathians if you remember that Dracula commands earth and sea and sky. By day, the academics of NIEP are sober scientists, monitoring earth tremors and logging data. By night, they descend into the secret crypt beneath the data center to worship Dracula. They conduct Satanic Black Masses by the light of blue flames, and read their Master's commands in the juddering of the seismographs and the whimperings of the human sacrifices. They hold more elaborate cult ceremonies up in the mountains, under the guise of field trips. They go through a lot of graduate students and interns.

NIEP (likely Level 3–4) may control access to the Scholomance (p. 151); they definitely have some occult power (possibly vampiric magic spells from *Le Dragon Noir* (p. 273)), a servant monster of some sort, an Earthquake Device (p. 266), or maybe they got hold of "Radu," a radiological death ray device said to be operated by the Securitate (p. 276). If they need conventional firepower, they can call on another Conspiracy node, assuming they don't have their own special forces detachment. (Why would a bunch of physicists need a special forces unit, you ask? Obviously, because NIEP's monitoring stations are part of the worldwide effort to enforce the Comprehensive Test Ban Treaty on nuclear weapons testing, they clearly need protection against … let's say North Korea.)

CONNECTIONS: The Volcanologist (p. 136) has visited here; the Seismologist (p. 100) knows it by reputation. The Petroleum Executive (p. 127) might be encountered here, or else wants NIEP's files wiped to conceal his company's malfeasances and illegal drilling.

This last, by the way, is really true: NIEP works with the University of South Carolina on a project to three-dimensionally map the Vrancea earthquake fracture zone: Deep Reflection Acquisition Constraining Unusual Lithospheric Activity. Yes, it's actually called Project DRACULA. This can either be an amusing red herring in your game, or quietly renamed something else to avoid distracting visits to South Carolina. Or maybe it's not a distraction; the project is funded by the US National Science Foundation, so perhaps it's part of the CIA's ongoing catch-up vampire project (p. 76).

DOSSIER REFERENCE: HO32, CU100, **HO186**, HO234

ROMANIAN GOVERNMENT –

It is unthinkable that Dracula has left his home country without the benefit of his guidance since his resurrection. Simple math implies that in the century plus since 1894 he should have penetrated — should essentially outright own — the government of Romania on every level. However, even the Count's mighty abilities might not have been enough to keep a Conspiracy functional through the serial disasters



of the German conquest of 1916–1917, the confused fascist interlude after 1937 (including the abortive Iron Guard coup of 1941 and subsequent purges), the Russian conquest of 1944, the Communist trials and purges after 1947, and the vagaries of the Ceausescu tyranny. Any surviving Conspiracy network doubtless suffered yet more purges after the Revolution of 1989.

Which is our way of saying you can tune the level of Dracula's control in Romania to suit your individual campaign, just like everything else! As a default, it's likely that the Conspiracy has at least *some* presence in the various critical organs and agencies of the state. (See *Heat and the Conspiracy*, above.) The following write-ups select a few of those critical bodies for discussion, but you can easily have a Conspiracy minion checking passports at the airport, reading (or censoring) the news on government TV, or driving a tank on maneuvers that just *happen* to take his unit near Castle Dracula when the Agents arrive.

The level of a Romanian government node in the Conspiracy generally depends on its power or influence within Romania:

These levels don't perfectly track with the default Conspyramid levels (***NBA***, p. 158). They can reach "one higher" because Dracula's Conspiracy is so heavily focused in one country — or in two. If he has also subverted Her Majesty's Government, use these same levels for his Conspiracy's British wing.

CABINET

Like most democratic nations, Romania depends on a professional civil service to actually run the country. Elected officials and their high-level appointees set broad policy, but the details — who gets detained at the border, what budget items get conveniently stashed in the summary table, which neighborhoods get extra police presence and which get ignored — come from permanent bureaucrats. Even in democratic countries without vampires, bureaucrats can be corrupt or negligent. At best, parliamentary staffers might exercise some oversight — although if the staffers themselves decide to do something slightly off the books, it's even harder to spot.

Thus, neither Dracula nor Edom are likely to have directly subverted cabinet ministers or the prime minister himself. The president of Romania is a not entirely ceremonial head of state, and even less likely to be a Conspiracy pawn — although some Romanian newspapers speculate that the president and the security agencies are conspiring to increase his powers.

For one thing, politicians and cabinet ministers don't stay in their jobs long enough to make the investment worthwhile! No, the real payoff comes from nurturing a few promising graduates through the Romanian university system — or the

HEAT AND THE CONSPIRACY IN ROMANIA

How omnipresent is the Conspiracy in Romania?

Unless you've already planted a minion in the location, or (less likely) decided the location is clean, in any given scene in Romania, roll a die. On a 6, there's a Conspiracy minion on the scene — observing, controlling, or otherwise capable of acting now or reacting later.

According to Transparency International, Romania is one of the most corrupt countries in the EU, on a par with Italy. The Difficulty for **Cover** and **Network** tests accompanied by a bribe (with a **Negotiation** or **Streetwise** spend) is lowered by −1.

Remember that *any* failed Heat roll in Romania (or any sort of friction with the Romanian government or police) will alert Dracula's Conspiracy as well as attract the civilian authorities, even assuming the two are different. Once Dracula knows the Agents are in Romania, use the rules under *Heat and Difficulty* and under *Heat and the Black Market* (both in ***NBA***, p. 89) for their tests in the country.

All Heat earned in Romania automatically increases by +1 once Dracula knows to watch for the Agents; the Heat roll Difficulty increases by a like amount. The Conspiracy now has an observer watching the Agents on a 5 or 6 on the die.

See page 203 for Difficulty increases in Romania caused by Dracula's supernatural surveillance.

See page 182 for Difficulty increases in London caused by GCHQ's cybernetic surveillance.

NODE LEVEL	RANK
LEVEL 2	**MILITARY:** Captain **GOVERNMENT:** Mayor, MP, local police chief, Politia Româna or Jandarmeria county inspector principal
LEVEL 3	**MILITARY:** Colonel, base commander **GOVERNMENT:** County governor, SRI or SIE agent in charge, Politia Româna *comisar-sef*, Jandarmeria brigadier, ministerial aide or permanent bureaucrat
LEVEL 4	**MILITARY:** Brigadier general, special forces unit commander **GOVERNMENT:** SRI or SIE deputy, Politia Româna or Jandarmeria director, minister or key cabinet deputy
LEVEL 5	**MILITARY:** Land forces chief of staff, general, special forces wholly penetrated **GOVERNMENT:** Office of the president, control body of the prime minister, SRI or SIE director, Politia Româna general director, Jandarmeria general inspector, ministry wholly penetrated

British system, since plenty of upper-class Romanians get educations abroad in this era of European integration and free travel. Then plant them in your chosen bureaucracy, watch them rise, and you have an eye, an ear, and a voice in anything you might want to happen — or prevent from happening — in Romania. Let them pick and groom their own successors and protégés, and your moles become indistinguishable from native species.

EDOM: Edom operates on the theory that everyone in the Romanian government it hasn't personally vetted is probably reporting to someone in Dracula's Conspiracy — and Edom knowingly keeps some of Dracula's agents in its own network as well. Better the leak you know than the one you don't, after all; Edom does its best to compartmentalize its really crucial assets.

Those are the lifers, recruited as foreign students in Oxford or Cambridge, as engineers working with British Petroleum in Ploiesti or the Black Sea, or by their parents who somehow survived the Ceausescu era as MI6 assets. Others, Edom simply turned in London or New York as embassy staffers have been since time immemorial. Edom especially seeks out Romanian officials who stumble onto Dracula's true nature. Edom false-flags them, posing as a secret anti-vampire unit to keep such sources from blowing Dracula's — and Edom's — cover.

CONSPIRACY: In practice, Dracula supplements this admirable tactic with the occasional Renfield-turn and a lot of bribery and threats. With the Conspiracy there to enforce the Master's demands, even the most upright Romanian civil servant thinks twice before throwing away his pension and the lives of his daughters by refusing a simple command. Thus, the Conspiracy has flexibility: if it needs to flip someone in the government, it usually can — by making a phone call to her boss, or by making a visit to her apartment at night.

Other civil servants think Dracula's tools in the government are being bribed by the mafia or by a rich oligarch … or they have learned not to think about it.



CONTROL BODY OF THE PRIME MINISTER

This secretariat is perhaps the exception to the above rule: it acts as the interface between the prime minister and the various ministries, public services, independent offices, and commissions, state companies, and local bodies. An agent in the Control Body can potentially interfere with or uncover almost anything in Romania involving the government — which is why prime ministers more frequently staff this structure with their cronies and political allies rather than leaving it to the permanent bureaucracy.

Agents might thus be able to find a rare potential ally here, not yet suborned by Dracula or previously recruited by Edom. Conversely, if anyone in the government seems too curious about vampires or MI6 "anti-terror coordination activities" in Romania, the Conspiracy and Edom know just which body to target in response.

MINISTERUL CULTURII ŞI PATRIMONIULUI NAŢIONAL

MINISTRY OF CULTURE

This department has jurisdiction over Romanian archaeological sites, museums, and national libraries. Dracula uses his minions in the Ministry to prevent outside — and especially non-Romanian — inquiries that might lead to locating his castle, finding his native soil, or even identifying him precisely.

Edom assets are more likely to be scholars at the various national universities (the University of Bucharest, Babes-Bolyai University in Cluj-Napoca, Alexandru Ioan Cusa University in Iasi) recruited while on sabbatical or attending conferences abroad. These academics use their normal contacts, professional pressures, political pull, etc., to get access to information or sites important to Edom.



MINISTRY OF JUSTICE

The Ministry of Justice does not run the National Police (Politia Româna, see p. 154), which falls under the aegis of the Ministry of Internal Affairs, as does the Jandarmeria (see p. 154). Nor does it control the secret police — er, domestic intelligence service — the SRI (see p. 156), which is an independent cabinet-level agency. Romania's judicial system is part of the Ministry of Justice, but Dracula can bribe or pressure any judge he needs without going through channels. In the unlikely event it needs to, Edom can bring political pressure on judges at least through the Foreign Ministry or the SIE (see p. 155).

The utility of the Justice Ministry to Dracula or Edom comes from its control over Romania's prisons. While you can make a secret prison out of nothing more than a shipping container, it's better in every way to hide a secret prisoner in a prison — especially if you control all his records. The most likely site for such a Purloined Prisoner game is Aiud prison in Transylvania. Built in the 19th century, it became a political prison under Antonescu and then the Communists, black sub-basements and isolation chambers secreted into its foundations. Post-Revolutionary prison reforms have, as yet, left only a glancing mark on the imposingly solid structure, and on its even more imposingly solid bureaucracy.

The Ministry of Justice might also have files on Pitesti Prison (p. 218) that hint at its true purpose, although Pitesti was run by the Interior Ministry during the Experiment.



MINISTRY OF NATIONAL DEFENSE

While it never hurts to have someone with access to helicopter gunships and reconnaissance drones on the payroll, neither Dracula nor Edom are particularly interested in Romania's military or its secrets.

Dracula does tend to draw his Renfields from the Romanian Special Forces (1st Battalion, "Vulturii"), but other than covering up for the occasional "detached duty," he doesn't need to burrow much further into the force. His Conspiracy has, however, likely penetrated any Romanian military units garrisoned close to his Castle, both for added protection and to prevent them from stumbling onto something they needn't see while on maneuvers. (He might also feel slightly possessive of the 528th Reconnaissance Battalion, "Vlad Tepes," based near Galati.)

With Romania's close cooperation with British and American forces in Iraq, Syria, and Afghanistan, recruitment opportunities for Edom are plentiful. However, GCHQ can remotely acquire the kinds of personnel data that Edom needs to keep track of Dracula's Renfield recruits without tapping human assets in or out of uniform. It can even hack into the Romanian signals and secure communications intelligence agency, STS (also under the Ministry of National Defense).

Romania's version of Delta Force or the SAS is the Special Detachment of Protection and Intervention (DSPI), a company-sized unit dedicated to special protection missions at home, and recon and "direct action" missions overseas.

MINISTERUL DEZVOLTĂRII REGIONALE ȘI TURISMULUI

MINISTRY OF REGIONAL DEVELOPMENT AND TOURISM

This Ministry controls the national parks and (with the Ministry of Environment) forests in Romania. Romania is approximately one-quarter forested; any abandoned Castle Dracula (see p. 207) almost certainly lurks in the deep woods. Mountainous Castles above the tree line are likely still in national preserves, unless Dracula has somehow re-acquired his ancestral lands after the 1989 Revolution.

Edom may have one or two long-term assets in Romsilva, the Romanian national lumber and forest management company (itself under the Ministry of Agriculture), planted there to maintain safe houses and remote landing spots for covert insertions. These will likely be long-term family assets on the MI6/Edom pattern, recruited even before World War I. If Edom knows where Castle Dracula is (likely), they keep such safe houses and LZs well away from it.

Dracula has far more interest in keeping the forests around his Castle pristine, and has complete control of key local Ministry officials and their counterparts in the provincial Romsilva offices. Discovering where precisely in these Ministries, or in Romsilva, Dracula has minions may tell the Agents where to start looking for Castle Dracula. Or the bloody disintegration of an illegal lumber operation that cut on the wrong hillside might leave a few drops pointing back up the trail.

POLITIA ROMÂNA

Law enforcement agencies in Romania reflect its Communist past and subsequent upheaval. The main police force is the Politia Româna, the national police, responsible for criminal investigations. While its reputation is improving, it's often derided as being underfunded and unequipped to deal with cybercrime, institutional corruption, or organized crime.

The average patrol officer carries a Glock or other sidearm in addition to a baton; every county or major city has a SWAT-equivalent, the Rapid Intervention Service. There are forty-one counties in Romania, plus Bucharest — it's entirely possible that one or more *comisari-sefi de politie* are part of the Conspiracy, while some of their colleagues are working for Edom. For that matter, other groups might have considerable influence over local law enforcement — mining companies have been accused of bribing the police to put down environmental protests.

There's also the Jandarmeria or "Gendarmerie," a military police force that's primarily used for riot control, counterterrorism operations, and guarding government and military buildings. During the Communist era, the traditional gendarmerie was replaced by the Security Troops Command (CTS), a paramilitary unit subordinate to the Securitate. While the CTS was disbanded after the revolution and the Jandarmeria reformed in its place, there's some continuity of personnel and methods between the two. Elements of the Jandarmeria take part in international peacekeeping missions in cooperation with other European forces. The Jandarmeria Special Intervention Brigade (BSIJ) is also named "Vlad Tepes," should you be interested in adding misleading radio chatter and elite police snipers to the Agents' bad Heat roll.

ROMANIAN WEAPONS

Whether Brigada Antiterorista, Grupul Antiterorist, SIIAS, or DSPI, this is the likely loadout for Romanian security forces.

- H&K MP5A3 submachine gun (9mm, +1)
- Glock 17 pistol (9mm, +1)
- Benelli M4 Super 90 combat shotgun (12 gauge, 7+1 shots, +1)
- H&K G36 assault rifle (5.56mm +0)
- PSG-1 sniper rifle (7.62mm, +1)

The DSPI, like many special forces units, arms itself with anything required for the mission, from Soviet-era AK-47s to smart pistols tagged to one individual firer.

YOUR WEAPONS IN ROMANIA

Romania has some of the most restrictive weapons laws in Europe. Even non-lethal weapons (Tasers, mace, etc.) require permits from the police. No civilian ownership of firearms is allowed, except for licensed hunters after completion of a lengthy understudy course. Romania regulates knives with blades over 15 cm as stringently as guns.

Use of firearms increases Heat earned by +1 in Romania.



Agents might also run afoul of the Border Police, whose funding and influence has increased with Romania's accession to the EU in 2007. More likely, indiscreet Agents will attract the elite Independent Service of Special Interventions and Actions (SIIAS), which handles witness-protection operations, hostage rescue, armed robberies, and high-value target apprehension.

APPARENT NATURE: If this police station is in Bucharest or another major city like Cluj-Napoca, then it's got relatively modern facilities. If it's in a more isolated county, then expect it to be rundown; concrete walls, desks more appropriate to a secondary school than a police station, computers years out of date, and limited forensic capabilities. **Cop Talk** can determine if a bribe can get the Agents out of trouble, or if they're dealing with an honest cop; **Bureaucracy** or **Law** spends can slow down legal proceedings or get the Agents out on a technicality. Incidents involving serious Heat likely get referred up the chain of command to the regional organized crime brigade.

EDOM: As noted on page 158, Edom has a long-term stringer in the Romanian National Police near Dracula's castle. If they need to infiltrate the police elsewhere in Romania, then they might send an Edom operative posing as an Interpol adviser (Hound, p. 51), or else just have Elvis (p. 50) bribe a local commissioner. Again, **Cop Talk** gets the inside scoop.

CONSPIRACY: As far as the comisar knows, he's being bribed to ignore some local landowner's financial irregularities. Every few weeks, he meets a representative of the landowner and gets handed a brown envelope full of cash. According to his memories of these meetings, it's just a quick handover; in fact, he's being hypnotized and mind-controlled by the Conspiracy, and gives them a full report on criminal and police activity within the area. They've arranged for him to promote their servants to key positions within the force, and have access to police frequencies and computer systems. **Cop Talk** gets gossip about the chief's odd behavior; following him to a meeting lets the Agents discover the next link in the Conspyramid.

If the Agents don't draw Heat, then the police can do little more than harass them (random stop-and-searches, documentation checks, and the like). Doing anything more, like sending a Rapid Intervention Squad, requires a meeting with the police chief to reinforce his conditioning. If the Agents do draw Heat, then the Conspiracy-run police come down with excessive force.

CONNECTIONS: The Bucharest Street Cop (p. 108) — obviously, in Bucharest, but he's driven enough to pursue an investigation outside his jurisdiction. The Romanian National Police Inspector (p. 130) might show up in any county. Checking police records can uncover connections to any criminal elements in Romania — they might have files on the Arms Runner (p. 102), Drug Boss (p. 113), Human Trafficker (p. 118), Smuggler (p. 131), Ruvari Szgany (p. 147), and/or the local Romanian Mafia (p. 157).

A modicum of **Research** or **Data Retrieval** in the police archives can uncover what crimes have clearly *not* been investigated thoroughly or covered up. **Traffic Analysis** on a map covered with pins marking the locations of assaults or disappearances correlates the data to pin down a vampire's lair (maybe in the Strasba Orphanage, p. 223, or the Fortified Monastery of St. Peter, p. 144).



SERVICIUL INFORMATII DE EXTERNE (SIE)

Romania's foreign intelligence service is eager to prove itself a crucial partner for NATO and the CIA in the larger world of global espionage. The SIE splits its attention between its overseas operations against organized crime and terror, and domestic political and business machinations. Companies with SIE ties have ended up with very favorable contracts for gold, copper, and gas mining; opposition newspapers have accused the SIE of rigging Romania's elections.

The SIE maintains the elite Grupul Antiterorist special operations force. With only 15 members, its activities remain top secret and often denied outright. The Grupul has mounted at least one overseas raid, in Iraq in 2005 to free hostages held by a Syrian mastermind. When the operation went public, it ended up with every major paper and politician in Romania characteristically accusing each other of staging the entire affair for political gain, to cover up another scandal entirely, or to maneuver a foreign asset to the top of the SIE bureaucracy. The Syrian's escape from Romania in 2006 while "on home leave" merely confirmed the suspicions that something else was going on behind the scenes. (The Syrian General on page 133 may know the real story.)

APPARENT NATURE: Use any given spy NPC in this book (e.g., BND Agent (p. 105), MI6 Lamplighter (p. 123), MI6 Romania Desk Analyst (p. 124)) for an SIE contact if you need a specific set of skills. Just take a Romanian name (p. 139) and figure out her background if need be. Her demeanor and interaction are governed by **Tradecraft**; her agenda is up to the Director, but most Balkan spies will trade intel for intel

on a neutral basis. Even if created with **Network**, a Romanian spy can *already* be on Dracula's or Edom's payroll — but they *probably* won't actively betray the Agents until their pool dwindles (but see the MIRROR rules in ***NBA***, p. 32).

EDOM: Edom can't possibly compete with Dracula at suborning the SIE — so it leaves that job to the CIA. Nothing turns a theoretically independent agency into a lapdog like friendly access to the Americans' vast trove of intelligence, as Edom well knows from long decades within MI6. Edom's CIA contact (possibly the Black Site Interrogator (p. 104), Chief of Station, Bucharest (p. 109), or CIA Agent (p. 91)) handles the SIE if they get stroppy — even Dracula can't compete with the immense treasures of data and access the Americans can shower down on those who do them favors.

CONSPIRACY: Dracula has indeed thoroughly penetrated the SIE, but primarily in order to keep an eye on foreign intelligence services. He doesn't want another 1894 surprise, after all. The Conspiracy trades active SIE cooperation with the CIA and other allied services for interagency access to intelligence, and to pinpoint other nations' spies who seem a little too interested in Romanian postings. Dracula also uses the SIE to funnel foreign capital into his shadow companies and puppet accounts, and to keep control of (or at least access to) any mining operation in the country. Again, he has a sense of what lies beneath Romania, and he doesn't want to be surprised if it's awakened.

If any of the Agents have a background with the CIA, MI6, or any other NATO intelligence agency, they add +1 Difficulty to **Cover** tests to enter or operate in Romania. Their Network contacts may be extra-vulnerable, as well: the Director adds 1 to the roll to flip them (***NBA***, p. 32).

CONNECTIONS: The SIE has potential connections everywhere within the professional intelligence community. An SIE informant can point to anyone in this book working for another agency — not just the CIA personnel above, the BND Agent (p. 105), MI6 Lamplighter (p. 123), and MI6 Romania Desk Analyst (p. 124), but also any asset — and provide intel on the Petroleum Executive (p. 127) and his partners in Romania as well. Even if the SIE doesn't know someone is Edom, they may be able to finger them as MI6. The Hungarian (p. 94) and the SIE are either the best of friends, or respectfully distant enemies.

The SIE may operate the "Black Light" Black Site (p. 204) for Edom.

The SIE is always willing to drop a dime on its rivals in the SRI (p. 156) and vice versa; their internecine hatred makes the CIA and FBI look like Donny and Marie.

SERVICIUL ROMÂN DE INFORMATII (SRI)

Romania's domestic intelligence service replaced the Communist-era Securitate secret police in 1990; the degree and thoroughness of that replacement remain matters of controversy in Romania to this day. For instance, SRI personnel are known to have literally buried (in a forest) documents tying the two agencies together and revealing a number of ongoing scandals. Only in 2005 did the SRI begin turning the old Securitate files over to Romania's truth and reconciliation commission — the sheer extent of the data collected under Communism would make the SRI archives a gold mine for Agents interested in finding out anything about Romania between 1947 and 1989. Getting access requires a specific operation, not just **Cover**: the

MORE ROMANIAN SPIES

If there is one thing Romania is not short of, it's secret police. Any one of them might be working for Dracula, on the Edom payroll, or both. Specifically, any of them could be hosting the "Black Light" Black Site (p. 204) in one of their own well-guarded, anonymous facilities in Bucharest. Here are a few more of the agencies the stranger in the black trench coat might claim to be with.

DIRECTORATE FOR PREVENTING CRIME AND TERRORISM IN PENITENTIARIES (DPCTP): This directorate may not actually exist; it is alleged to be the successor to the Justice Ministry's secret political police, the DGPA, which was abolished in 2006 for spying on judges. The leadership and cadre of the DGPA (and of its predecessor, SIPA) were former Securitate.

GENERAL DIRECTORATE FOR DEFENSE INTELLIGENCE (DGIA): Romania's military intelligence agency, mostly tasked with specifically military planning and needs. Its charter, of course, allows it to operate against "non-military risks and threats" as well. The DGIA works with the US DIA to coordinate anti-terror actions and operations in Syria, Iraq, and Afghanistan.

GENERAL DIRECTORATE FOR INTELLIGENCE AND INTERNAL SECURITY (DGIPI): The secret police of the Interior Ministry, officially tasked with national criminal investigations and the protection of classified information. The DGIPI allegedly uses its copious archives to blackmail and pressure government and business leaders to follow its murky political agenda, and to feather the nest of Interior Ministry bureaucrats. Formed from the Bucharest division of the Securitate, the DGIPI overlaps with its rivals in the SRI; some commentators allege that the DGIPI and SRI are kept at each other's throats by a shadowy third force "at the highest level" in Romania.

PROTECTION AND GUARD SERVICE (SPP): In charge of the physical security of Romanian government officials; the equivalent of the US Secret Service. It answers to the president of Romania.

SPECIAL TELECOMMUNICATIONS SERVICE (STS): Romania's signals intelligence agency (under the Ministry of National Defense) also handles secure communications within and between Romanian government agencies and officials. Secure from everyone except the STS, that is.



archives provide SRI with unstoppable trump cards in Romania's increasingly vicious political snake pit, and are guarded with proportionate seriousness.

The SRI's elite combat unit is the Brigada Antiterorista (BAT), founded (as the USLA) under Ceausescu in 1977. Its approximately 2,000 specialists include 200 frontline operators, divided into *maimute* ("monkeys," climbers and rappellers), *cârtite* ("moles," tunnel assault specialists), and *pasari* ("birds," snipers, divers, and parachutists).

APPARENT NATURE: By informed estimate, there are approximately 12,000 active agents of the SRI — double the number of internal police in France, for a population a third the size. The SRI *admits* to tapping 2,500 phones in an average year, planting moles in the Romanian press, cooperating in the extraordinary rendition of foreign suspects, and releasing Securitate files to remove members of the Senate. While this pales next to the Securitate's record, the SRI doesn't look very cuddly by any other standard.

EDOM: In the 1980s, as British-Romanian contacts eased during Ceausescu's flirtation with the West, Edom set up a core of ex–Iron Guard Romanians with false papers, filtering them back into Romania from Switzerland, Yugoslavia, and other plausible access points. The goal was to build a "Securitate within the Securitate," one under Edom's control. The 1989 Revolution allowed more Iron Guard–friendly figures to reach positions of potential influence and induced several hardline Communist apparatchiks to simply switch totalitarian ideologies. Edom built alliances along the radical fringe of Romanian politics, offering laundered cash and access to friendly Western media. Now, former Securitate and nationalist-right politicians alike protect Edom cells within the SRI, providing the Dukes with cover, access, and some logistical support even in Dracula's country. Threatening to reveal one of Edom's neo-Guardists is a great way for the Agents to flip him — his patrons will kill him if he's exposed, to make sure Dracula can't turn him and roll up the whole network.

CONSPIRACY: It is practically a sure thing that Dracula has penetrated the SRI. The question is: are his tools the old guard of Securitate hard cases still keeping their hands on things, or the new breed of eager jackals replacing them after every (carefully stage-managed?) scandal? Either way, Dracula owns the SRI, though he may as yet only control a minority share of the agency. Any given SRI operation in Romania likely happens with Dracula's knowledge, if not by his direct command.

CONNECTIONS: The Securitate had informers everywhere in Romania; the SRI can only aspire to that lofty goal. That said, any Romanian in the campaign — even an SIE agent — can be an SRI asset or friendly. As noted previously, the SRI and SIE hate each other like poison, and can be relied upon to feed the Agents intel to obstruct each other — unless both sides serve Dracula, that is. And perhaps even then.

DOSSIER REFERENCE: CU11, **HO56**, CU214

ROMANIAN MAFIA

The Romanian mafia is, perhaps appropriately, Balkanized into dozens of criminal "clans" constantly fighting turf wars, maneuvering for support and alliances, and leeching off the local economy: Bucharest alone has at least 15 mafia clans, and most counties sport 2 rivals. The Italian Mafia and Russian Mafiya prefer it this way: the last thing they need is a unified Romanian Mafia taking a real middleman percentage of the lucrative trade in drugs, girls, and smuggled goods. Romanian mafia clans may cohere around ethnicity (some are Roma, many others are Romanian, Hungarian, Moldavian, or Albanian), football fandom, religion, or any other tribal marker. Except for a very few national rings (the Corduneanu clan based in Iasi, the "Athletes" in Bucharest and Transylvania) the clans operate locally, occasionally pulling up stakes to run a big score in Western Europe.

Almost anything you can imagine seems perfectly plausible in the surreal world of Romanian semi-organized crime. All the following are actual incidents:

- Two gangsters named "Froth" and "Bass" forged ancient Dacian bracelets and sold them to the Ministry of Culture.
- Half the population of one village has been arrested for racketeering.
- The crime lord of the Banat in western Romania, Utu Rohozneanu, calls himself "Vlad Tepes."
- A Hungarian mob boss in Transylvania, "Ninja Misi," bites the throats of recalcitrant business partners.
- Bucharest human trafficker "Nutzu the Pawnbroker" kept four lions and two bears in his backyard.
- A gangster in Cluj regularly cuts his own throat during arguments to prove that he is God.

Names of actual mafia clans in Romania: "Athletes," "Belgians," "Black Brigades," Buba, Buntea, Buriga, Buteni, "Buttons," Caldararu, Calina, Camataru, "Capones," Caran, Cârciumaru, Chira, Chiriac, Chirmus, Ciprenii, Clamparu, Cofeni, Corduneanu, Cuza, Duduieni, "Fighters," Frusin, "Geminii," Ghenosu, Gigi Corsicanu, "Long Haired," "Pear," "Piano," Pietroi, Porumbelu, Racean, Sadoveanu, "Skins," "Spartans," Steoaca, Székelyan.

Popular criminal enterprises for Romanian mafia clans:

- extortion, blackmail, racketeering, and loan sharking
- gold smuggling and theft
- cigarette smuggling
- auto theft and smuggling
- arms theft and smuggling
- drug trafficking
- computer fraud and identity theft (the town of Râmnicu Vâlcea is known as "Hackerville")
- influence peddling
- real estate and construction fraud
- prostitution, kidnapping, and human trafficking, especially of young women
- breaking and entering, burglary, armed robbery, muggings



Use this write-up to generate as many mafia clans as you wish. We recommend at least two: one suborned by the Conspiracy, and a second clan warring with that one. That way, "Yojimbo" plans can unfold to best effect and the Director is never far from a bunch of handy story-driving punks wielding guns, baseball bats, and knives.

APPARENT NATURE: This Romanian mafia clan dominates its neighborhood, or its half of town, by extortion, racketeering, and fear. Swaggering young toughs enforce rude street justice and collect the shares due to the graying older clan boss who watches from a street corner café, the back room of a flower shop, or perhaps a strip club if the clan involves itself in the flesh trade. A 1-point spend of either **Criminology** or **Human Terrain** lets the Agents map its basic structure in a day or two of casual-seeming surveillance. By bribing police officers and local judges, the gang is able to operate nearly openly, fearing only its main rival.

EDOM: Since 1894, Edom has kept a stringer in the Romanian National Police, stationed in the provincial capital nearest to Dracula's Castle. Like many British intelligence assets, this posting is a family affair passed down over the generations. Inspector Filip Istok (use the Police Inspector, p. 130) is the sixth in his line. He reliably allows himself to be bribed by the Conspiracy, amplifying his pay while giving him a good view of the Conspiracy's operations in the mafia clan. He's too low level to know the Agents are ex-Service, so if they haven't been specifically burned by MI6, he might rescue them from imminent danger — or just make contact with **Tradecraft** and possibly reveal something of Edom's local operations over the last century while trying to get *them* to brief *him*! Once he breaks cover, however, the clan, Edom, or the Conspiracy kills him for his mistake.

CONSPIRACY: This Romanian mafia clan acts as street muscle for the Conspiracy, abducting strangers for vampire meals, running off or killing inquisitive reporters, and providing a modest but handy slush fund for operations. In return, the vampires make Renfields out of especially loyal, productive, or cruel clansmen: the Conspiracy has eyes anywhere in the county.

Even the Conspiracy needs to hire talent, occasionally. Actually joining a Romanian mafia clan requires a Connected Cover (***NBA***, p. 28) and possibly a **Human Terrain** spend to keep the details of your imaginary Romanian lineage straight, but getting hired as reinforcements for the brewing clan war just takes a **Streetwise** spend and another Interpersonal spend specifically targeted at a clan chief.

CONNECTIONS: Either or both of the Bucharest police officials (pp. 108 and 130), the SRI Agent in Charge (p. 133), and likely the Bucharest Private Detective (p. 107) can provide some details of these mafia clans, and possibly have illicit connections as well. Both clans might have dealings with the Arms Runner (p. 102), Human Trafficker (p. 118), Smuggler (p. 131), or Drug Boss (p. 113).

The Conspiracy clan definitely works with the Ruvari Szgany (p. 147) if only at specific meets (under the full moon in a graveyard, for instance).

"Van Sloan" (p. 87) might have been given the name of the earlier (1940) Inspector Istok as an Edom contact. The Anti-Communist (p. 81) handled the Istok payroll during the Communist regime, and also has the name. Istok, of course, might know the workname (and description) of a current Edom agent in Romania (MI6 Lamplighter, p. 123, or any other Edom asset).

DOSSIER REFERENCE: HO56, VS226

SAMPLE ROMANIAN MAFIA CLAN: "THE MONKS"

APPARENT NATURE: This Romanian gang started, like several other post-Communist mafia groups, with a martial arts club; in this case the Shaolin Dojo in Bucharest, founded under the auspices of the wushu masters at the prestigious Army Sports Club. Martial arts were suspect in the Eastern Bloc, seen as antithetical to Marxist materialism; in the USSR, karate was banned from 1973–1978, then again from 1984–1989; in the early 1990s, however, they produced a steady stream of tough, group-oriented young men.

The Monks are largely ethnically Romanian, though they now include a smattering of Romania's small Chinese community. The Shaolin Dojo is still in operation, and serves as the club's headquarters. Their business is largely straightforward extortion, with a side order of smuggling; their connections with China may extend to snakehead operations supervised by the Real Estate Broker (p. 129) or Human Trafficker (p. 118). They also exert a tight grip on Romania's disproportionately large mixed martial arts (MMA) scene. Gang members shave their heads in the style of monks and affect a smattering of Buddhist philosophy largely drawn from Hong Kong cinema. A few hours of training at the dojo gives a 4-point Hand-to-Hand refresh; whatever their

sins, they take their wushu seriously. Whoever they work for, they're likely to be a low-level (1–2) node, easy to infiltrate but also numerous.

EDOM: Tyler (p. 53) was narrowly beaten by the current head of the Monks, Catalin Ungar, in an MMA tournament in 2009; after taking note of his gang of supporters, he recommended them to his bosses. A series of judicious bribes and the promise of vampiric blood–derived steroids soon turned the gang into a convenient source of highly disposable hitters and a useful cut-out for Romanian criminal dealings. The Drug Boss (p. 113) or any other criminal NPC may head the group; the Bucharest Street Cop (p. 108) or Romanian Police Inspector (p. 130) may either be a sworn foe or be on their payroll.

CONSPIRACY: Romania is wild for MMA; it speaks to some bone-deep need for blood. But beneath the corporate sponsorships and television deals, true fans speak of a series of secret tournaments, where even MMA's limited rules don't apply. Dracula has never lost his medieval taste for blood sports, and the Monks, fed strong on the platinum-blonde Bride (p. 57) posing as Ungar's girlfriend, recruit the strong, desperate, and disposable for fights to the death that range from two gangsters pounding at each other with clubs, to traitors pitted against packs of feral Bucharest dogs, to blood-stimulated lions stolen from Bucharest's zoo let loose on homeless alcoholics kidnapped from the streets. Tapes of the events sell for hundreds or even thousands of dollars to "connoisseurs," and might be found in the lair of any suitable sadist. Beyond that, Dracula sees the Monks as his ideal Romanian peasant soldiers: loyal, stupid, strong, and replaceable.

CONNECTIONS: The Monks run regular shakedowns at the Chinese Market (p. 255), and volunteer as security for Heal the Children (p. 150). They are a distinct faction within the Romanian Mafia (p. 157), and might be enemies, cautious allies, or simply business partners with any other group. Like most Romanian criminals, they are highly racist toward "Gypsies," and informed Agents may wonder what they're doing meeting with the Ruvari Szgany (p. 147).

STATION BUCHAREST

This generic header covers any foreign intelligence apparatus not connected with MI6. The Director may introduce any number of other agencies into the campaign. (See *Do Other Agencies Know About Vampires?* p. 28.) Some of them will be the former employers of the PCs, and show up in relatively limited roles. Others might play any number of significant parts in the ongoing investigation: rivals of Edom, enemies of Dracula, or even shadowy manipulators trying to get the Agents to destroy Dracula and defang Edom.

See pp. 75–77 for details of other nations' potential vampire (or anti-vampire) programs.

APPARENT NATURE: The Agents know enough **Tradecraft** to set up a meet with a foreign agent in a neutral site with broken sight lines and plenty of possible exits: the Cismigiu Garden or National Art Museum in Bucharest, for example. Train stations are always good, too, or even a chain coffee shop if it's on a busy shopping street or in a mall.

Agents talking about vampires are met with skepticism even if — especially if — the organization they're approaching has inside knowledge that such things exist. Even sympathetic listeners won't commit their home government to anything definite, and the Agents are too good to be fooled by the normal reassuring sort-of-promises normally given to interesting walk-ins or other potential assets. The Agents need to provide a quid pro quo: the location of an AQIR cell, the identity of a known traitor or mole, other sensitive material they've stumbled on along the way.

Once the Agents have established their bona fides, it's possible to arrange a deal or an assist — but any further favor comes with a further price. Nothing is permanent in the clandestine world, and very little is straightforward.

EDOM: Edom may well know about other nations' vampire programs, if they have them (p. 75). News of such programs definitely gets the attention of any Edom asset worth his salt.

A Russian agent doubling for MI6 isn't the normal way these things shake out, but it has happened. Edom may have gathered the missing Van Helsing



or Dolingen material from the Soviets in 1977 (using the mole hunt as cover — or as a sacrifice — to relax the KGB), or in 1991 when plenty of Russian spies went looking for hard-currency second paychecks.

Edom might have taken over the German program (p. 75) or at least inserted its own mole into it during the occupation after 1945, in a vampiric equivalent of the Gehlen Org.

If Edom began as an Anglo-American joint operation (see p. 34), then it has a hidden directorate inside the CIA mirroring the one it has inside MI6. The heirs of Quincey Morris and Peter Hawkins in the CIA and MI6 wings of Edom might be fighting their own secret war over access to (and control of) Dracula and vampirism in general. Or they might remain partners, mirroring the "special relationship" between MI6 and its American "cousins." If the CIA has its own deniable vampire special asset — a surviving Quincey Morris, perhaps, or the American Vampire (p. 63) — the two Edoms may share resources on a global basis, somewhat like the NSA and GCHQ share signals intelligence from ECHELON.

CONSPIRACY: The entire agency, whichever it is, is not run by Dracula — he may have turned key policy makers in Berlin or Tel Aviv or Moscow, but he's much more likely to co-opt its local station chief in Bucharest. Even better, he has pre-positioned his own minions as the foreign agency's go-to local network. (He doesn't use this tactic for Russian agencies, which have decades' worth of contacts in Romania and plenty of

leverage over any number of influential locals.) By controlling everything the DIA, for example, knows about Romania, he can control its actions in Romania without ever breaking a single American captain.

CONNECTIONS: The Station Chief, Bucharest (p. 109) runs Bucharest Station. Adjust his nationality as needed.

Any NPC or node might have connections to other intelligence agencies, especially vampire-aware agencies — simply alter the relevant details in the Edom or Asset section of their write-up. Or keep them the same and add a layer of double-agentry, which is downright realistic for "fringe" assets like the Hungarian (p. 94), the Arms Runner (p. 102), etc.

DOSSIER REFERENCE: CU156

OTHER NODES

Between the history of European espionage, British imperial mischief-making, and vampire legendry, you can extend Dracula's Conspiracy almost anywhere you like. Here are just a few especially resonant nodes outside the scope of both Stoker and the Securitate (mostly).



THE CALDWELL FOUNDATION

APPARENT NATURE: Established in 1927 by the eccentric Lord Henry Caldwell (the 4th Lord Caldwell), the Caldwell Foundation carried out ethnological and genealogical research across the world. It amassed a considerable collection of occult and ceremonial objects, many of which are on display in the Foundation's small private museum in London. During the Second World War, the Foundation's offices abroad formed an unofficial intelligence network.

The Foundation still exists, and a Caldwell still sits on the board that awards several moderately large research grants every year in the fields of archaeology, anthropology, and medical research. Its criteria for choosing grant recipients is notoriously opaque, and the Foundation has made controversial choices in the past, giving money to fringe science and discredited researchers, making its grants something of a poisoned chalice. The foundation's archives might contain some useful item like the Westenra Brooch (p. 284) or even an Earthquake Device (p. 266), or information about places like the Scholomance (p. 219), Dun Dreach-Fhola (p. 235), or the Munich Dead House (p. 226).

EDOM: Caldwell was recruited to Edom while at Cambridge in the late 1910s. He became the operation's third and longest-serving Duke Oholibamah (now Osprey), fortifying his position by using his inherited wealth to support Edom activities overseas. The Caldwell Foundation was effectively an Edom cut-out for most of its existence.

Caldwell's tenure as Oholibamah ended after the Second World War. "D" wanted new blood in the organization to revitalize it after the debacle of the SOE mission, and Lord Caldwell was seen as an outmoded dinosaur. He continued to privately pursue research into vampires after he retired, using the resources of the Foundation. Edom first warned him to stop interloping, then threatened him, and finally destroyed him by framing the elderly peer in a sex scandal. Caldwell was forced to flee England; he died in Argentina under suspicious circumstances.

Today, the Caldwell Foundation limps along, custodians of a dwindling trust fund, a family obligation whose meaning has been forgotten. The current Caldwells know nothing about their ancestor's involvement and subsequent feud with Edom — those secrets are locked away in Caldwell's missing memoirs, stolen from his hotel room in Buenos Aires by persons unknown. **Research** (or maybe a whisper from the Tabloid Journalist, p. 134) clues the Agents into the strange history of Lord Caldwell; his vampire files are hidden in a secret vault under the Caldwell Museum (possibly protected by a supernatural entity like a jenglot (p. 67) or an adzeh (***NBA***, p. 147)).

CONSPIRACY: Henry Caldwell — the 3rd Lord Caldwell — was a devotee of the occult, and sought genuine mystical power across the world. He was one of the cabal of diabolical sorcerers initiated by Dracula after the Count came to London in 1894, making him part of the Conspiracy's stay-behind network. Caldwell may have been transformed into a vampire by Dracula in 1894, or sought out some other bloodsucker to give him unholy immortality; either way, he posed as his own son in 1927 when he established the Foundation. He's repeated the same trick every generation since then — allowing himself to age, then vanishing and reappearing, youth renewed, as a young scion of the Caldwell line from overseas. When in London, he makes his lair in a secret crypt under the Caldwell Foundation museum.

In addition to providing a cover story for the vampire's hunting expeditions and depravities abroad, the Foundation continues to carry out scientific research. In life, Lord Caldwell was a believer in eugenics; now that he is immortal, he is perfectly placed to carry out long-term experiments. He breeds different bloodlines for specific purposes. One family, the Harrisons, are hereditary Renfields, attuned and utterly loyal to

Lord Caldwell even before they are born and possessed of supernatural gifts. Caldwell's ultimate goal may be to cross-breed his Harrisons with wealthy and influential families, suborning the British Establishment over the course of several generations. The Foundation becomes a Level 4 Conspyramid node or thereabouts. **Vampirology** flags Lord Caldwell as a suspect: no candid photographs, coupled with a history of eccentric behavior.

A vampiric Lord Caldwell uses the 1894 Vampire stats (p. 53) with Aberrance 19, Shooting 8, and Weapons 8. He favors the shotgun (loaded with slugs (+2 damage) against armored foes), considering human targets merely game birds for the bag.

OTHER: Mix the two backstories — the 3rd Lord Caldwell was one of Dracula's servants, but his son turned on him and forced his now-monstrous father to flee into the night. Henry Caldwell then joined Edom, hoping to use the organization's resources to find and destroy his father. He served as a Duke for many years, until he was forced to retire by "D" (p. 49). Caldwell tried to continue his hunt for his father in a private capacity, but Edom wouldn't tolerate independent action, leading to a short and bloody covert war between them and the Caldwell Foundation.

The Foundation still exists, and still has the secret mission of finding the vampiric Lord Caldwell and destroying him. Their activities in England are heavily curtailed by Edom, but, in the 1980s, they managed to wrest control of some of the Harrison bloodline away from Lord Caldwell by capturing one of his breeding sites in the United States, and now plan to use the next generation of Harrison dhampirs as their vampire hunters.

In this setup, the Caldwell Foundation is a potential ally for the Agents — a splinter of Edom that still hunts vampires, instead of trying to control them, and one with plenty of financial muscle *and* a family of dhampir vampire-slayers ready to join the fray. With the Dossier as their surety, this could be the beginning of a beautiful alliance between the Agents and the Foundation (at least until Edom sends Dracula himself to wipe out the troublesome dhampirs and their spymasters).

DOSSIER REFERENCE: CU128, HO217



EXTRAORDINARY OBJECTS DEPARTMENT

APPARENT NATURE: The venerable auction house is most well-known for fine art auctions, but Sotheby's (p. 198) handles antiquities and objects of all kinds, as well as items of unique significance in history. Currently known as Sotheby's Special Projects, the Extraordinary Objects Department was established shortly before Sotheby's went public in 1977. Handling strange, unusual, and unique items (from the worlds largest truffle to copies of the Magna Carta), Special Projects attracts an eclectic mix of historians, art buffs, and pleasure seekers to its ranks.

EDOM: It's no coincidence that the Extraordinary Objects Department was spun off from Sotheby's in 1977 — it was an off-books action taken by an Edom agent desperate to create a haven to which Dracula or his agents would have no access. By recruiting the original director into Edom as an asset and funding the entire department with laundered money from the unravelling Romanian operation, this agent (most likely the 1970s-era Pinon (p. 52)) was able to set it off on its own course before "C" retired. Since then, only a few of the Extraordinary Objects agents are aware of their department's origin, but they still know their responsibility to fulfill the wishes of Edom — when they come from the right quarters. Edom, for its part, may actually have lost touch with this operation since its creation, or may use it for the same purposes the Conspiracy does: finding and moving occult artifacts seamlessly across borders.

To make this node more central to the campaign, the director of Extraordinary Objects has become aware of the existence of Dracula and has determined that immortality itself is the most extraordinary object of all. He or she may send an Extraordinary Recovery Team (ERT) to discover and isolate that secret, whatever it is — and perhaps use the department's connections to Edom (see below) to use the Agents as a screen to distract Dracula while the ERT get into place for a final recovery operation.

HARRISON-LINE DHAMPIR

Use these stats as well for any Edom dhampirs, those protecting the Roma from Dracula, or those produced by another national vampire project.

GENERAL ABILITIES: Aberrance 10, Hand-to-Hand 4, Health 12, Shooting 8, Weapons 8
HIT THRESHOLD: 5
ALERTNESS MODIFIER: +2 (+4 to detect vampires)
STEALTH MODIFIER: +1
DAMAGE MODIFIER: +2 (sword), +1 (9mm or kukri), +0 (stake), or −1 (fist, kick)
ARMOR: All physical attacks and impacts do −2 damage
FREE POWERS: Infravision
OTHER POWERS: Detect Vampires, Spider Climb, Strength. Some Harrisons manifest additional powers thanks to Caldwell's genetic/sorcerous meddling: choose from Cloak of Darkness, Levitation, Necromancy, Summoning (birds), Telekinesis, or Turn to Monstrous Form.
BANES: beheading, fire, stake to the heart
BLOCKS: cannot cross a church threshold
COMPULSIONS: obey Lord Caldwell
REQUIREMENTS: drink blood

If you are blessed with a whole party of art-friendly players, this might even be the kicker for your campaign: Extraordinary Objects has acquired the Dracula Dossier, and the players take the roles of the ERT sent to investigate its provenance.

CONSPIRACY: The public face of Special Projects continues to deal in unique treasures, but what isn't known (even to most of the rest of the company) is that the Extraordinary Objects Department still exists, with a unique clientele. When those of vast material wealth and few scruples make it known that they would like to "acquire" an item of illegal, unpleasant, or mysterious provenance for their private collections, the elite Extraordinary Recovery Team will find a way to get it to them. A certain level of tony appropriateness to such requests must be met, of course — Extra Objects, in shorthand, does not consider such mundane requests as drugs, base metals, or the skin trade. But Caravaggio's *The Adoration*, looted from a church in Palermo in 1969? Or perhaps the Davidoff-Morini Stradivarius, stolen from a dying violinist's bedside in 1995? Those are challenges worthy of dispatching an ERT.

Individual members of Extra Objects have been in touch with servants of Dracula, if not the Count himself. They've certainly made contact with certain Ruvari Szgany or Romanian mafiosi over the years to procure treasures lost throughout Eastern Europe. Whether the division has been drawn fully into the Conspiracy or is just being used for its functional utility to turn money into rare and unique objects and back is dependent on your campaign needs. One reason for Dracula to start intentionally bringing the Extraordinary Objects Department under his influence is its ability (using Sotheby's name and flexible certificates of provenance and sales) to move extremely valuable things through national borders with no questions asked.

CONNECTIONS: The Sculptor (p. 100), Art Forecaster (p. 103), or Bookseller (p. 106) could very well have been involved with procurement or shipment of any number of Extra Objects projects. The Hungarian (p. 94) is probably a contact for moving in and out of Hungary and Transylvania, through quid pro quo deals or simply for cash. The Arms Runner (p. 102), Smuggler (p. 131), and Bureaucrat (p. 108) are all potential contacts cultivated by Extraordinary Objects. The Medievalist (p. 122) may be on retainer. The Petroleum Executive (p. 127) is rich enough to be a customer.

DOSSIER REFERENCE: HO217

NOX THERAPEUTICS

APPARENT NATURE: Nox Therapeutics is a small American biotech company headquartered in Philadelphia (p. 253) or Chicago or wherever else you'd like to put it. Its main office is a four-story rectangular building made of reflective green glass situated in the far corner of an office park on the outskirts of the city. The building contains four floors of labs, offices, and conference rooms. From all outward appearances, the facility looks to be like any other small biotech company. Its employees come and go during business hours. It has a website, and a social media presence. Its main focus is on creating clotting agents for use in treating battlefield wounds; it naturally gets a lot of US and NATO government contracts.

When examined a bit closer, a few strange things become noticeable. **Digital Intrusion** shows the security system isn't just state of the art but is of the same grade as what most intelligence agencies use. Its web server is hardened and secured (Difficulty 7 **Digital Intrusion** test). Breaking through the firewall shows a variety of files detailing a quantity of a product called Serum V, but no indications as to where this serum has been sent. In addition, there are a series of purposefully cryptic reports referencing something possibly illegal, documenting the results of rounds of testing, most likely on humans (**Diagnosis** or **Bureaucracy**). None of the documents reference anything to do with the treatment of battlefield wounds. A 2-point **Chemistry** or **Pharmacy** spend recognizes the insanely complex biochemical precursors for the Seward Serum



(assuming the Agents have analyzed that formula before, or have access to that data from Seward's Asylum (p. 195)) in Serum V.

Nox may assemble its final work product on site (in a Class 5 biohazard–sealed lab in the basement), or, like many pharma and biotech companies, outsource production to a cheap (and deniable) foreign factory anywhere in the world. Such as, say, Romania.

CIA: Nox is a CIA (or possibly Defense Department) front, the American attempt to weaponize the Seward Serum (p. 51). The original vampire blood could have come from "Black Light" (p. 204), brought back to the US by the CIA Agent (p. 91), from a vampirized Quincey Morris, as an exchange with Edom (likely bought with lots of dark funding in Britain's cash-strapped postwar retrenchment), samples from the American Vampire (p. 63), or from Camp Midnight (p. 252). Using the samples, the CIA then collects homeless people (or cargo from the Human Trafficker (p. 118)), infects them, and harvests their blood. Their ultimate goal is to be able to create a synthetic version of the serum, mass-produce it, and provide it to the Agency and ultimately to the military. This facility is a black op and runs without significant oversight.

Camp Midnight may even be permanently installed in the basement of the Nox headquarters, in which case **Electronic Surveillance, Traffic Analysis**, or **Human Terrain** shows an abnormally large number of cleaning staff who report in each evening.

EDOM: Nox is a backup Edom research site, working toward a second generation Seward Serum. In this case, blood samples collected by Edom (from "Black Light" or the HMS *Proserpine* (p. 169)) are shipped to the US and stored in the facility. The vampires could have come from "Black Light," or possibly shipped from the HMS *Proserpine*. The vampire blood is being concentrated and purified here, and possibly made into Serum V directly. Edom runs this facility in the US to avoid Dracula, or as a co-project with the CIA.

CONSPIRACY: Dracula established Nox indirectly, leaving some other front group thinking they control the facility. He provides the vampire blood himself through a cut-out, either as "an anomalous but promising biological sample" or presented as blood from some other unconnected vampire. Depending on its ideology, the front group believes the goal of this lab is to create a mass-produced serum capable of creating super-soldiers, or healing blood diseases, or making Jacks without Dracula's direct intervention. The truth is that this facility is part of a contingency plan for Dracula, should fleeing Europe be necessary: he not only now has pre-positioned Renfields among all Nox's test subjects and customers, but his minions can use the handy syrettes to create hundreds of Renfields at once.

CONNECTIONS: The Pharmaceutical Researcher (p. 128) may know something hinky about Nox, or be diverting her own company's resources to Nox's work. (Or her company may be corporately linked with Nox; **Accounting** to confirm.)

The Agents may have found single-use Serum V syrettes on Edom (or CIA) Jacks. With no company name, tracking them by lot number requires long-term traffic analysis through a huge quantity of anonymous shipping data. Agents must spend a total of 6 points of **Traffic Analysis**, and beat a Difficulty 20 **Digital Intrusion** (Difficulty 13 if they have a tranche of records from Camp Midnight, the Edom mainframe, or HGD Shipping to work from, depending) as a continuing challenge (***NBA***, p. 50). The Agents may spend and test once per week.

There are several other ways that the Agents can discover the existence of Nox Therapeutics:

- While doing some forensic accounting on some other aspect of Nox's backers (i.e., the CIA), a money trail leads to the company's discovery. (**Accounting, Traffic Analysis**).
- An asset of the backers plans to visit or inspect the facility in the near future. (Or an enemy plans to place it under surveillance or investigate it.) Depending on the interaction with the asset, this may be intel surrendered in **Interrogation**, or a hint about traveling to the States while sharing drinks (**Flirting**).
- Records from one of the European holding sites ("Black Light" or HMS *Proserpine*) indicate the transfer of subjects (**Notice**), or records from Camp Midnight indicate the receipt of blood samples or experimental sera.
- Word on the street in Philadelphia (**Streetwise**) is that Nox pays the homeless for blood drives. Occasionally some of the homeless vanish shortly after these events.

DOSSIER REFERENCE: HO117

OPERATION GLADIO

APPARENT NATURE: In the wake of the Second World War, the Allied forces — specifically the coalition of powers that would become the North Atlantic Treaty Organization — prepared for a surge in Communist power by establishing a stay-behind network that spanned Europe. The Italian splinter of this plan, code-named Operation Gladio, recruited and trained several hundred operatives capable of an on-demand pre-emptive strike against Communist uprising or invasion.

Gladio sought to handle the Communist threat with a combination of guerilla warfare, elimination of problematic personalities (whatever their public status or perceived allegiance), and the dissemination of propaganda to manipulate popular tensions — invisibly guiding domestic attitudes. But after the threat of Communism subsided, those in charge



saw no reason to disband a handy clandestine army like Gladio. Cursory parliamentary investigations have declared the organization toothless and so have focused on its possible role in various outrages fifty years ago.

Gladio's current numbers and influence remain unknown.

EDOM: Gladio's connections to Edom depend on Edom's connections with the CIA; Gladio was primarily a CIA operation. If the CIA has its own vampire program, Gladio likely serves as a staging area. That said, Edom may well have recruited several cut-out Gladio cells during the mole hunt and the Red Brigades era of the 1970s, or swooped in with funding and arms after 1989 threatened to nullify the whole operation.

CONSPIRACY: Frank Wisner (1909–1965), head of Office of Strategic Services operations in the Balkans during the Second World War, and a strong proponent of the stay-behind network that would include Operation Gladio, was rumored to have had an affair with Princess Catherine Caradja-Kretzulesco (1893–1993), who claimed blood relation to Vlad Tepes. Her eldest daughter died in the devastating Romanian earthquake of 10 November 1940. Wisner set up a spy ring in Bucharest in 1944, and as head of the CIA-State Office of Policy Coordination (OPC) sent Romanian exiles and CIA agents into Romania until 1953, but Kim Philby's treason allowed the Communists to roll the network up.

Wisner sought revenge, and tried to run his own Edom variation. Like Edom, he failed, and Dracula's poison spread back into his own Gladio networks in Italy. Wisner eventually suffered a massive breakdown in 1956, and was institutionalized for manic depression (just like Renfield!) until 1958, when he inexplicably became CIA chief of station, London. Edom got him recalled in 1962, after which time he resigned from the CIA.

CIA spymaster James Angleton considered Wisner a possible double agent, and J. Edgar Hoover considered him a subversive "weirdo." Their investigation files (accessible with **Network**, through the CIA Agent (p. 91), or with good old **Digital Intrusion** at Difficulty 7) might provide new links to Dracula's network in America, Italy, and the Balkans.

CONNECTIONS: Any Italian character might be part of Operation Gladio, not excepting the Enigmatic Monsignor (p. 114). The Former Gehlen Org (p. 82) or the Hungarian's father (p. 94) sourced Gladio's weapons and arranged some freelance work for its secret army. The NATO Liaison (p. 125) or even "Van Sloan" (p. 87) may know something telling about the dark days of Wisner's Romanian ops during and after the war. A CIA officer such as the Chief of Station, Bucharest (p. 109), the Volcanologist's father (p. 136), or even the Black Site Interrogator (p. 104) could have access to the relevant Gladio files; the Journalist (p. 120) could be trying to expose them.

Wisner's OPC also ran other nations' Gladio equivalents, any of which could also be vectors for Conspiracy infiltration:

- The Turkish equivalent of Gladio was Kontrgerilla ("Counter-Guerrilla"), operating out of the Special Forces Command. Tie it in with the Turkish Agent (p. 136) or Tokat Castle (p. 250) at will.
- The Belgian version of Gladio, SDRA8, operated both out of the military and the Ministry of Justice. Early in its formation, MI6 attempted to wrest control of SDRA8 from the CIA — an Edom infiltration thwarted? Connect it through the Archbishop of Mechelen-Brussels (p. 141); the Church and CIA regularly cooperated to oppose Communism in Europe.
- The German arm of Gladio was the technical service (*Technischer Dienst*) of a youth militia, Bund Deutscher Jugend. TD-BDJ recruited heavily from former Hitler Youth and Waffen-SS personnel, and was banned by the German authorities in 1953. Connections to the Former Gehlen Org (p. 82) and the Neo-Nazi (p. 85) should be obvious. The East German Stasi penetrated it completely, so you can tie it to the Russian vampire program (p. 76) for a change or to Dracula through Romania.

DOSSIER REFERENCE: HO52



SLOVAKIAN BORDER AND ALIEN POLICE

APPARENT NATURE: The government of Slovakia does not comply with rigorous EU standards for combating human trafficking. The country is instead a destination site for human cargo coming from many locations in Eastern Europe and East Asia. However, the highest rate of missing persons from the human trafficking reports is that of young women and girls. They disappear into the Karpaty Mountains never to return. Women who vanish into those mountains are often those without any recourse, with false identities, people who will never be missed.

The numbers of people who have disappeared into the mountains are unknown because the government seems resistant to tracking the numbers of those who come into the country for illegal purposes. The reluctance to put more money into the fight against human trafficking has been put down to budgetary shortfalls, but the underlying message is that no one wants to look too closely at the situation.

Use the Gendarme (***NBA***, p 69) for Border Police officers; optionally, Báthory might have a Renfield or two in the mix.

Digital Intrusion (Difficulty 4), **Cop Talk, Criminology**, or a suitable **Cover** gets access to the agency's poorly secured records; **Traffic Analysis** or **Vampirology** can then point out potential vampire activity.

EDOM: Captain Mirek Doležal (use the Romanian Police Inspector, p. 130) reports secretly to Elvis (p. 50). Slovakia's not high on Edom's watchlist, but Elvis still keeps tabs on human trafficking and illegal border crossings. If the Agents fail a Cover test while trying to get in or out of Slovakia, then Doležal can detain them until Elvis arrives (as per "Arrest Agent," p. 21, or even setting up an "Extraordinary Rendition," p. 23).

CONSPIRACY: Countess Báthory (or Count Dracula) ensures a ready supply of victims by bribing key police officials. The Human Rights Activist (p. 118) has tried to raise awareness of police corruption, but so far she's only managed to make herself a target.

CONNECTIONS: The Human Trafficker (p. 118) is either bribing them or in their files; ditto the Smuggler (p. 131). The Human Rights Activist (p. 118) calls out their inefficiencies online, and the Anthropologist (p. 90) or Icelandic Diplomat (p. 119) have taken up her cause. A Sealed Coffin (p. 278) might be seized as evidence and locked away in some warehouse in Bratislava.

LOCATIONS

These 62 locations come in two sorts: 48 specific, and 14 generic. Specific locations are mentioned or called out in the Dracula Dossier or its annotations, while generic locations (or "establishing shots") are just what they sound like: samples of places that Agents might well get themselves into (or shoot themselves out of) during an operation. Specific locations begin in Britain, focus in on London, move to Romania, and then provide a variety of other mise-en-scènes alphabetically by country from Argentina to the United States.

The format of an Establishing Shot location is provided in that section (p. 254).

The description of a specific location breaks down into the following entries:

cool: This provides the initial "what you see" information about a location, usually in the second person, to allow the Director to paraphrase it more easily in play, or even quote directly from the text. One caveat: Although such descriptions nicely dovetail with the epistolary, Gothic nature of the campaign's source material, most groups tune out after a few lines. We've tried to keep the descriptions brief and colorful. Although the description may seem evocative or creepy, it presents the location as empty of clues. This usually indicates a dead end or red herring. Maybe the locale once held evidence of Dracula's passage, but the passage of decades has erased it. Perhaps the location has recently been "cleaned" by an Edom team covering its tracks.

warm: This presents the location as informative, bearing clues to the activities of Dracula, Edom, or both. These clues might be left over from any of the earlier periods of Edom activity, or spoor of recent use. In many cases, this entry presents more clues than you need for a given location; some of them are deliberately contradictory to provide Directors multiple paths out of a location/scene.

You could argue that clues to Dracula's location should partake of the icy chill of the grave and be colder, not warmer, but even the Un-Dead must yield to the ancient rules of hide-and-seek.

Locations can absolutely "heat up" the next time the Agents visit, or even while the Agents are on site, especially if their tradecraft is sloppy or the opposition has supernatural surveillance active there. A watcher, whether a Renfield or an Edom asset, on site is always a potential clue — perhaps just a short combat and an **Interrogation** spend away! As with every other element of this book, Directors should feel free to change, twist, filter, or move a location to better suit the flow of the campaign.

connections: This entry suggests supporting characters from the earlier chapter who may be present at (or detectably connected with) the location. Treat these as suggestions to choose from: a character placed in several locations is likely only present in one of them in a given campaign, unless she is a major NPC or deliberately tracking the Agents.

This entry may also provide connections to nodes, objects, NPCs, or other items referenced in this book. Again, these connections are suggestions and inspirations, not hard-and-fast truths. They are also hardly exhaustive: people can show up almost anywhere, as can banks, mafias, and other distributed nodes.

dossier reference: Tells you which annotation, if any, in ***Dracula Unredacted*** mentions the location. If the place has a main reference, it is given in ordinary text and secondary references are italicized.

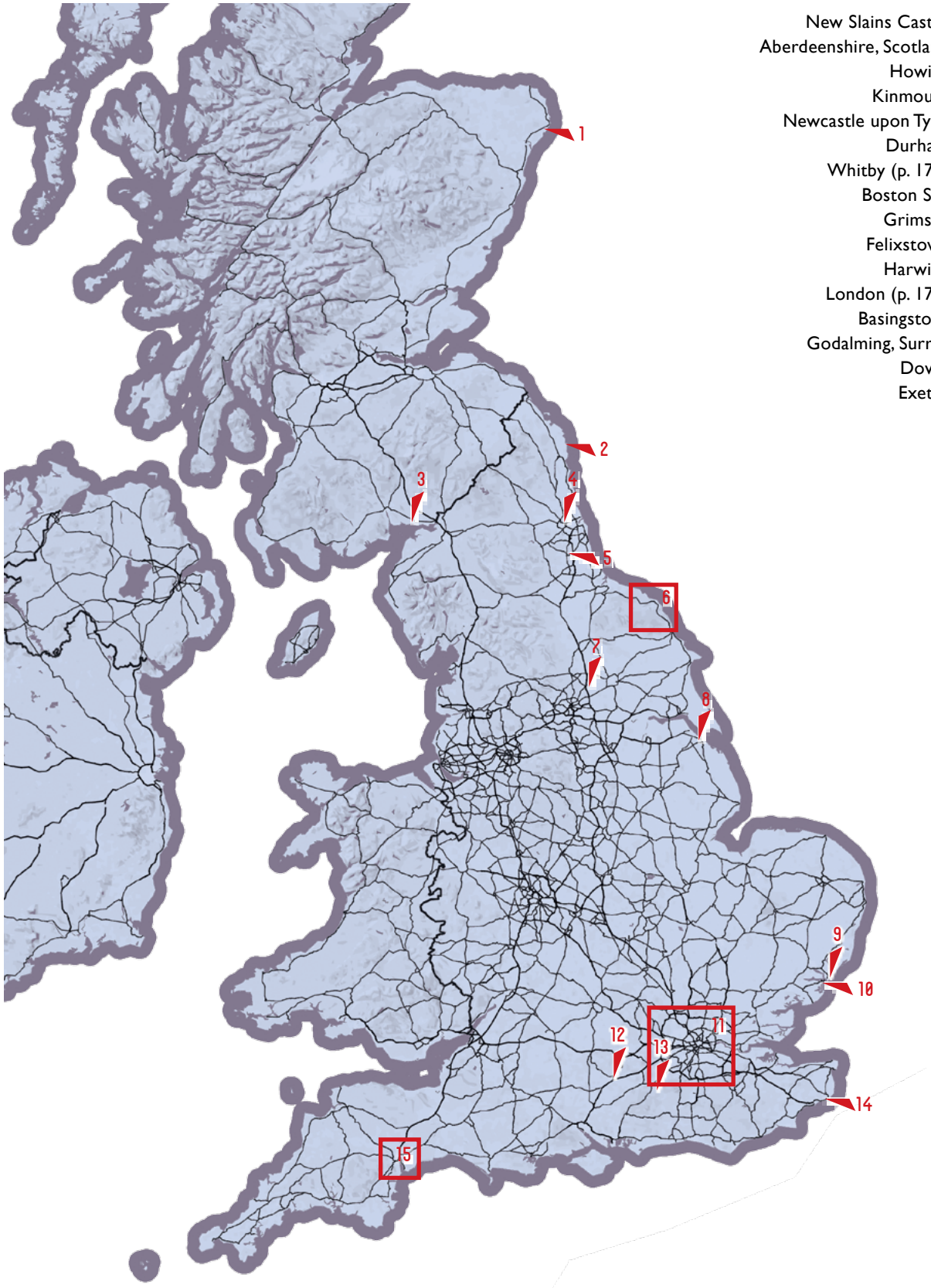
EMOTIONAL MODULATION

Emotional modulation sidebars provide quick and dirty setting details you can use to push the emotional tenor of play either up or down while the story unreels. Hopeful beats provide reasons to keep fighting, to keep believing in the human; in **stakes** mode games, they might even offer a 1-point Stability refresh. Sinister beats provide menace, reinforcing the danger and discomfort of clandestine operations; don't charge Stability for them even in **burn** mode games unless the player specifically volunteers to lose the point. Like the details of weather or landscape in Stoker's novel or other Gothics, these beats needn't have any game-mechanical effect or impact on the story to have an effect on the tone of play. They don't provide clues, antagonists, or anything except thematic beats: think of them as the equivalent of a light or heavy chord from the movie score.

We've kept them as generic as possible, but you may need to alter or tweak them to make sense in the current moment of the Agents' location or scene. All use a voice suitable for simply paraphrasing, adapting, or just reading aloud as written. Players being players, sometimes they might chase after a throwaway detail you intended as emotional modulation. You can either cut them short — "It's useless; the bat has disappeared again into the night" — or let them play a bit (especially in dialogue with passersby in Hopeful beats) until the scene comes to a natural end. Don't charge any points for things the Agents do as a result of emotional modulation elements, unless you and the players *mutually* maneuver and expand a scenic detail into a full-on story element, ideally one connected to a new and interesting NPC, node, or location in this book.

In which case go chase that bat down, with our blessing.

BRITAIN



New Slains Castle, Aberdeenshire, Scotland	1
Howick	2
Kinmount	3
Newcastle upon Tyne	4
Durham	5
Whitby (p. 177)	6
Boston Spa	7
Grimsby	8
Felixstowe	9
Harwich	10
London (p. 179)	11
Basingstoke	12
Godalming, Surrey	13
Dover	14
Exeter	15

EXETER

Exeter's importance hinges on Peter Hawkins and Jonathan Harker. If they were key Edom members, then perhaps the operation to recruit Dracula was conceived here, amid the narrow medieval lanes and on long walks along the banks of the Exe.

Little now remains, one way or the other. The legal firm of Hawkins & Harker is gone, and German bombs destroyed the building where it once resided, as well as the house where the Harkers lived near the cathedral.

Peter Hawkins' secluded, tree-shaded country house survives; it's now owned by a private company, Grenley Estates, who rent it out for corporate retreats and functions. If anything of Edom survives here, it might be there.

COOL: You follow the main road west, then a series of increasingly narrow and winding country roads as you make your way up onto the moors. The corporate retreat is well signposted despite its obscurity. Security is minimal, other than a groundskeeper leaning against a gatepost, marking the turn down a winding tree-shaded laneway to a country house. Gray stone walls, narrow white-framed windows, multiple tall chimneys, with a satellite dish and cluster of aerials tucked discreetly away behind one. The stables and other outbuildings have been converted into meeting rooms and accommodation. A dozen cars, mostly high-end rentals, are parked neatly in the farmyards. Off in the distance, the sudden crack of gunfire as a corporate group bond over exterminating pheasants.

WARM: Edom still uses Hawkins' house for some purpose. It could be an Edom safe house, or a training center (perhaps where prospective Jacks acclimatize to their new enhanced abilities), or a secure location for debriefing prisoners who don't (yet) deserve to be sent to HMS *Proserpine* (p. 169). The surrounding woods and mist-shrouded moors beyond might conceal the entrance to a deep cave network or more Edom structures — prefabs from the 1970s, medical research labs or brand-new domed seismic monitoring stations. In any case, security around the house is tight but unobtrusive — heat-sensitive motion detectors concealed in the trees, groundskeepers who pack concealed MP5s underneath their tweed jackets, cameras covering all approaches.

CONNECTIONS: Visited early in the investigation, Hawkins' house might yield clues pointing at other Edom sites, like Seward's Asylum (p. 195) or Ring (p. 172). Archives here might record the discovery of a "spiked stick" that she claimed was connected to witchcraft. The police declined to investigate; vampire hunters who know the virtues of spiky bits of wood may wish to follow up on this case.

- During renovations of the cathedral in 1942, workers found dozens of tiny wax figures dating back to the 15th century. These are believed to be votive offerings to the saintly Bishop Lacy; petitioners would make wax figurines of wounded limbs or sick relatives in the hopes of drawing divine intercession. Fashioning such figurines might be a great gimmick for a Renfield-esque madman. While the Agents check out the cathedral, they might also try to find out who stole the silver cross from the altar in 1950 (the cross turned up a few weeks later, minus its diamonds).
- Military exercises out on the moors coincide with a rash of reports of the ghost of a woman dressed all in black, who vanishes into thin air when spotted. A coincidence, or has Edom let its prisoner out to play?

EXETER: QUICK AND DIRTY

Located in the southwest between Cornwall and Devon on the River Exe, Exeter was once one of England's most important cities, a lack of easily accessible coal meant its importance declined during the 18th and 19th centuries. It has slupped into a comfortable obscurity of academia; it's got a large university and is home to the UK's meteorological office. It suffered considerable damage during the Second World War.

Peter Hawkins (p. 39) had his law firm here; Jonathan Harker (p. 32) and Mina Harker (p. 33) inherited that company and may have lived out their lives in an equally comfortable obscurity, at least as far as official records go.

POPULATION

120,000 (think Springfield, Illinois)

CONFLICT

Exeter's a relatively quiet city, although anywhere with a large student population will have its share of drunken hijinks and antisocial behavior. More worrying, the vicious murder of student Kate Bushell in 1997 remains unsolved. It's got more than its share of hauntings and ghost sightings, with recent reports mentioning "a flying black cloud" and a "giant vampire bat," possibly linked to the network of underground passages that run beneath the city center.

BACKDROPS

EXETER CATHEDRAL, founded in 1050. Check out its extensive library, its 15th-century astronomical clock, its minstrels' gallery, and the tombs decorated with carvings of rotten corpses.

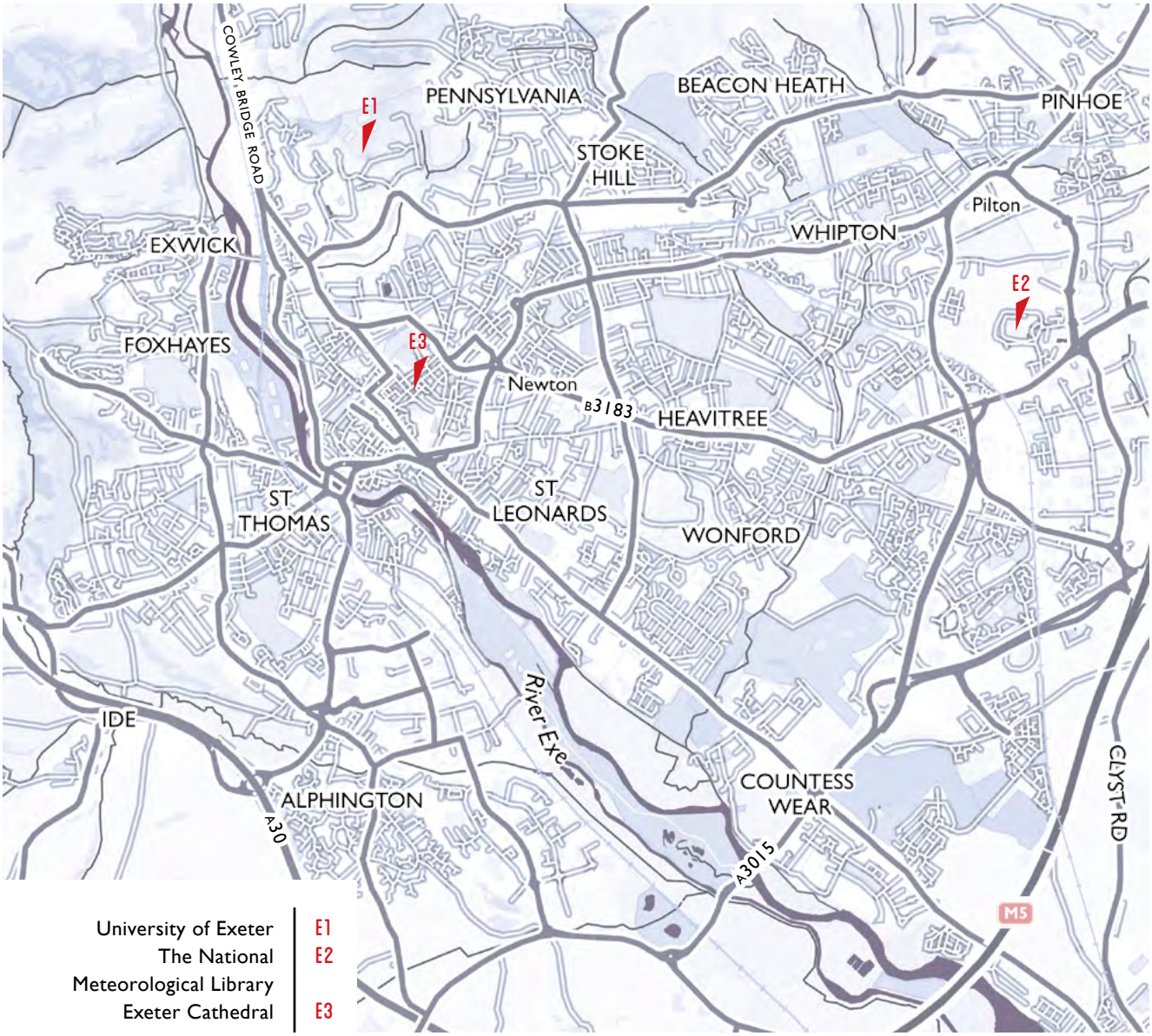
THE UNIVERSITY OF EXETER is one of the top ten universities in the UK. Constituent schools include the Camborne School of Mines founded in 1888 to study mining techniques, geology, and Earth's natural processes; the Institute of Arab and Islamic Studies, and the Centre for Leadership Studies. The university's motto is *lucem sequimur*, "we follow the light."

A network of **NARROW MEDIEVAL PASSAGES** runs under the town, built originally to carry water pipes. Tours of the accessible portion of the network are a possible tourist attraction.

THREE HOOKS

- In March 2013, an Ilfracombe woman contacted the police reporting the

EXETER



University of Exeter E1
The National Meteorological Library E2
Exeter Cathedral E3

initial planning sessions with Hawkins, including maps of Carfax (p. 185) and discussions of Edom's original plan for Dracula. The Neo-Nazi (p. 85) could be stashed here under comfortable house arrest, or the SRI Agent in Charge (p. 133) might be here for a conference with one of the Dukes of Edom (p. 50). If Edom picks up "Hopkins," "Cushing," or a Solace of one of the Agents, they might also be kept here.

In the later stages, this might be Edom's HQ — "D" is likely in residence, and the Agents can confront him (or her) to get the final clues pointing them toward Dracula. Of course, if this is Edom's HQ, then it's certainly on top of a vast underground complex dug into the granite below.

Jonathan's trips to Launceston and Plymouth (**CU173**) may point to other nearby Edom facilities. HMS *Proserpine* could be off the south coast near Plymouth instead of the North Sea, while Launceston was once home to explorer and antiquarian Francis Vyvyan Jago Arundell (1780-1846). While he was chaplain to the British factory at Smyrna, he wrote two volumes describing his travels in Turkey and Palestine. (He made a third tour of Palestine in 1835–1836, but never published his notes from that expedition.) He retired to be rector of the church at Landulph, just north of Plymouth.

DOSSIER REFERENCE: CU20, HO63, CU136, **CU168**, CU173

HMS PROSERPINE

This location primarily applies to campaigns in which Edom obtained its own vampire, either in 1894 or afterward (p. 27). In other campaigns, the stone frigate is just how Edom launders its secret off-the-books payroll, and the investigations listed merely provide names for some current Edom personnel. There is no oil platform; the stone frigate is entirely notional. If in your campaign certain blood types provide extra nourishment to vampires or prove toxic to them, Edom medical records might point toward such a reveal (**Traffic Analysis** plus **Diagnosis**).

Named for the queen of the underworld and consort of Pluto in Roman mythology, no such ship exists on the Royal Navy's official rolls. The last HMS *Proserpine* was a *Pelorus*-class cruiser laid down in 1896. Built for independent patrols, the *Proserpine* served on the Caribbean station. Upon the cruiser's return to home waters, it collided with a Dutch mail ship off Sheerness in 1901, and remained in the Chatham Dockyard until it was scrapped in 1919. The Admiralty transferred the name to a stone frigate: Lyness Naval Base in Scapa Flow in the Orkney Islands. (The Royal Navy commissions its shore bases, or "stone frigates," with ship names so that naval personnel remain subject to shipboard discipline while on base.) Lyness Naval Base was closed in 1957, and that ended the HMS *Proserpine*'s service. Officially.

The above information is free with **Research** or **Military Science**. What takes some digging (a **Bureaucracy** spend at least, and possibly a Difficulty 5 **Digital Intrusion** test) is the discovery that pay still continues for a very small crew complement listed as ratings on the HMS *Proserpine*. The identifiable personnel are almost all Royal Marines of the Special Boat Service, most declared dead "in training accidents" or in Afghanistan or Iraq. In short, the current *Proserpine* is a secret service stone frigate, an oil platform in the North Sea built in 1977. That platform never went into production, having been "capped" before it even drilled its first well.

Finding the new HMS *Proserpine* likely takes a number of tests and perhaps some very taut scenes. The specific route might vary:

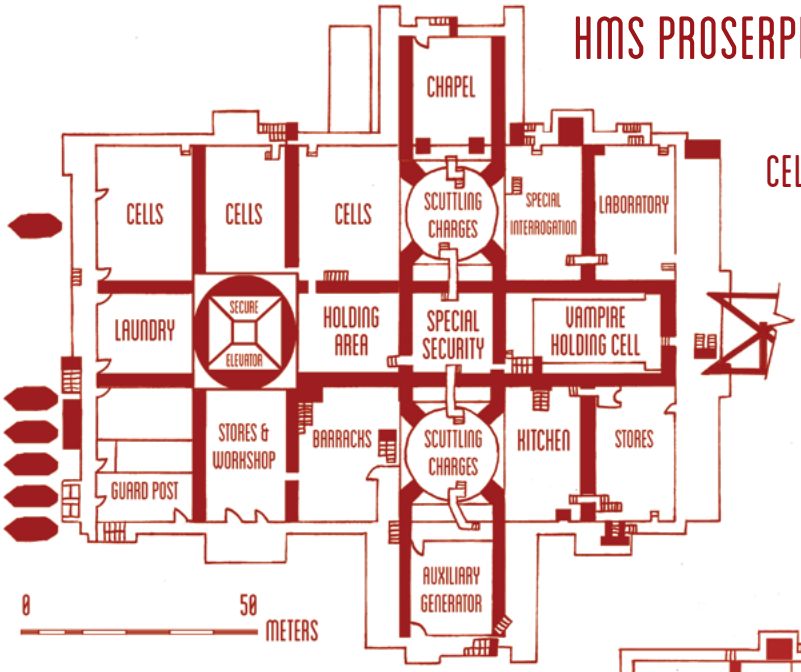


- Get the intel out of one of the other MI6/Edom supporting cast NPCs (**Tradecraft, Interrogation**, other Interpersonal or long-con techniques).
- Find one of the Edom SBS personnel, and tag him with a tracker (**Surveillance, Electronic Surveillance, Filch, Conceal**).
- Sieve British government financial databases to find innocuous records — fuel usage, water replenishment, electrical equipment — tagged with the *Proserpine*'s VDN and brute-forcibly deduce their delivery to the North Sea (**Digital Intrusion, Accounting, Traffic Analysis**).
- Then check satellite imagery for the North Sea looking for heat and EM blooms from officially capped oil rigs (**Digital Intrusion, Data Recovery**).

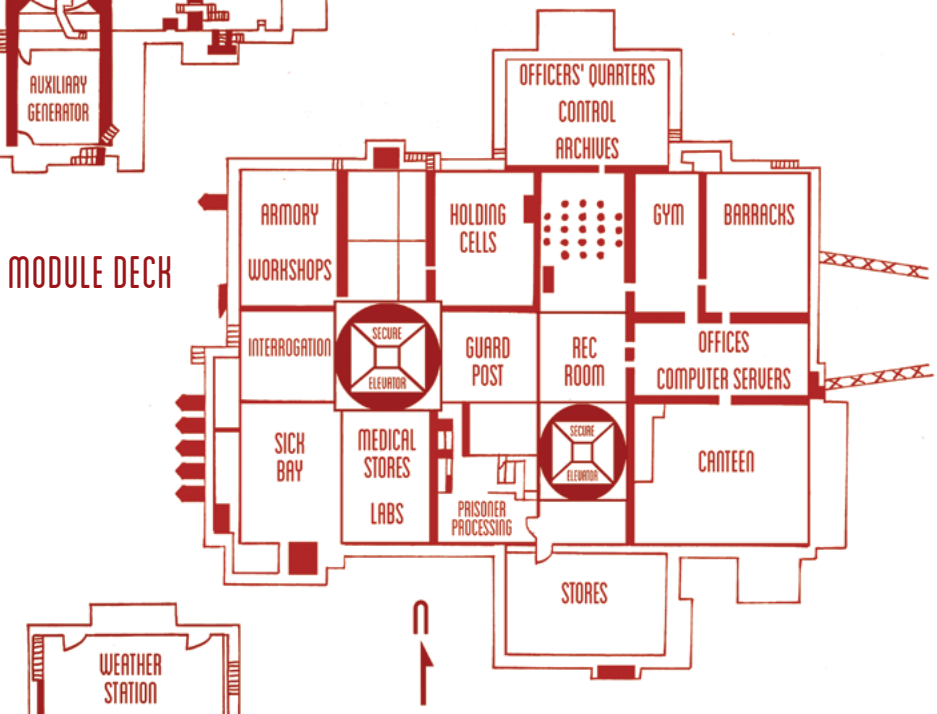
Once the Agents have found the *Proserpine*, a long wet trip in a small wet boat is the only way to get there without somehow impersonating or hijacking an Edom helicopter.

COOL: Taking advantage of the storm to mask your approach, you moor the boat with a sea anchor and swim to the rig. Climbing aboard is the most dangerous moment, but it passes as fast as it ever did in training. Bypassing the relatively small guard force on the rig, you gain access to the secure levels, metal bulkheads and rusting rivets groaning in the wind and dripping water everywhere. Cameras watch from upper corners of the companionway, but blind spots are plentiful — almost as if this facility's builders were interested in plausible deniability.

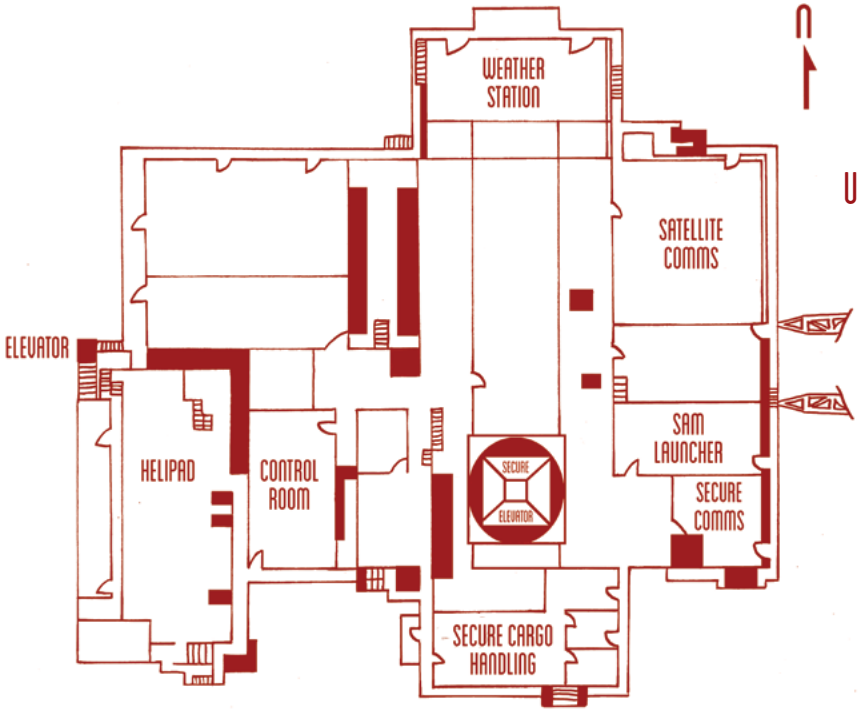
HMS PROSERPINE



CELLAR DECK



MODULE DECK



UPPER MODULE DECK

The lowest level of the rig holds cages, in which men rant in Arabic and Urdu and Farsi, or sullenly curse, or pray. One cage can be lowered into the sea by a chain. Bright lights stay on in the central area, although a wall chart shows darkened oubliettes in the rig's supports. The *Proserpine* is an active MI6 black site for nameless prisoners — but if it ever held Edom, it doesn't any more.

WARM: This is Operation Edom's vampire containment facility. Accommodations depend on whether the vampire is an Edom asset or a prisoner.

If the vampire is an *asset,* her chamber is a strange, surreal blend of 1970s industrial construction and the décor and furnishings of her native time (likely either the Victorian era or medieval Romania). Aubusson rugs or pearl-crusted tapestries lie across metal floors painted a flat industrial-lime color; a rosewood settee or thick-carved wardrobe inadequately conceals a large concrete stanchion. A handsome coffin sits in one corner, sheltered by lace curtains or damask draperies. Any anti-vampire precautions are hidden, possibly stored in an "arms locker" or subtly strung across hatches and portholes leading to the outside or to the upper decks. Ceiling lights have two bulbs: a normal government-issue fluorescent and a high-UV bulb that remains off … for now.

If the vampire is a *prisoner*, her situation is less ambivalent. A high-UV lamp burns in the ceiling behind bulletproof glass. Her coffin is transparent Lexan, mounted on servos that can remotely and automatically open it. A port in the coffin attaches to a surgical IV: she can be drugged, or fed, or phlebotomized while asleep. Crucifixes hang on the walls, between mirrors and ventilators — a thick, rotten smell of garlic, rose attar, and mildew is everywhere. Other precautions line the walls outside, but the final option attaches above. The room clings to the bottom of the rig, dangled over the North Sea by vast chains; explosive bolts can drop the entire cell into the ocean to flood and sink.

A vampire that Edom intends to brainwash or break into an asset might have a "coffin room" like the above but stay awake in a plain chamber next door with only the mirrors and ventilators to remind her of her position. The Director should tailor the description to the vision of Edom she and her players have been collaborating to build.

In almost any case, the *Proserpine* is an active black ops base. Security is much better than it seemed on approach — almost as though Edom wants intruders to walk into its invisible prison. Perhaps it's just security theory: people who get in are easier to silence than people who don't get in and decide to post the rig's coordinates on the Web, after all. Or perhaps Edom always welcomes walk-in meals for its star guest.

All Difficulty numbers go up by +1 after the Agents enter, and by +2 or more after they trigger an alarm. Refresh your memory of the "Getting Captured" rules on page 115 of ***NBA***.

If captured, the Agents' accommodations are, if anything, even more stark: cold-riveted (and icy-cold) metal walls and floor, a bed and sink and toilet bolted down, and no windows besides the grille in the door. All fixtures and seams are hardened to best even Renfield strength — but there aren't any cameras looking in on the cell.

If the Agents have their own escape plan, go ahead and run with it — the vampire, of course, attempts to escape in the confusion. Unless they stop to kill her, she does escape, turning to a bat and flying up and away from the doubtless dramatic explosions. Later on, she flits back down to a surviving boat and floats to shore — at Whitby, perhaps …

If they seem stalled, the vampire approaches them with a plan — they can break out together. The Agents are just who she's been waiting for, strong men who her captors hate. The Director should improvise whatever seems best, from a turned Renfield within the guard staff, to a convenient opportunity to short out the UV lights and turn to mist, to a full-on storm-blasting rescue by Dracula himself.

CONNECTIONS: In addition to hints in the Dossier or from a Legacy, the Agents can get onto the trail of the *Proserpine* from several sources. NID records from Harker and Hawkins' era (perhaps copies in Exeter (p. 167)) might mention the first HMS *Proserpine*: Edom kept their vampire on the cruiser, then in Scapa Flow, until the oil rig was built. Relevant documents, or even an HMS *Proserpine* ship's bell or other memento, might still exist at Ring (p. 172). There are sure to be documents or other communications between the *Proserpine* and Seward's Asylum (p. 195) or Carfax (p. 185), if either is still in use by Edom.

If the Former Gehlen Org (p. 82) (or the Neo-Nazi (p. 85) who's actually an ex-Nazi) got his longevity as part of a deal with Edom, he may have visited the *Proserpine* in Scapa Flow to do so. The Retired MI6 Asset Runner (p. 98) might have helped relocate the vampire to the oil-rig *Proserpine* as part of the mole hunt interrogations. If she is an asset, the Sculptor (p. 100) visited the new *Proserpine* to cast her image.

In the present day, the Black Site Interrogator (p. 104) and the "Black Light" site (p. 204) could point to *Proserpine*. The MI6 Lamplighter (p. 123) could work out of the rig, or know fellow Edom operatives who do. A foreign Station (pp. 231 or 235) could pick up chatter, or send the Agents to follow up a dangerous-looking lead. Agents could spot a *Proserpine* SBS rating gathering native soil from Hillingham (p. 190) or Kingstead Cemetery (p. 191) — or in Romania.

The *Proserpine* isn't Edom's operational headquarters — it's too damp and inconvenient, not to mention holding a vampire. But it still holds a potential intel windfall on any topic or Conspyramid level the Director wishes: briefings get held here, notes get taken, names kept on file at the security station or in the captain's laptop. This intel haul might nearly map the Conspyramid, or Edom's network, or both — much depends on how close the campaign is to the big finish, and how much the Director wants to reward the players for their Agents' ordeal.

More specifically, tracking the site's stores of "native soil" could point to not just the prisoner's origin but the location of Castle Dracula (p. 207). For one or another reason, the Westenra Brooch (p. 284) and of course the Sealed Coffin (p. 278) are natural items to salt here, but almost anything is plausible.

DOSSIER REFERENCE: CU26, **HO63**, CU179, HO193

OTHER PORTS

In conversation with Harker, Dracula inquires about the process for shipping goods into various ports (**HO48**).

Newcastle, north along the coast from Whitby, was one of the powerhouses of British trade and industry in the 19th century, but the closure of the coal pits and shipyards led to the city's decline in the latter half of the 20th century.

Durham isn't a port — Dracula's cargoes would have had to go through Newcastle or Sunderland to get here. Perhaps Dracula was drawn to the city's religious history — in the Middle Ages, pilgrims flocked to the cathedral that kept the imperishable remains of St. Cuthbert.

Harwich, on the east coast of England, is the smallest of Dracula's proposed ports. A former naval base, Harwich is conveniently close to London. The boxes of earth could have been transported by rail from the port straight to the East End.

Dover, of course, is a major ferry port, and the nearby white chalk cliffs are a famous landmark and a symbol of England.

These days, the busy container ports at Felixstowe (across the bay from Harwich) or Grimsby might be a better bet for the Count. One 40-foot shipping container could hold all 50 of his boxes of earth.

Assuming Dracula followed through with his inquiries, he may have delivered more coffins than those that came on the *Demeter*, or have sent more to England during the intervening years. His modus operandi during his initial foray was to have all of his coffins brought to a central location (the chapel at Carfax), then to disperse most of them around the area while leaving a few behind. Such vampiric warehouses / safe houses might exist in any of the port cities mentioned above. Delving into the Count's business via one of his pawns (like HGD Shipping (p. 145), Billington & Sons (p. 142), or Axel Logistics (p. 141)) might reveal when he shipped the coffins. After that, it's laborious **Traffic Analysis** and **Research** to correlate container numbers and shipping logistics.

Asking around the neighborhood (**Streetwise**) gets an anecdote from one of the dockers that his father used to tell. It's about a strange little foreign gent who used to rent part of a warehouse to store the same few boxes, year after year. He'd come back on the same day every year, and pay the rent on the space again in cash, regular as clockwork, looking creepier and sadder every year. Until this one year, when he turns up all worried, scared like the hounds of Hell are after him, and he says that he doesn't have the money, and can they wait a few weeks? If they do, he'll come back with *gold*, and he shows them this gold coin. Certainly, says the owner, you've been as reliable as the tides. We can stand you the bill for a while.

Only the little man never ever comes back. Soon after that, the warehouse company goes bust, and the warehouse is locked up while the banks fight about bills. I guess the foreign gent's boxes are still in there, though who knows what's left of 'em.

COOL: The trail's very cold, but it does lead you to a derelict Victorian warehouse. The name of some long-gone shipping company is still blazoned in faded paint above the door; vulgar graffiti tags are fresh and bright against the brickwork in constrast to the sober sign above. The door's chained and rusted shut, but a broken window affords easy ingress. Inside, beyond the rat droppings and pools of rainwater, an archway leads to a brick-ceilinged vault. Inside is a pile of loose earth, and a few scraps of ancient wood.

WARM: If the safe house is still in use, then the chain on the warehouse door is suspiciously new. The vault's bricked up and hidden behind debris (**Notice**), although there's a small hole at the bottom of the brick wall just big enough for a rat to crawl through. Break down the wall to uncover the box of earth hidden in the barrel vault; faint scuff marks on the muddy floor **(Outdoor Survival**) suggest that several other boxes were once kept here, but have since been moved. Searching around discovers a tiny surveillance camera hidden in the rafters of the warehouse (**Electronic Surveillance** or **Notice**; maybe **Sense Trouble** if the camera feed's monitored by either a Conspiracy minion or an Edom watcher waiting to see if the box is in use by a vampire).

CONNECTIONS: The strange foreign man mentioned in the story is clearly the safe house's housekeeper — it might be the Defector (p. 93), the Retired KGB Agent (p. 97), the Smuggler (p. 131) on a jaunt to England, or one of the Ruvari Szgany (p. 147). The abrupt ending of the story may indicate that he was grabbed by MI5 or Edom or some other group. Back-tracing the security camera feed (**Electronic Surveillance**) or setting up a sting **(Tradecraft)** can lead to whoever's watching the safe house.

DOSSIER REFERENCE: HO48

RING

Ring is the family seat of the Holmwoods, located some distance outside London. Where, exactly, is up to the Director, although the default Ring is in Surrey, where indeed we find the towns of Godalming (49 km southwest of London) and Holmwood (39 km southwest of London). Another possible location is Kenley, now in the suburban London Borough of Croydon though historically in Surrey. Only 21 km south of Charing Cross, Kenley is perhaps most famous as the site of RAF Kenley, one of the primary fighter bases protecting London in WWII. If Ring is in Kenley, it lies on the north side of the modern Kenley Aerodrome.

Tracing the possible "historical" Lords Godalming (p. 36) leads farther afield. Viscount Hardinge's seat is at Basingstoke in Hampshire (77 km southwest of London). Baron Godolphin's seat is Farnham Royal in Buckinghamshire, like Kenley now essentially part of London's exurban sprawl (22 km west of Charing Cross); the Latimer historic seat is Danby Castle in Yorkshire, just west of Whitby. The Grey manor Howick Hall in Northumberland suspiciously burned out in 1926. (The other Grey manor at nearby Fallodon also burned out, in 1917; the Greys sold Fallodon Hall in 1946. Or perhaps "sold" it.) Reconstructed in 1928, Howick Hall is now a garden showplace and arboretum; the Greys live in the west wing only. Edom operates out of Howick (if it does) covertly — but Howick *is* on the North Sea coast, very convenient to HMS *Proserpine* (p. 169). The Drumlanrig estates are the Queensberry estates, inconveniently if scenically distant at Kinmount, in Dumfriesshire, Scotland. Officially a hospital during WWII, Kinmount House is now a drowsy holiday attraction.



COOL: The Special Operations Executive (SOE) commandeered Ring in 1940 as a "finishing school" facility for commandos — where the very best and most independent-minded agents received instruction in special intrusion and assassination techniques. As with many of the stately homes given over to war usage, the family relinquished it to the Crown rather than pay the taxes, substantial repair bills, and further upkeep required of the place. It remains officially on the MI6 facilities inventory; during the 1980s it appears in a few of the tell-all memoirs of the era as a safe house and debrief center for defecting Soviet bloc military personnel (1-point spend of **Tradecraft**). Agents with a reliable source inside MI6 can confirm that it is still (very) occasionally used for that purpose, especially for high-value Russian Mafiya oligarchs or similar informers.

A **Military Science** spend — alongside **Network** or otherwise, depending on the Director — might even uncover an aging veteran who attended "The Brass Ring" in 1945, useful for mapping the grounds and interior. An equivalent **Architecture** spend turns up the 1766 rebuilding plans for the manor — less immediately useful, but impossible for Edom to track back.

Those plans show the unique feature that gives Ring its name: a branch of the River Wey split, diverted, and rejoined to run entirely around the house. Ring has a moat of running water about a kilometer in diameter.

The house is two stories tall, built in a rough *J* or hook shape; the north wing is mostly disused and remotely monitored. The upper floor of the south wing has 14 rooms; the ground floor somewhat fewer. MI6 prefab offices complete with dingy 1970s desks and wall sections block off the main hall; armed guards patrol the roof and front door. Power comes from a generator in the old coach house. Ring incorporates 100 acres of parkland, no longer maintained and therefore gone somewhat to seed. Despite being an active MI6 facility (of sorts), the disused wing and surrounding undergrowth make getting into Ring only a Difficulty 6 **Infiltration** test.

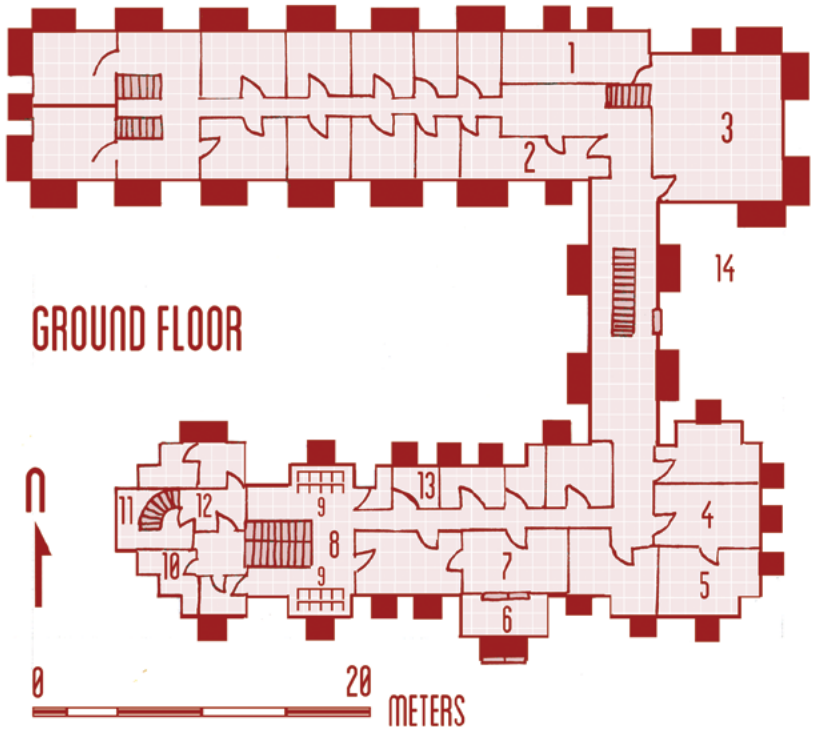
Even in this fallen state, Ring can hold a clue to any one secret or discovery about the Holmwood family before 1940, in a disused trunk or box of household accounts in an attic. The Director may also plant clues or leads relating to Edom's 1940 Romania mission, but all sensitive documentation has been removed to MI6 HQ at Vauxhall Cross, to HMS *Proserpine* (p. 169), or to some other remote location.

WARM: The Holmwoods turned Ring over to Edom, not to the SOE. Edom exploited the similarity of names between Ring and The Rings, the main SOE finishing school complex at Beaulieu in Hampshire, to siphon off some of SOE's most promising recruits into its own vampire-hunting unit. Ring still trains Dukes and *Proserpine* ratings in specialized vampire-control weapons and techniques; the 3 trainers and 15 guards are all ratings (p. 54; use Special Operations Soldiers from ***NBA***, p. 70), and at least 1 Duke is present at Ring at all times.

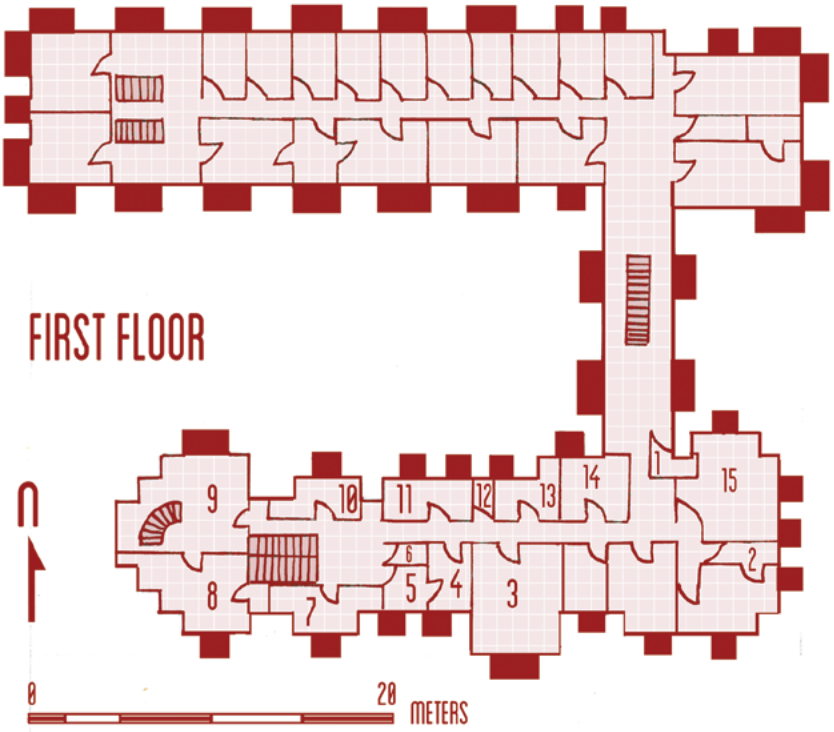
From a safe distance (two kilometers or so), careful observation (1-point **Notice** spend) notes that Ring sports a very sophisticated communications mast (**Electronic Surveillance**) and, in addition to beehives and a dozen bullmastiffs (Guard Dog; ***NBA***, p. 69), a fully equipped hawks' mews (1-point **Architecture** spend) on the grounds. With that revelation, a leveraged clue from **Outdoor Survival** notes that hawks are natural predators to bats. Approaching at night, Agents with **Outdoor Survival** simply see the hawks circling on patrol overhead.

The "careless underbrush" has carefully mapped lines of fire through thinner growth (1-point **Military Science** spend, only in daylight, to notice), leg-breaker traps in seemingly neglected overlook spots (**Sense Trouble** Difficulty 5; +1 damage, broken leg on a 5 or 6 damage roll, causing −1 to Hit Threshold and lower Athletics rating by one-third until the leg heals in a cinematic three weeks), and along the road and closer to the house a very sophisticated microphone system (**Electronic Surveillance** to spot, 2-point spend to beat). Assuming the Agents defeat all these systems and bypass the dogs and guards, they can reach the house itself. Getting into the house itself is a Difficulty 7 **Infiltration** test, and is only possible because Ring has relatively light camera coverage (almost as if it expects intruders invisible to cameras) and its 18th-century architecture has plenty of blind spots and projecting eaves to hide under and climb upon.

Once inside, the Agents reach the nerve center of Edom. If this is a Level 5 or Level 6 operation, "D" may be on site himself. Otherwise, the Agents may have to satisfy themselves with a bold theft and a quick escape. **Digital Intrusion** tests into Edom systems are only Difficulty 5 from an MI6 computer hooked into the Ring intranet.



1. OLD PANTRY
2. SCULLERY
3. OLD KITCHEN
4. DUKES' SUITE
5. DUKES' QUARTERS
6. ENTRY
7. SALOON
8. GREAT HALL
9. CUBE FARM
10. CHAPEL
11. BATHROOM (UNDER STAIRS)
12. GUARD POST
13. WC
14. KITCHEN GARDENS



1. COMMS
2. WC
3. CONFERENCE ROOM (BILLIARDS)
4. SUITE
5. SAFE
6. WC
7. SECURITY
8. LIBRARY
9. DUKE'S OFFICE
10. ARMORY
11. BARRACKS
12. WC
13. OFFICER QUARTERS
14. SAFE ROOM
15. BARRACKS

X-ATV-TR

At the Director's discretion, Tinman (p. 53) is developing this eXperimental Anti-Telluric Vampire Taser Rifle for Edom in a campaign using telluric vampires (p. 59) rather than "pure Stoker" damned vampires. It resembles a normal Taser rifle, but much bulkier and more heavily insulated. Very thick and heavy batteries (think car batteries by weight and encumbrance) connected to the stock by thick cables power the weapon and magnetize its ammunition load.

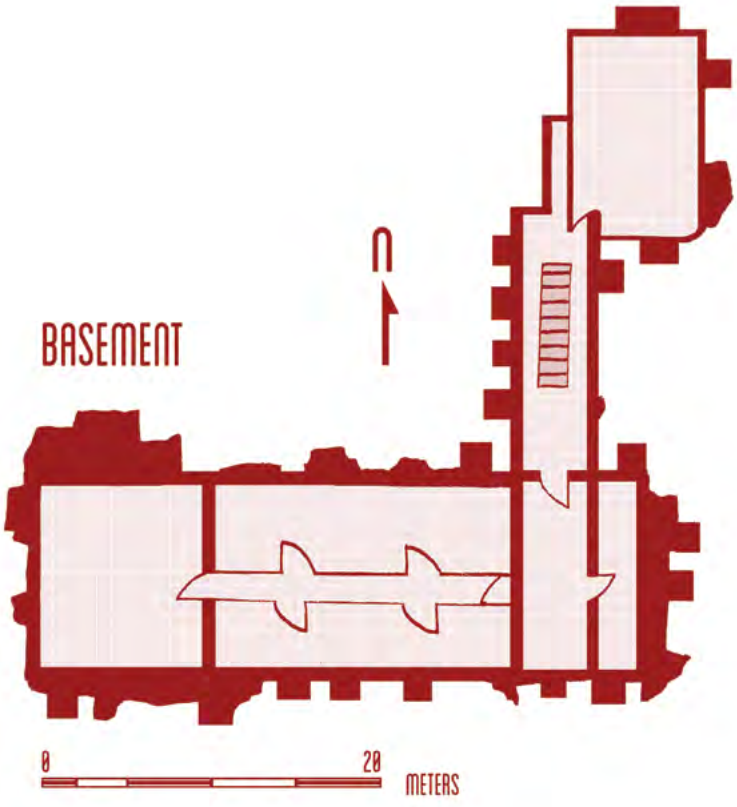
TASER International already sells a 12-gauge XREP round (eXtended Range Electro-muscular Projectile) delivering the Taser shock without wires connected to the gun. Instead, the round holds a battery attached to barbed electrodes. When the round hits, needles shoot out of the round on wires, ideally producing two contacts and completing the circuit. The XREP round is very expensive and technically illegal in Britain. British police forces have used XREP weapons without authorization; Edom has a stash of them in its arsenals as (so far ineffective) anti-Renfield ammo.

The X-ATV-TR fires a modified XREP round in 10-gauge with a much more powerful battery, magnetized and spun up just before firing to "ground out" the charge of a *Carpathian* telluric vampire. (Each geological environment, of course, has its own signature charge; a Styrian Alpine telluric vampire, for example, is different.) Against such a vampire, the X-ATV-TR round does +3 damage and paralyzes and de-powers the vampire as if staked for two rounds.

The X-ATV-TR must recharge its magnet for 3 rounds after firing, and has a maximum range of Near (spending Shooting for Extended Range does not apply). Given the bulk of the electromagnet and its power pack, the rifle lowers the bearer's Hit Threshold by −1. On an unmodified roll of 1, it also acts as an EMP on any electronics on the bearer's person — smartphone, laser rangefinder, flash drives, etc.



Against a Renfield or purely human target, the X-ATV-TR does +1 damage and costs the target his next four actions. Buying off lost actions costs 4 Athletics, not 3 each. If the X-ATV-TR is hit by gunfire, the bearer takes two instances of this damage.



An even more dangerous Ring might see Edom working from a complex of air-raid shelter tunnels under the house, a concrete warren of guard dogs and armored Edom ratings for postmodern dungeon-crawling.

Ring might also hold any of the following possibilities:

- a fully functional field surgery, with hundreds of units of blood stored in a big fridge, and possibly some Seward Serum (p. 51) and Luria Formula (p. 114) in a small fridge, and syrettes of Blomberg Serum (p. 282) in the loadouts
- an armory including full Edom rating loadouts (p. 54), comms gear, and passive UV night vision optics for 45 agents, along with plenty of ammunition, rifle grenades, flash-bangs, and any special anti-vampire weaponry used in the campaign. There are also 15 modern crossbows racked here, and a *lot* of stakes. (In a telluric-vampire campaign, the stakes are wood with magnetized metal cores.)

- Tinman (p. 53) is at Ring when not in the field; his machine shop might hold all manner of anti-vampire weaponry or gear, including (if vampires are telluric (p. 59) in nature) an experimental anti-telluric vampire Taser rifle (see *X-ATV-TR* box, above).
- a glowing map of Europe (or elsewhere!) with current Edom deployments marked in cryptic call signs and glyphs
- detailed satellite imagery (**Data Recovery** recognizes it as UV/X-ray laser tomography) of Castle Dracula (p. 207). In the files (**Research**), a WWII-era Ordnance Survey map of Romania with the location of the Castle marked.
- a large stable or other outbuilding cleared and used as an anti-vampire training facility, complete with Edom-specific military instructional training manuals. By stealing the manual and studying it, an Agent gains 1 rating point in Vampirology. After doing the combat exercises in it for a month, an Agent gains a TFFB (***NBA***, pp. 107–8) and can spend 1 Vampirology when initiating combat for a 2-point pool of Hand-to-Hand, Weapons, or Shooting against vampires or Renfields. For each manual-trained Agent who so spends, the TFFB pool increases to a maximum of 5 points per Agent.
- lots of easily negotiable cash (dollars, pounds, euros, Romanian lei), including a stash of Hapsburg gold coins and blank Romanian passports in a strongroom
- forgery facilities for the above passports, as well as blanks of various licenses and identity papers for the UK
- mirrors everywhere, mostly antiques but all dust-free
- crucifixes mounted on walls in every room, in the eyeline of the door
- sunlamp (UV/visible light) light bulbs
- a functioning, consecrated Catholic chapel
- a hydroponic greenhouse full of garlic and wild roses, under intense UV grow lights
- a comfortable, if slightly stodgily furnished, safe room for keeping Renfields and defectors: triple-glazed windows with titanium-beryllium floor-to-ceiling bars, steel-core door with keypad entry, recirculating toilet facility to avoid rat intrusion
- a fully soundproofed interrogation suite with all the latest gear, hoods, restraints, and so forth
- a heavy armored truck (Armor −7) with full vampire-containment systems inside: garlic gas, large crucifix inside and across back door, titanium coffin bolted to the floor with a transparent Lexan lid, specially polarized sun roof admits UV sunlight but blocks vision, trellis of wild roses across front of cabin. This truck drives vampires (usually staked for good measure) to the Asylum (p. 195) or HMS *Proserpine* (p. 169); its driver knows those locations, if the Agents can get to him somehow.
- any sort of spy gear the Director deems likely

CONNECTIONS: An active Ring holds any number of Edom secrets, from uplinks to a satellite-based Earthquake Device (p. 266), to MI6 personnel and log records abstracted during the mole hunt (and thus details on any of the 1977 characters, pp. 89–101), to a full occult library (3-point dedicated pool for **Occult Sciences** or **Vampirology** research) and a copy of *Le Dragon Noir* (p. 273).

The identities and dispositions of the current Dukes of Edom are at Ring, either in paper files or on isolated hard drives.

Every secret of the 1940 operation can be uncovered at Ring, including the whereabouts of "Van Sloan" (p. 87), the location of Castle Dracula (p. 207), and the relevant Abwehr and Ahnenerbe files, removed to Ring after 1945.

DOSSIER REFERENCE: CU6, CU55, CU66, **VS80**, CU101, CU136

SLAINS CASTLE

The ruined fortress of New Slains Castle overlooks the small village of Cruden Bay, on the northeast coast of Scotland. The castle was built in 1597, and extensively reconstructed in 1836. For most of its existence, it was the seat of the powerful earls of Erroll. The 20th earl sold the castle to the secretive shipping magnate Sir John Ellerman in 1913; he never lived there, but leased the property for a few years before allowing it to fall into ruin.

Bram Stoker visited Cruden Bay many times. One of his novels, *The Mystery of the Sea*, is set there, and there is a distinct resemblance between the ruined castle and Stoker's description of Castle Dracula in the novel.

COOL: The gardens around the castle were remodeled at considerable expense in 1890, and, if you know where to look, (**Art History**), you can spot telltale signs of Edom's involvement. A century of neglect and Scottish winters has destroyed most of the gardens, but there are still a few chalice badges worked into the stone, and the skeletal remains of hawthorn and rowan trees suggest (**Vampirology**) that someone intended to hold a vampire here. A more thorough search with **Architecture** even discovers a network of tunnels and culverts under the castle that could have been flooded with running water, cutting the end of the peninsula off from the mainland for any vampire prisoners.

Whatever was here, though, was abandoned long ago.

The 20th and 21st Earls earls of Erroll, by the way, had respectable careers in the government; Victor Hay, the 21st earl, was the acting British ambassador to Germany and British high commissioner to the Inter-Allied Rhineland High Commission — making him ideally placed to investigate any German vampire projects (p. 75). Victor's son Josslyn, the 22nd earl, was also part of the diplomatic staff in Berlin in 1920, but moved to Kenya in 1923 and became part of the scandalous "Happy Valley set" of wealthy swingers, drug addicts, and sybarites. He was murdered in 1940 — probably by the husband of one of his lovers, but the case was never solved. (If you've always wanted to send your



players off hunting a German lamia or even a Bride of Dracula in Kenya, here's your core clue.)

WARM: As above, but **Accounting** or **Research** discovers that attempts to restore the ruined castle were deliberately stymied; investigations point to the involvement of some Edom cut-out like Billington & Sons (p. 142). Edom used Slains castle as a holding facility for vampires in the early part of the 20th century before they built HMS *Proserpine* (p. 169). Cruden Bay is still used as a resupply center for the offshore base, and some of the vampire cells in the dungeons may still be occupied (or haunted with telluric echoes of former prisoners).

Alternatively, the castle was used as a vampire prison — until something went wrong in 1925, and Edom was unable to control whatever supernatural entity they held there. Agents who try to dig up the past at Slains Castle may unearth more than they expected.

CONNECTIONS: **Traffic Analysis** or **Military Science** spots small open boats heading out to HMS *Proserpine* (p. 169). Digging into the layout of the gardens with **Vampirology** or **Research** might point toward records in the British Library (p. 184), or similarities to aerial photos of the one true Ring (p. 172).

The Ellerman family that owns the ruin may have connections (**Accounting**) to Axel Logistics (p. 141) or HGD Shipping (p. 145).

DOSSIER REFERENCE: CU243

WHITBY

Whitby (population 13,200) is a seaside town and a destination for tourists. There are the ruins of the medieval abbey, the therapeutic springs and fossil-rich cliffs, the quaint pubs and narrow streets — and the biannual Goth festival, celebrating the association of the historic town with the *Dracula* novel.

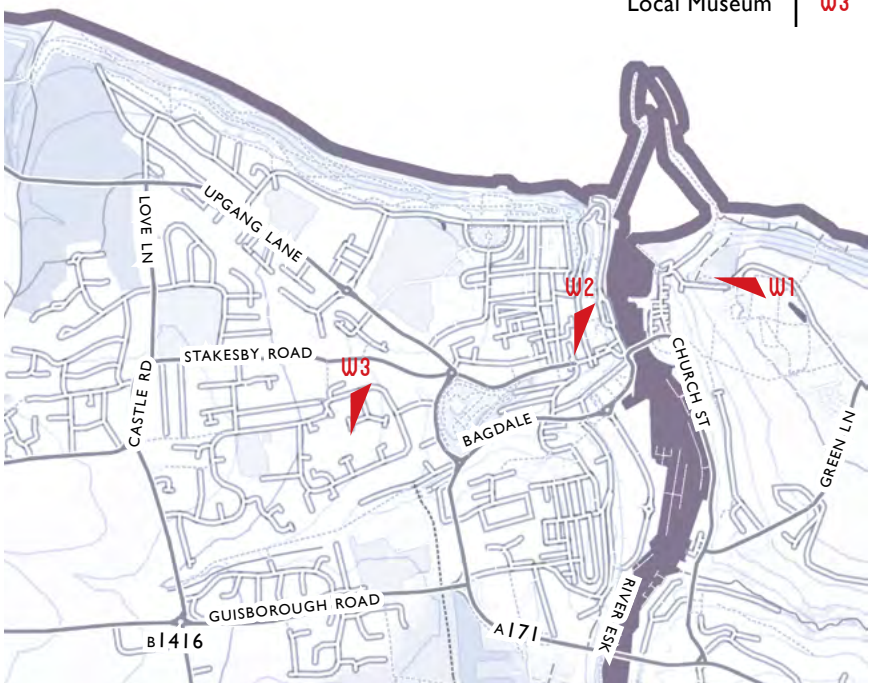
Although Whitby takes up a sizeable chunk of the novel, it's unlikely to figure significantly in your campaign. Dracula came ashore here on board the wrecked *Demeter*, encountered and preyed upon Lucy, then departed for London and his new home at Carfax via the Great Northern Railway. Most of the landmarks noted in the novel are part of the Whitby tourist trail, so the Agents can easily find the graveyard where Dracula rested (p. 191), or the spot where he came ashore in wolf form.

The local museum has more memorabilia related to the novel, as well as some other potentially interesting collections and individual items — like maps of the jet mines and fossil digs in the area, or photographs of Whitby in 1894. The museum even has a genuine Hand of Glory (a candle made from the hand of a condemned thief, said to grant the power of invisibility) and a reconstruction of a leech-powered "tempest prognosticator" to predict storms (it bears a certain physical resemblance to the Earthquake Device (p. 266), even before you start wondering what sort of blood those leeches battened on to become sensitive to telluric currents). The prognosticator was built by the museum curator, Dr. Merryweather, in the 1850s.

One obscure but extant clue, uncovered with **Law** or **Research** or by following

WHITBY

Church of Saint Mary W1
Flowergate W2
Local Museum W3



HO95, is that the firm of Billington & Sons (p. 142) is still in business.

COOL: In other circumstances, it might be pleasant to ramble around the seaside cliffs and scenic ruins, but you're here on more urgent business. You climb the steps up from the shore to the little parish graveyard, explore the remains of Whitby Abbey, and fruitlessly search for the exact house where Lucy Westenra stayed. Others have gone over the same ground many, many times in the intervening centuries, and you find nothing other than a sense of gnawing frustration at time wasted.

WARM: You get a familiar thrill as you arrive in Whitby. It's the starting gun, the gear shift from observation into action. As you hurry down side streets and glance up at the ruins of the abbey, black and skeletal against the sunset, you feel the town come alive around you. There's something here, and you're on its trail. The mystery began in Whitby, all those years ago, and now you're part of it.

CONNECTIONS: As noted (**HO85**), the whole *Demeter* sequence of the novel is mysterious in its own right. Why did Dracula take a ship from Varna to a relatively obscure provincial port, instead of going straight to London? Was he trying to evade some Edom watcher or handler? For that matter, what exactly happened on board the ship? Dracula can command the storms, so why did the *Demeter* experience such a rough and perilous crossing? And why prey on the crew in so dramatic and brutal a manner? Mere hunger can't be the answer — he returns to Transylvania on the *Czarina Catherine* without annihilating her crew, after all.

So, what's really going on with Whitby?

- **A Guest of Edom:** Maybe Dracula wanted to go straight to London, but Edom forced him to Whitby instead. (This is what Stoker's manuscript implies.) Perhaps some or all of the *Demeter* crew were Edom agents, who hijacked or hired the ship and brought it here so its strange passenger could be captured (or maybe given a final briefing, or maybe so they could trail a delectable treat like Lucy Westenra across his path). In this scenario, Dracula's methodical extermination of the crew is his own mole hunt, and the storms are his temper tantrum.
  - ➤ Edom built a holding facility for the vampire in an abandoned mine inland from Whitby. If the base is no longer in use, then **Research** or **Geology** finds the disused mine with its suspicious sealed-off section. If it's still an active installation, then the Agents might spot an Edom agent with **Tradecraft** and then shadow her back to the base. The base is a staging area before subjects are transported to HMS *Proserpine* (p. 169); documents in the base analyzed with **Traffic Analysis** let the Agents locate Edom's offshore fortress.
- **England's Magical Threshold:** Maybe Dracula *couldn't* land anywhere else. Other invaders also

EMOTIONAL MODULATION: WHITBY

HOPEFUL

- The sun glitters off the waves, and bathes the ruins of the old abbey in a golden glow, like warm honey.
- A trio of smiling Goths tumble out of a wine bar, their infectious laughter an amusing contrast to their clothing and pale makeup.
- Crossing the little bridge across the River Esk, you feel strangely cheered, as though the waters rushing beneath your feet carried away some of your burdens.
- You sprint up the 199 steps of the Church Stairs without pause. You're vital, healthy, and your blood sings in your veins as you exert yourself.
- An old sailor by the quayside talks about his long service in the Royal Navy. There's something indomitable here in these people, a spirit that will never be broken.

SINISTER

- A bat beats against your window in the middle of the night.
- For a moment, you thought you saw something — like a pair of red eyes — staring down at you from a rooftop, but there's nothing there now. Maybe it was a cat, its eyes reflecting the headlamps from a passing car. That seems … plausible.
- A sudden rainstorm breaks over the town. You're drenched in seconds; icy ropes of water slither down your neck and back, like cold hands searching for purchase at your throat.
- The cold wind wakes you up with a start, and you find yourself standing in front of your bedroom window. You must have gotten up and opened it in your sleep.
- A drunk old man screams abuse at you in an impenetrable accent.



came through Whitby — the Danes sacked the monastery in 867, and the German navy "inadvertently" shelled it in 1914. If Whitby is some sort of threshold that invaders must cross on their way into England, then what are the others? Pevensey in Sussex, where William the Conqueror landed, is a likely candidate. **History** or **Network** points to some work done by the Medievalist (p. 122) or J. Q. Harker (p. 43) about invasions of England, and you get the odd impression that he knows more than he's saying.

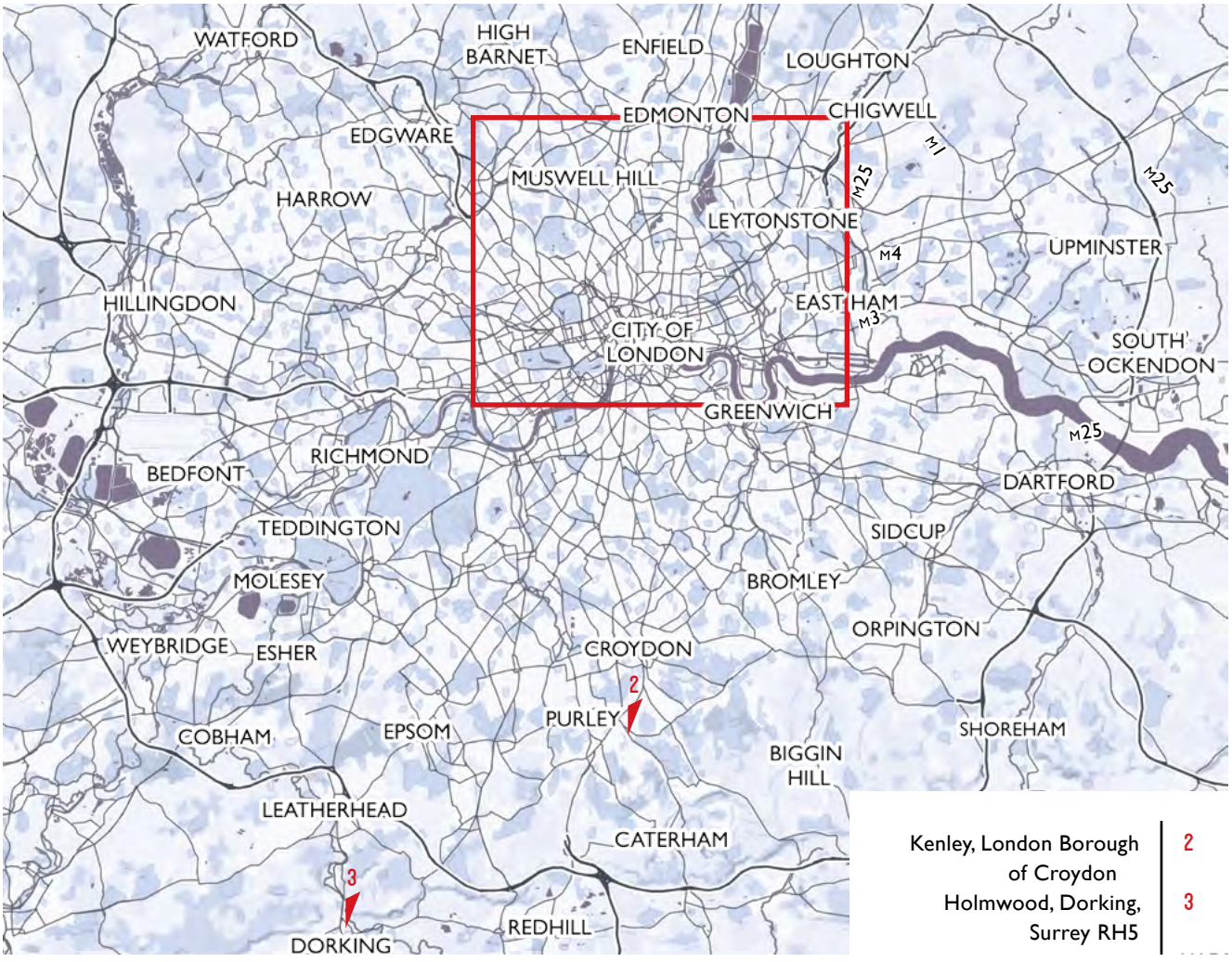
- **The Jurassic Coast:** Dracula's library contained several works on geology (**VS35**), and Whitby is known for its jet mines and fossils — maybe he came here to obtain some buried treasure before pressing on to London. The Westenra Brooch (p. 284) may be connected to this strange side errand; the Seismologist (p. 100) walks the path to Robin Hood's Bay, south of Whitby, with his homemade geophysical equipment.

SUICIDE'S REST: Dracula slept in the grave of George Canon, who committed suicide. That particular grave cannot be found easily, if at all. It may have fallen into the sea, or the name on the stone may have been eroded or deliberately erased. A few hours' search with **Archaeology** finds the most likely candidate, and it's remarkably undisturbed.

Analyzing the grave with **Chemistry** (or **Fringe Science**, or **Vampirology**) might discern any chemical, telluric, or spiritual changes caused by Dracula's presence. Maybe the grave dirt has an unusual chemical composition or electrical charge, or maybe disturbing the grave wakes the ghosts of Whitby. Alternatively, the grave might be in use as an Edom dead drop, so the Agents might uncover a cache of documents or equipment, perhaps belonging to a Duke assigned to cover *them*.

DOSSIER REFERENCE: CU88, CU91, **CU92**, CU153

LONDON

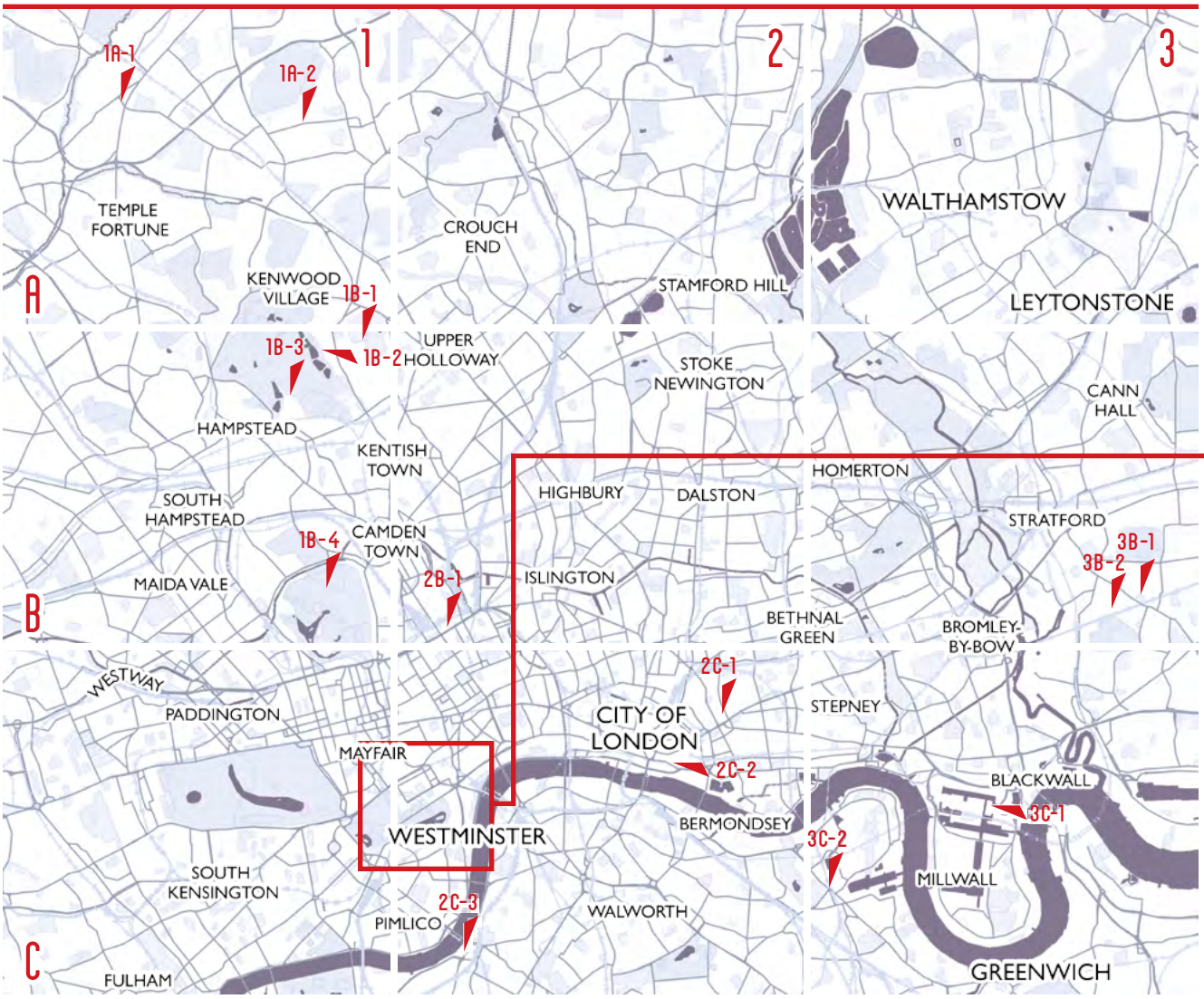


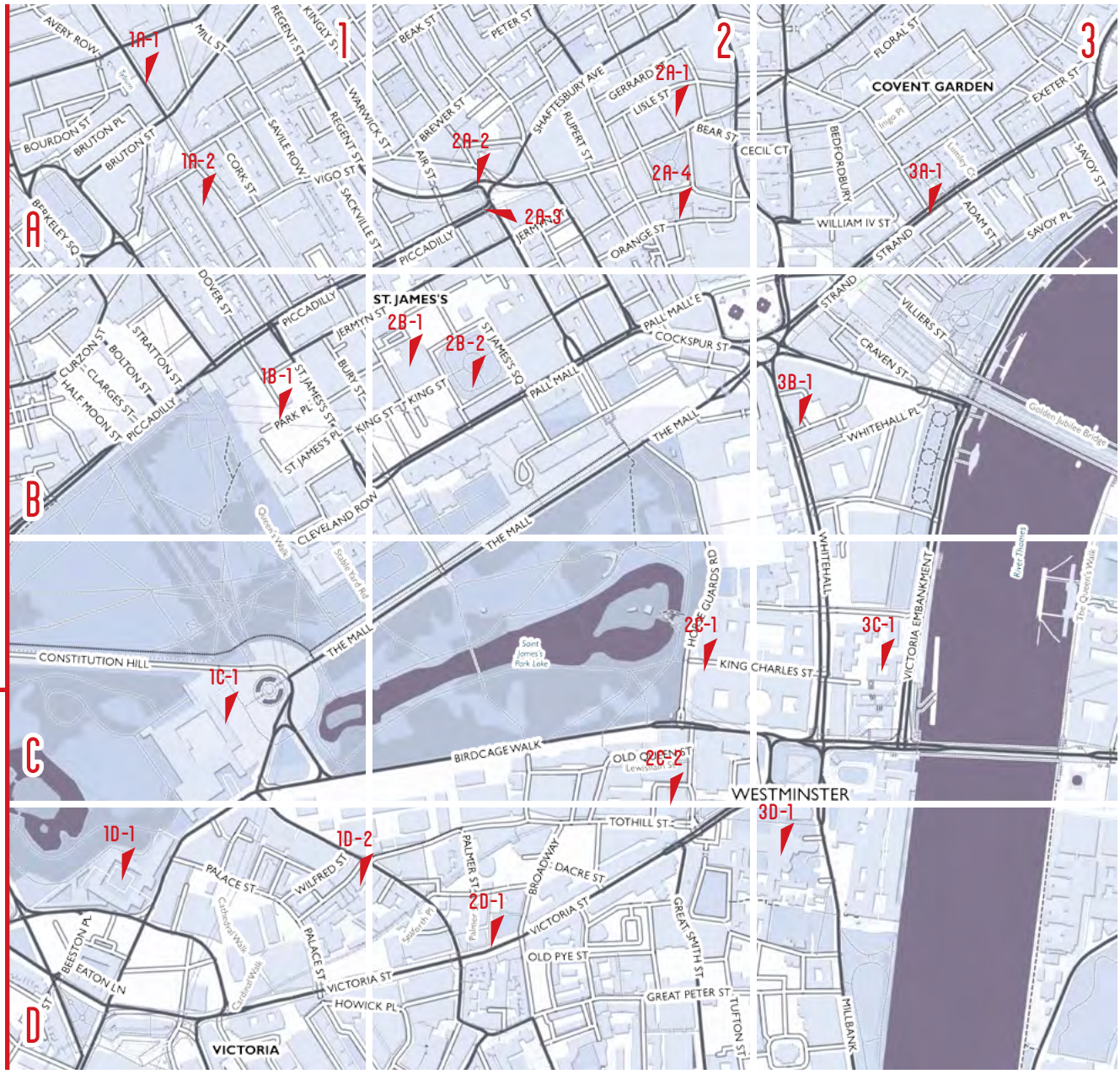
Kenley, London Borough of Croydon — 2

Holmwood, Dorking, Surrey RH5 — 3

LONDON

Kingstead Cemetary	1A-1	British Library	2B-1	NHS Haematology Research and Treatment Centre, Plaistow	3B-1
Coldfall Wood	1A-2	Safe House, 197 Chicksand Street	2C-1	Carfax	3B-2
Highgate Cemetery	1B-1	Fenchurch Street Station	2C-2	Cross Angel Cold Storage, Poplar	3C-1
Westenra Hillingham Estate	1B-2	MI6 HQ in Vauxhall Cross	2C-3	Safe House, Jamaica Road	3C-2
Hampstead Heath	1B-3				
London Zoo	1B-4				





Sotheby's Auction House, Mayfair	1A-1	Church of Notre Dame De France	2A-1	Churchill War Rooms	2C-1
The Royal Institution of Great Britain	1A-2	Piccadilly Circus	2A-2	Methodist Central Hall Westminster	2C-2
The Korea Club	1B-1	Safe House, 347 Piccadilly	2A-3	New Scotland Yard	2D-1
Buckingham Palace	1C-1	Westminster Reference Library	2A-4	The Strand	3A-1
Royal Palace Mews	1D-1	East India Club	2B-1	Whitehall	3B-1
Westminster Chapel	1D-2	Saint James's Square	2B-2	Norman Shaw Building	3D-1
				Westminster Abbey	3D-1

London is the most surveilled city in the world, with CCTV cameras on every corner and an incredibly professional police and security service analyzing the feeds.

At any time, the Director can increase the Difficulty of **Conceal, Digital Intrusion** (GCHQ is always watching), **Disguise, Filch, Infiltration**, and the covert aspects of **Cover, Driving, Network**, and **Surveillance** by +2 in London. (A 1-point spend of **Urban Survival** or **Electronic Surveillance** by any member of the team can lower that increase to +1.) Even if the immediate target doesn't notice, Edom does, within 8–48 hours. (An Agent with **Traffic Analysis** knows about the potential time lag; with a 1-point spend, she can predict its duration.) All Heat earned in London automatically increases by +1 once Edom knows to watch for the Agents; the Heat roll Difficulty increases by a like amount.

The Director should also see the quick and dirty description of London (***NBA***, pp. 173–174).

AËRATED BREAD COMPANY

In Stoker's text Jonathan Harker has a cup of tea at the Aërated Bread Company after determining the location of Dracula's house in Piccadilly. This is the only reference in the published novel. Is it just a throwaway piece of local color that his readers would recognize, or is its singular appearance in the text the telltale sign of an oversight by a censor?

Dr. John Dauglish founded the ABC in 1862 to exploit a novel baking method in which carbon dioxide was used as a raising agent instead of yeast. The company soon opened tearooms that became very popular, and, although their number peaked in the 1920s, the company traded on after being absorbed into a larger conglomerate in 1955.

Some of the Aërated Bread Company sites are still in action today after multiple rebrandings from tea rooms, to greasy spoons, then burger bars, and finally to their current incarnation as coffee bars.

Harker likely used the branch at 27 Piccadilly, but it could just as easily have been the branch at Fenchurch Street Station before taking the train to Plaistow. There were hundreds of branches, so Harker's branch can be almost any location you need. This location should give Agents a flavor of the depth of history they are investigating.

COOL: This is the trendy and ironic relaunch of the Aërated Bread Company as faux-independent coffee house complete with bearded hipster baristas shipped in from East London. The plateglass windows keep the hubbub of Piccadilly down to a bearable level, making it suitable for a stakeout or meeting with a contact. The place is styled to within an inch of its life with stripped-wood floors and squishy leather sofas. They've even taken the walls back to the bare brick apart from in a few places where Victorian tiles proclaim the health benefits of the Aërated Bread Company's products, whatever they were.

If the Agents are retracing the 1890s band in Piccadilly then this stands out with **Notice**.

EMOTIONAL MODULATION: LONDON

HOPEFUL

- You walk past a row of posters in a tube station, advertising everything from exhibitions about ancient art and old wars to the latest consumer gadgets and concerts. It might almost be a gallery of human history, and it seems that things are getting better and brighter as we fumble collectively toward the daylight.
- You plunge into the London crowd, vanishing into the great rush. This is London, with all its teeming masses, with all its history and culture, a crossroads of the world. Anything is possible here.
- With a start, you realize you're taking the same route through the city as the original hunters did back in 1894, following in their footsteps. They defeated the vampire — so can you.
- You emerge from the Stygian darkness of an Underground train station into the bright sunlight.
- Crossing the Thames, you catch sight of some building on the skyline — St. Paul's, perhaps, or Thames House or Big Ben — that reminds you of where you came from and what you're fighting for.

SINISTER

- A security camera swivels to follow you through the crowd. Instinctively, you dodge out of its line of vision, only to spot the blinking red eye of another camera on another street corner. This whole city is a panopticon — everywhere's under surveillance.
- You pass a homeless woman on the street, huddled beneath a blue sleeping bag. Everyone else walks past her without seeing her.
- Newspaper headlines scream of terror attacks, wars, plagues, political corruption, the growing gulf between the haves and have-nots. Next to the newsstand, a street preacher rants that we're living in the end times, and it's hard to argue with him.
- A man looks up at you as you pass by. "You are never more than 6 feet from a rat," he says strangely, and grins. "Actually, for most people it's more like 160 feet. But for you, 6 feet. Never more than 6 feet."
- A black limo cruises down the street, escorted by two other cars. Tinted windows admit no sunlight.

PREVIOUS INCARNATIONS OF THE ABC

For the *Unto the Fourth Generation* campaign frame (p. 325), or even for isolated flashback episodes, showing the change in a location over time provides a real sense of history passing.

1894: This is a bustling tearoom for the cost and health conscious, with the very modern sight of women eating out alone. Posters advertise a women's social club operating out of the premises.

1940: A slightly shabbier self-service tearoom with taped up windows and blackout curtains. Rationing has yet to be enforced in the restaurant trade, so those with money are topping up their rations by eating out in places like this.

1977: This is a neon-lit burger chain run by a British conglomerate badly copying the dodgy bits of American fast food: think fixed plastic chairs and soggy fries against a background of scratchy '50s B-sides. It is popular with taxi drivers, coppers, office cleaners, spies, and other night owls since few other places are open.

WARM: The reference to Harker's visit to the ABC in the text is an error. It should never have reached publication, because the ABC was a front organization used by the Special Branch. Harker was making a report to his Edom handler, or using one of the dead drop protocols. Or if Harker had been turned by the Conspiracy, then he could have met the Count or one of his agents here to give them an update on proceedings before returning to Plaistow.

Research or **History** of the ABC reveals that early in the 20th century the security services regularly employed teashop staff as informants to keep an eye on radical behavior. Edom used locations like the ABC for meetings, even going so far as to subsidize failing locations in radical or immigrant neighborhoods. The ABC felt increasing competition after the 1920s, not least from the Lyons Corner House chain of teashops. The Corner Houses were much larger and more popular, open 24 hours a day and with restaurants on multiple floors making clandestine meetings much easier. Famously, the J. Lyons operation was so complex that they were one of the first organizations in Britain to build digital computers to assist their business. The Lyons Electronic Office (LEO) 1 was built in 1951 and made available for sale to the public.

In its last years, the ABC bought three LEO 1s from its competitor, desperate to recover in the postwar era. However, Edom and MI5's penetration of ABC meant that Edom was able to commandeer time on the LEO 1 mainframe to analyze seismological and telluric data much more efficiently than the wartime Hollerith machines. This dilution of resources spelled the end for the ABC as an independent firm, and Edom bought or confiscated ABC's old LEO 1s for in-house use. The Agents may work out with a 2-point Investigative spend **(History, Research, Accounting, Tradecraft**, or the equivalent creatively applied) that Edom used the LEO 1. For example, one of the older documents in the Dossier is a faded printout with an odd pagination and font that identifies the machine that printed it as an old mainframe system (1-point Investigative spend of **Data Recovery** or **Digital Intrusion**).

All computer systems and especially complex ones are built on the decayed corpses of their predecessors. The LEO 1 used a particularly obscure machine code that could provide an enterprising Agent with some interesting options.

Knowledge that Edom used the LEO 1 gives an attack vector for penetrating Edom's files. The access attempt is only as hard as if the machine were hardwired into the Edom intranet — **Digital Intrusion** Difficulty of 5 or 6 rather than the usual 8 or more. This vulnerability is good for one attempt, because GCHQ will close the back door. Agents still have to find the network they want to access, so this exploit is best used for a specific strike not a fishing expedition.

CONNECTIONS: Investigating the LEO 1 brings the Retired MI6 Computer Boffin (p. 99) into play, perhaps via connection in an old newsgroup on the repair of prehistoric kit — he was probably still having to make the failing LEO 1s work when he first started with the Service.

Prince (p. 53) may have the might of GCHQ to back her up, but her own white hat hacking has uncovered the same vulnerability. Maybe she's sitting on it, as a back door into the wider GCHQ intranet should she ever get locked out. In the meantime she's probably got some keyword triggers on new searches relating to the LEO 1's code architecture in case anyone else finds it.

DOSSIER REFERENCE: HO206



ALBEMARLE HOTEL

COOL: The hotel no longer exists — it's now a high-end Turkish carpet shop. The shop assistant suggests you try Brown's, just down the street, if you're in search of somewhere to stay.

WARM: One of the other customers follows the Agents out of the shop when they depart. **Tradecraft** tells them he's deliberately letting himself be seen. A furtive hand signal directs them to a dark little pub down a side street. If the Agents accept, they get to meet the Turkish Agent (p. 136).

CONNECTIONS: Arthur Holmwood stayed at the Albemarle Hotel (**HO111**); perhaps he was briefed there by his handler if he was an Edom agent. The Royal Institution, dedicated to scientific education and research, is located nearby at 21 Albemarle Street;

the Retired MI6 Computer Boffin (p. 99), Pharmaceutical Researcher (p. 128), Archaeologist (p. 292), Medievalist (p. 122), or Seismologist (p. 100) might be fellows, as might any scientifically minded Legacies — or Edom boffins.

THE X CLUB

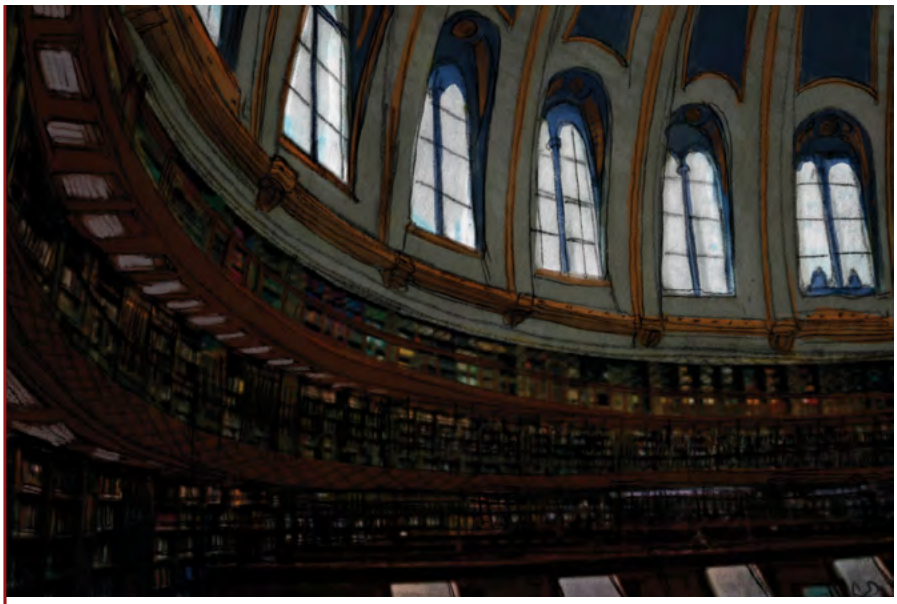
The X Club, a dining club of nine scientists "untrammeled by religious dogmas," met once a month from 1864 until 1893, usually at St. George's Hotel, also on Albemarle Street. The stated aims of the X Club were to reform the Royal Society and ensure that scientific research was not held back by religious superstitions — all the members were strong advocates of Darwin's theories. The club's influence was considerable; add in a few shadowy members whose names were never recorded on the club's rolls (such as Van Helsing, geologist-traveler Andrew F. Crosse (1852–1925), or entomologist James Allen Harker (1847–1894), father of Jasper (p. 80) and possible brother of Jonathan), and the X Club might be the seed from which Edom grew. Certainly, the fact that it publicly shut down just before the Dracula operation began is suggestive. One member, Thomas Hirst (1830–1892), was known for keeping extremely extensive journals, which are preserved in the archives of the Royal Institution. Several hours **Research** and looking at them in a new light might point the Agents toward, say, the real identity of Peter Hawkins (p. 39).

DOSSIER REFERENCE: CU31, **HO111**

BRITISH LIBRARY

The British Library was formerly part of the British Museum, but moved to its new purpose-built home in 1997. The collection includes about 14 million books, as well as copies of every newspaper printed in the United Kingdom since 1840. Access to the library is limited to researchers, but obtaining a Reader Pass isn't difficult (1-point spend from a suitable Academic or Interpersonal ability). You do have to provide a UK address, though, so paranoid Agents may also use a **Cover**.

Access to the library gives Agents a 5-point team pool of points that can be used for any Academic ability, Astronomy, Chemistry, Cryptography, Forensic Pathology, or Pharmacy.



In addition to its central London site, the library has a storage annex in Boston Spa, Yorkshire, that holds the bulk of the collection. Books and documents are shuttled between the two branches of the library on a daily basis, so Agents who want to stop a rare book falling into Edom's hands may need to break into the Boston Spa secure document storage facility before they're moved to London, or hijack the correct book truck.

COOL: There's too much information here, too many cold trails. You could drown in this sea of knowledge. You resolve to come back when you know what you're looking for.

WARM: While checking a copy of Harvey's *De Motu Cordis*, (**Notice, Forensic Pathology, Research, Vampirology**), a book on the movement of blood through the body, you find a sheet of yellowed paper tucked in the back. The jagged handwriting is oddly familiar, and although it's written in German (**Languages**), you're able to translate most of the titles and, more importantly, the signature — "Van Helsing." It's a list of books he consulted while at the museum!

Edom got to the books first, though — several volumes, perhaps *Le Dragon Noir* (p. 273), or archives relating to the X Club (p. 184), or the maps of Transylvania consulted by Harker, are "lost or mislaid." Some went missing during the move from the library's old quarters to its new home, but others haven't been seen since 1977. The missing books might be still in the secure Boston Spa facility, or moved to Edom's library at Ring (p. 172) or Exeter (p. 167).

Searching for them also turns up (1-point **Research** spend) mention of a "Dee correspondence with glosses" (p. 270) either "borrowed" by Edom or sought intensely at some point in the last century.

Recovering the missing books — by finding either the originals or other copies elsewhere (perhaps through the Medievalist (p. 122), the Bookseller (p. 106), or the Psychic (p. 96)) lets the Agents re-create Van Helsing's research. Notably, the professor only starts doing white magic (**CU249**) *after* his visit to the Library.

CONNECTIONS: The Balkans Specialist (p. 91), Medievalist (p. 122), or Journalist (p. 120) doing research; even Oakes (p. 52) sometimes has to check out British Library records in the course of his duties. An academic-minded Legacy like Billie Harker (p. 42) or J. Q. Harker (p. 43) might show up here.

DOSSIER REFERENCE: **HO104**, CU207

CARFAX

The unredacted Stoker report points to Plaistow, not the later coverup site Purfleet, as the location of Dracula's former estate at Carfax. In 1894, Plaistow was still on the rural outskirts of London. Now, Plaistow is a neighborhood in the east London Borough of Newham, one of the poorest and most ethnically diverse localities in London. Between 1894 and now, the Blitz demolished much of Plaistow and urban renewal completed the job. Carfax is gone.

Finding the precise site where it stood may be as simple as finding the original maps and directions in Hawkins' effects (possibly in Exeter, p. 167) or spotting the Edom lamplighter (p. 123) keeping watch on the address (Difficulty 5 **Surveillance** test with a 1-point spend of **Tradecraft**). Or it may require weeks of hard, grinding **Research, Accounting, Architecture, Law**, and **Traffic Analysis** in dusty archives and law offices trying to find a medieval keep with attached chapel and *no* record of a sale after 1893. (**HO38** deduces that Edom purloined or suppressed the original bill of sale and official title records; digital records are even more thoroughly scrubbed and doctored by GCHQ.)

Identifying Seward's Asylum (p. 195) narrows the search down considerably. If Edom uses Carfax as its secret London prison, getting captured by Edom (***NBA***, p. 115) may be the simplest — if not safest — way to find it.

Carfax is gone, but its cellars and crypts remain, underneath a row of houses and flats on Harcourt Road in a nicer part of Plaistow. Edom keeps copies of all the keys just in case, and has installed two secret entrances to subterranean Carfax: one in the London sewer system, and one in a very unattractive basement flat. With a 2-point spend the Agents **Notice** the extremely sun-faded and well-thumbed state of that flat's *To Let* sign. When followed up by suitable Interpersonal approaches to neighbors, the Agents hear about rats and bad drains and horrid smells from No. 81B.

Another possible avenue for such investigation is the large Iglesia ni Cristo evangelical church just north and west of the site, on Meath Road. The INC is based in the Philippines, but its Plaistow parishioners, like Plaistow itself, include a wide variety of ethnicities. (Such as Romanians, for example, should the Director need to lay another trail.) The INC is a non-trinitarian sect; the Director decides whether its heterodox Christianity suffices to consecrate its ground against Dracula's spawn. As nonbelievers in transubstantiation, INC communion wafers never become the Body of Christ; as nonbelievers in infant baptism, the INC church has no holy water font.

The East London Cemetery is just across the railroad, about 400 meters from Carfax as the bat flies.

The site of Carfax is quite near the Abbey Mills Pumping Station, the Abbey Road Docklands Light Railway station, and the old Abbey Mills factory (now used by the Masjid-e-Ilyas, a large mosque). It's possible that the misprision "Carfax Abbey" didn't originate solely in the slapdash 1924 script of the stage play *Dracula,* but came from a late in life slip of tongue or pen by Bram Stoker that made it into theatrical gossip.

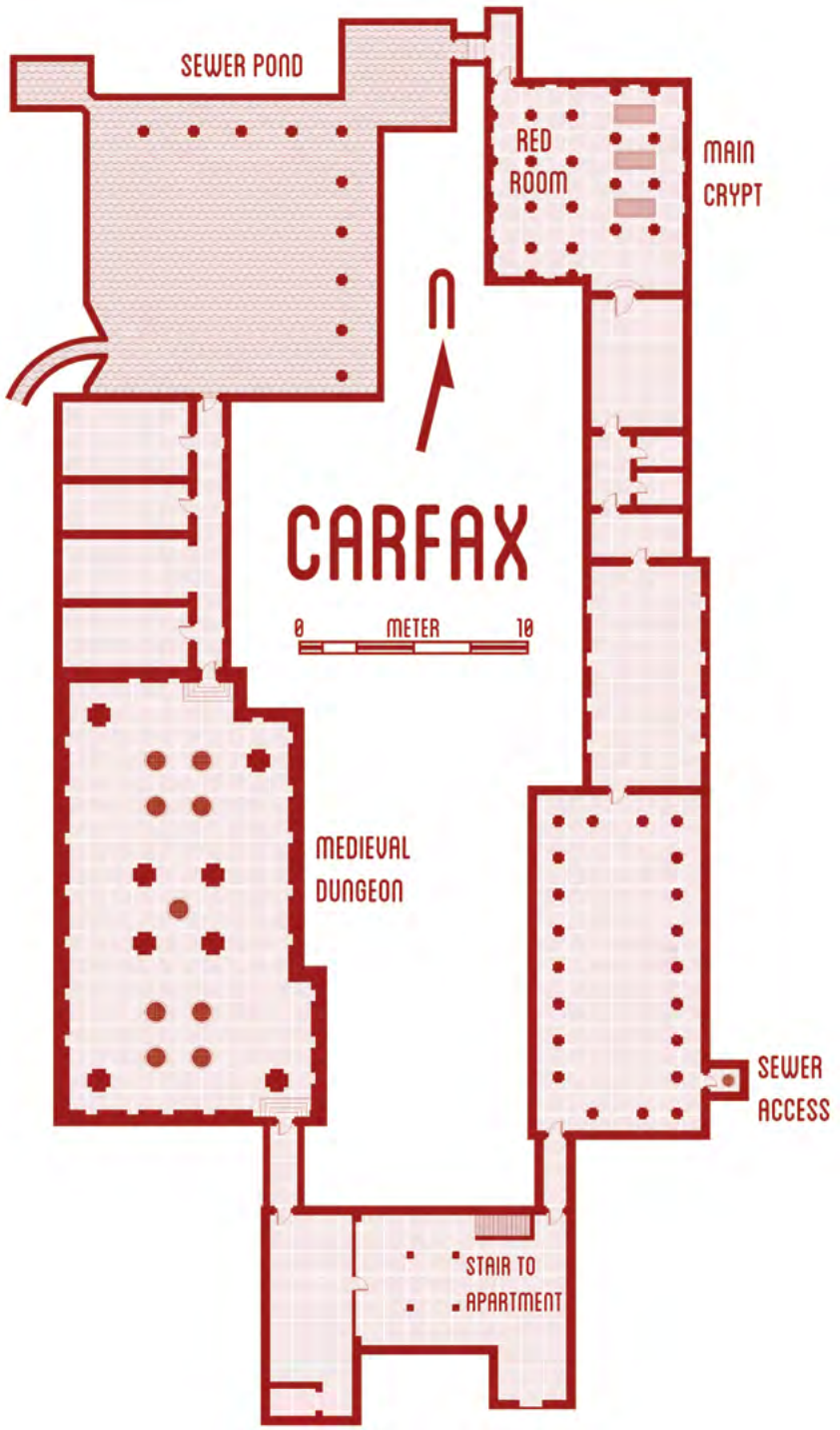
COOL: Once the Agents get into the flat (Difficulty 5 **Infiltration** test), finding the secret entrance to the Carfax cellar is relatively easy (**Architecture**; 1-point spend of **Notice**). The cellars run beneath about a dozen houses; **Architecture** indicates the complex extends the width of the block, underneath the houses on Holbrook Road also. The chambers vary from an enormous vaulted room the size of a football pitch to tiny oubliettes barely large enough to stand in. They were clearly (**Architecture** or **Archaeology**) dug and expanded piecemeal over the centuries; the oldest is a medieval fieldstone-lined dungeon on the southern end of the complex. They hold random detritus, junk, and rat feces.

Two fairly large rooms dominate the northern end. On the northwest, the stones encompass a deep, dark-looking pond or well. There is no floor, only water; the door leads to slime-covered steps going down into the murk. A concrete tunnel runs out of this room, its lower lip just barely above the surface of the water. **Architecture** or **Archaeology** accurately assesses it as a sewer, carrying runoff from the pond southwest. The tunnel is large enough



to move along at a crouch, although it is (of course) prime rat country. It takes a 2-point spend of **Urban Survival** to navigate 1.5 km through these sewers to the nearest exit at the Abbey Mills Pumping Station.

The room on the northeast is the crypt of the former Carfax chapel (**Architecture** or **Archaeology**). A 1-point spend of either ability indicates it was enlarged to the west about a century ago, placing the new crypt chamber beneath both the chapel's threshold and the old crossroads for which Carfax was named. These are both traditional burial places for sorcerers, suicides, and vampires (**Occult Studies** or 1-point **Vampirology** spend). The new crypt chamber has fragments of reddish-brown murk embedded in its joins and crevices — not just on the walls, but the floor and ceiling as well. (**Notice** in full light; requires 1-point spend in flashlight light.) Even a cursory examination of the gunk identifies it not as blood but as red paint (**Diagnosis** or **Chemistry** or **Art History**). Further lab analysis (**Art History** or 1-point spend of **Chemistry**) identifies the pigment as red lead (standard in the Victorian era) mixed with caput mortuum ("death's head," a red iron-oxide pigment very similar to blood) and vermilion (made from cinnabar, a red mercury ore). This would have been a very expensive paint job; the room would have been the color of arterial blood (see the *Red Room* box, p. 187).



The main crypt holds three 15th-century sarcophagi; the red room is completely empty.

WARM: When Edom took Carfax away from Dracula in 1894, they had no intention of giving it back to anyone. Lord Godalming took over the property and held the title deed with Harker's connivance; the 1894 network made Carfax a reunion spot for many years. After the Blitz destroyed Plaistow's surface buildings, Edom (having learned a great deal about operating in secret from its days in the SOE) moved in under cover of the reconstruction to build itself a bolt-hole in east London. The secret complex at Carfax has been Edom's perfect safe house for its own and its secret prison for vampire minions and Renfields — and anyone else troublesome — since 1947. (Full vampires, if Edom has access to them, reside on the HMS *Proserpine*; p. 169.) Edom operatives (and special defectors who need to be debriefed outside formal MI6 channels) reside in any of six houses on Harcourt and Holbrook Roads, above the Carfax cellars. Treat these houses as Safe Houses (p. 194); if they, too, have secret entrances into the vaults, then they, too, have problems with smells and rats.

The head of the Carfax facility is called the "abbot" (and Carfax is "the Abbey" in casual Edom chat); the current abbot might be Oakes (p. 24), Osprey (p. 52), or Tyler (p. 53). Any Duke might be on site, in addition to the abbot.

Finding Carfax is obviously easier if the neighbors have more rumors about the "secret branch" and "special *polis*" in the area, or can describe military types and possibly a Duke of Edom to convincing Agents (**Cop Talk, Intimidation**, or **Reassurance** seem best, but individual neighbors can vary). To balance that, the Carfax complex becomes more difficult to poke around surreptitiously. In addition to two Edom lamplighters (use MI6 Lamplighter, p. 123; or MI5 Agent, p. 122) watching Harcourt and Holbrook Roads on the outside, the two-person team in the Carfax security station has complete command of the CCTV feeds for the whole area, and Edom knows the streets intimately (treat as blanket +2 Alertness and +1 Stealth Modifier for wired-in Edom operatives in Plaistow; Edom takes a net +2 to its Lead in any chase in or through Plaistow). Add Edom reinforcements as needed from the safe houses — the Agents might stage an attack, chase, or other disruption to draw a sheltering Edom asset out into the open!

The subterranean Carfax has a number of cells for recalcitrant types, which can contain anyone the Director needs to salt there. The computers in the security station and the "abbot's office" have direct hard lines to Ring (p. 172), Seward's Asylum (p. 195), and the HMS *Proserpine* (p. 169) if it exists. Using one of them lowers the Difficulty of **Digital Intrusion** tests against Edom to 6.

In addition, the Carfax facility might include any or all of the following:

THE RED ROOM

The Red Room was a place of power for Dracula in London. Magically (or tellurically) designed to focus and amplify vampiric energies and wavelengths, he used it (or planned to use it) in 1894 to cement his hold over the high-society degenerates he recruited to his faction. Since then, Edom might have taken it over for their own purposes, or Dracula may have created another, or both.

Edom might use the captured Red Room in Carfax for any, some, or all of the following:

- Within the room, the Difficulty of any Hypnosis (or other psychic) attempt to track (or communicate with) Dracula lowers by −3.
- Renfields sweat blood after 13 hours inside the room, as it attracts their vampiric energies to the surface.
- Jacks injected with Seward Serum (p. 51) inside the room have 20 General points to spend, not 12.
- The room lowers the Difficulty of human-cast vampiric magic (p. 274) or any other attempt to create an earthquake by −2.

In Dracula's hands, the Red Room might have any, some, or all of the following effects:

- It accelerates his Regeneration while awake to 16 Health per hour (the same as sleeping on his native soil).
- It allows him to heal damage from banes at 2 Health per night.
- He can spend 2 Aberrance to enslave ("Renfield-ize") every willing or weak mind in the room simultaneously.



- He can refresh 1 Aberrance per minute spent inside the room.
- Costs for all vampiric Magic or Necromancy used inside the room lower by 1 Aberrance.
- Within the room, his Difficulty in any test involving his Aberrance lowers by −3.
- He can apport (or clairvoyantly spy) into the room at any time; if Edom has seized the room, they have watchers prepped against just such an incursion.

In the default campaign, the Red Room is Carfax's expanded crypt (p. 185). The Director might locate the new Red Room anywhere in London, from a secret chamber in Dracula's original Piccadilly safe house (p. 194) to a polarized penthouse in a Canary Wharf condo tower. Dracula or his Conspiracy may have created more Red Rooms in 1894, or in the 1980s once the mole hunt died down. Try to restrict the number of Red Rooms to one or two; more than that, and they stop becoming special.

Finding a Red Room might involve deciphering the location requirements for establishing such a "Camera Sanguinea" in *Le Dragon Noir* (p. 273; **Occult Studies, Cryptography**), tracking local geomagnetic patterns (**Geology, Data Recovery**), or finding and following a wealthy vampire wannabe to the Black Mass (**High Society, Vampirology**).

Creating a Red Room is impossible for non-vampires; it involves mixing the paint with one's own vampire blood.

- a pack of Manchester ratting terriers, kenneled below or in one of the safe houses with a secret passage; 2-point **Human Terrain** or **Streetwise** spend recognizes that specific breed while casing the neighborhood
- a fully functional field surgery, with hundreds of units of blood stored in a big fridge, and possibly some Seward Serum (p. 51) or even Luria Formula (p. 114) handy, along with syrettes of Blomberg Serum (p. 282)
- an armory including full Edom rating loadouts (p. 54), comms gear, and passive UV night vision optics for 26 operatives; along with plenty of ammunition, rifle grenades, flash-bangs, and any special anti-vampire weaponry used in the campaign — there are also 6 modern crossbows racked here
- lots of easily negotiable cash (dollars, pounds, euros, Romanian lei), including a stash of Hapsburg gold coins and blank Romanian passports in a strong room
- forgery facilities for the above passports, as well as blanks of various licenses and identity papers for the UK
- mirrors everywhere, including mirrored surveillance cameras
- crucifixes mounted on walls in every room, in the eyeline of the door
- sunlamp (UV / visible light) light bulbs
- triple-thickness steel hatch on the well room

- a functioning, consecrated Catholic chapel in the old crypt
- a hydroponic greenhouse full of garlic and wild roses, under intense UV grow lights
- incredibly powerful fans and ventilators, sucking even the tiniest traces of water vapor or dust out of the air; 1-point spend of **Architecture** or **Mechanics** (Investigatively) notes the anomalously large circulators on the roofs
- a fully soundproofed interrogation suite with all the latest gear, hoods, restraints, and so forth
- any sort of spy gear the Director deems likely
- in a pulpier campaign, one of the safe house's garages holds an elevator down into a full motor pool, including police cars, windowless panel vans with BT logos, and the truck (p. 176) from Ring — this would be the large vaulted chamber noted above; 1-point spend of **Urban Survival** or **Cop Talk** after three days' surveillance notes the anomalous police route that seems to begin on this block

For the Red Room in a warm Carfax facility, see the sidebar (p. 187).

CONNECTIONS: In addition to the connections noted above, Edom ran the 1977 mole hunt out of Carfax; any 1977 NPC may have heard something — or may have done something there.

In the present day, the Black Site Interrogator (p. 104) may know of (or have been cross-trained at) Carfax, and the "Black Light" site (p. 204) might have records of cables or other intel from the facility. Either Journalist (tabloid, p. 134; or regular, p. 120) might be tracking an "MI6 black site near London's biggest mosque," while the Human Rights Activist (p. 118), Dissident (p. 112), or anyone associated with Al-Qaeda in Rûm (p. 148) might have their own rumors of "disappeared" Romanians in London to feed to the Agents.

DOSSIER REFERENCE: HO38, HO64, CU130, CU178, CU199



COLDFALL HOUSE

The meeting place of Dracula's cabal of worshippers and sycophants in London, Coldfall House may have met its demise when the expanding city swallowed the area around Coldfall Wood. Or as Mina threatens in her journal (24th July entry), it may have been destroyed by arson after the events recounted in ***Dracula Unredacted*** as part of some clean-up operation. Alternatively, it might have survived to the present day, protected by the forces of darkness.

The most likely candidate for the house was Muswell Lodge, a large house that once abutted the eastern edge of the forest. The lodge was demolished and built over; the quiet terrace of Burlington Road runs over where it once stood, but who knows what's lurking in the cellars there?

COOL: Coldfall Wood is easy to find — it's a small island of ancient woodland, one of four preserved within the boundaries of London. The wood was much larger in 1894; more than half of it has been cut down and built over, and the little that remains is tame and picturesque. The house by the woods is gone, buried beneath some housing estate or playing fields for a school.

WARM: So, do you want a haunted house, sinister buried ruins, a lingering spiritual taint, or something sinister?

If you want to go for a straight haunted house, then the Coldfall House still stands, although it's lain empty and abandoned for years — another derelict investment properly, like nearby Hillingham (p. 190). The Conspiracy or the Satanic Cult (p. 55) secretly owns it, and meets here on certain auspicious nights. **Accounting** traces the current owner through a maze of property firms and shell companies to some minion: perhaps Klopstock & Billreuth (p. 145), Burdett's (p. 143), Billington & Sons (p. 142), or maybe even Philip Holmwood (p. 43). Show up here on the right night (**Occult Studies** or **Traffic Analysis** to know when) and you can spy on Dracula's Satanic circle (led by the Psychic, p. 96, Countess Báthory, p. 65, or even the man himself). Of course, security is very tight, and may involve supernatural watchers. The Coldfall House could be the receiver for the Norman Shaw Buildings necrophone (p. 193). Psychic echoes in the house conjure up images of the dead or force the victim to share in the horrific memories suppressed by Kate Reed. There's definitely a Red Room here (p. 187), and maybe also a Sealed Coffin (p. 278). **Pharmacy** might find the ingredients for whatever ritual drug they dosed Kate Reed with (assuming it wasn't the laudanum used to sedate the Westenra servants, or another vampire blood derivative).

If sinister buried ruins are more your style, then **Archaeology** confirms the existence of tunnels under the site of Muswell Lodge. **History, Criminology**, or **Research** discovers

that the lodge was once owned by Henry Smith, a wealthy and secretive engineer who was so convinced that enemies were trying to murder him that he set up a perimeter of shotguns wired to trip lines all around his property. These precautions didn't stop two thieves, Albert Milsom and Henry Fowler, from murdering Smith in 1896. They escaped and hid out with a traveling circus until the police caught them. Fowler claimed to have no memory of murdering Smith, and displayed almost supernatural strength in court by breaking free of his guards and strangling Milsom when the latter accused Fowler of being the ringleader (Renfield or Seward Serum user, take your pick). The two were convicted on the strength of the physical evidence left behind — a toy lantern belonging to Fowler's younger brother was conveniently found at the scene. The two were hanged with a third murderer, William Seaman (because Masonic triptychs, that's why). Whether Edom used the raw material resulting to make its own Alraune (p. 62) mandrake is a question of decorum, not occultism.

Anyway, once you've thrilled the players by reading out most of that last paragraph like a freaking box text from a dungeon crawl, they can go **Infiltration**-ing down into those nighted catacombs, where dead tree roots hang from the ceiling and the tunnels are choked with the bones of sacrificed children or dive down to connect with some medieval plague pit. Again, there's a Red Room (p. 187) — probably protected by some of Henry Smith's still-functional booby traps. If you're feeling generous, there might also be a copy of *Le Dragon Noir* (p. 273) or the Jeweled Dagger (p. 270, and we're right back to the dungeon crawl motif).

If the original gang of hunters, or a virtuous incarnation of Edom, burned the place down, then nothing physical remains. A sufficiently sensitive instrument — the Psychic (p. 96), the Online Mystic (p. 126), the Madman (p. 121), the Spirit Board (p. 279), the Earthquake Device (p. 266), or some telluric-detection gizmo built by the Retired MI6 Computer Boffin (p. 99) or the Seismologist (p. 100) — might detect the lingering taint of the site. The ruin doubtless draws creatures of the night — or else it functions as a shield against Dracula's malign influence, like two negative charges repelling each other. Maybe Dracula can't use "Enhanced Interrogation" (p. 18) on those within the field's area of effect.

Finally, the original house might be gone, but the Conspiracy might have set up a new facility nearby that has the same function. It could be concealed in a crypt in the adjoining St. Pancras and Islington cemetery, or as something ultramodern like a health spa or a corporate retreat: it's a short hop from worshipping Mammon to worshipping Dracula.

CONNECTIONS: The Seismologist (p. 100) or the Retired MI6 Computer Boffin (p. 99) might live in the area or have an allotment nearby. "Cushing" (p. 92) might also live in the neighborhood; does he wander out here in a haze on certain nights, drawn by the echoes of the Count? Any serial killings or unusual attacks (discovered with **Cop Talk** or **Criminology)** might be the cult up to their old tricks. **Outdoor Survival** or **Notice** in Coldfall Wood discovers suspicious animal corpses: mutilated cats, for cultists; poisoned bats, if someone's sending the cult a message.

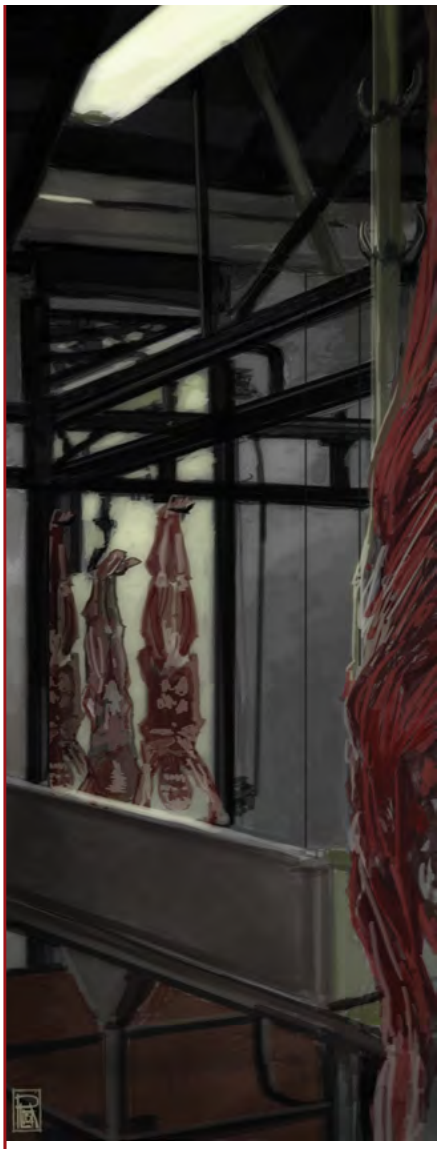
DOSSIER REFERENCE: CU174

CROSS ANGEL COLD STORAGE

COOL: The shell of the old cold storage building is still standing in Poplar, but it's been hollowed out and turned into office space for web-design companies and call centers. You explore the area around the hulking red-brick warehouse for a while, but find nothing of relevance.

WARM: The cold storage building is not only still standing, it's still in use as a refrigerated warehouse. Security's suspiciously high for a warehouse (**Notice, Streetwise**).

Inside, **Architecture** or **Notice** discovers a hidden sub-basement beyond a frost-rimed steel door. Here, hanging from meat hooks or kept in refrigerated coffins, are dozens or even hundreds of frozen human corpses. What horror is this?



- Is it a recreation of the Munich Dead House (p. 226), a necromantic instrument on which Dracula divines the future from the music of the dead?
- Does Edom keep the deceased victims of vampire attacks here for study? Might "Dr. Drawes" (p. 50) work from a hidden laboratory on this site?
- Is this a vampiric larder? Are the frozen victims actually dead, or merely held in some ghastly state of suspended animation?
- Are all victims of the Un-Dead destined to rise again and swell the ranks of Hell's army? If so, then the Cross Angel facility holds a horde of potential vampires. If they thaw out, then they will become Un-Dead. Perhaps Edom keeps Dracula's "collateral damage" here, unfreezing

a vampire when they need a fresh agent, or maybe the existence of Cross Angel explains why England hasn't been overrun with vampires.

- A firefight with the guards here definitely results in the cooling system getting damaged; the Agents might be able to repair it in time with a **Mechanics** test; otherwise, it's time to run before the bodies thaw out …

CONNECTIONS: Checking the records reveals it's been owned by the same firm for more than a century (perhaps Klopstock & Billreuth (p. 145) or Axel Logistics (p. 141), or an Edom cut-out).

DOSSIER REFERENCE: HO204

HILLINGHAM

The stately home of the Westenra family passed into the possession of Arthur Holmwood after Lucy's death (**HO146**). Now, it's an abandoned derelict, rotting in the heart of Hampstead. Based on its location in one of London's hottest property markets, the house and gardens are worth millions. The Holmwoods (or Edom) might be unwilling to sell, or perhaps some distant branch of the Westenras is still throwing up legal obstacles — or maybe prospective buyers are turned away by the sense of sorrow and malice that seems imprinted on the building. After all, it was here that Dracula sucked the life from Lucy Westenra, and here that Lucy and her mother died on the same ghastly night (**CU143**). **Streetwise** or **Human Terrain** picks up half-remembered local legends that say the Hillingham gardens are haunted by a "giant dog" — a folk memory of Berserker (**CU139**). Hillingham isn't the only derelict mansion in the area — there are several staggeringly expensive properties in Hampstead that were bought by foreign investors and left to rot.

Dracula's association with Hillingham may draw would-be worshippers, Renfield-esque madmen, and sensitive souls — not to mention users of the Seward Serum (p. 51). Over the years that the house has stood abandoned, some of them may have left messages scrawled on the peeling walls, or hidden documents behind crumbling brickwork (**Vampirology** or **Languages** to translate the curious graffiti or lunatic ravings).



If Lucy Westenra or Arthur Holmwood is still at large, then one or both may haunt Hillingham, returning to it to contemplate their mortal existence. If they're Edom's tame vampires, then Edom monitors the estate and preserves a few locked rooms on the upper story just as they were in 1894. (**Electronic Surveillance** spots the brand-new security cameras watching over what should be a derelict house.)

COOL: A gravel-lined avenue, now choked with weeds, leads through the overgrown garden to the house itself. Hillingham has been abandoned for years; boarded-up windows and doors have failed to keep Hampstead's homeless and junkies from using the place as a squat. Entering through a side door, you find the once-elegant hallways and drawing rooms are now ruined and neglected.

Upstairs, you pause in what was once a master bedroom. A hundred years have passed, but this is still a murder scene. If you don't stop Dracula, then you know that there'll be other, fresher rooms like this, and other dead women.

WARM: The house is derelict, the gardens overgrown. The windows and doors are boarded up, but that didn't keep squatters out, judging by the graffiti and other debris you find on the ground floor. Exploring the house, though, you find no signs of recent habitation. Something made the squatters leave in a hurry — no. In terror.

Upstairs, you find a locked door. Unlike the other doors you've passed, this one's in strangely good repair. No one's tried to force it open, and it's not swollen with damp or rot. It looks impossibly well preserved.

On the other side of the door — Lucy's bedroom? Lucy's coffin? The blood-drained corpses of the squatters, or children abducted by the "Bloofer Lady"? An Edom listening post, tuned into the telluric stain left by Dracula's forced entry into this house? This is also a great place for an attack by one of Dracula's minions — the lingering influence of the Count on Hillingham gives the attacker +4 Aberrance.

CONNECTIONS: Lucy Westenra (p. 34) lived and died here; Arthur Holmwood (p. 36), Jack Seward (p. 35), and Quincey Morris (p. 36) were all frequent guests here, and Holmwood's family still owns the estate. While the house has been stripped of all its obvious valuables, there might be a hidden cellar or attic room containing something like the Westenra Brooch (p. 284), a Vial of Blood (p. 284), or even a Sealed Coffin (p. 278).

Possible squatters or visitors to the house — the Retired KGB Agent (p. 97), homeless and squatting; the Seismologist (p. 100), experimenting with the strange telluric currents in the garden; Tabitha Holmwood (p. 44), wandering in from a party at a neighboring High Modernist mansion ("hey, don't I own this place?"), a Conspiracy Renfield (p. 57) drawn by the echo of the Master; Billie Harker (p. 42) indulging in urban exploration.

DOSSIER REFERENCE: CU136, **CU168**



FERAL CHILD VAMPIRE

Created by Lucy during her brief tenure as the "Bloofer Lady," this child vampire hasn't aged since 1894. He's forgotten his human name; like a cuckoo, he takes up residence with a different human family every few months, using his hypnotic powers to convince them he's one of their children. He's not part of the Conspiracy; he's a by-blow of Dracula's schemes.

GENERAL ABILITIES: Aberrance 14, Hand-to-Hand 8, Health 11
HIT THRESHOLD: 7
ALERTNESS MODIFIER: +3
STEALTH MODIFIER: +4
DAMAGE MODIFIER: +1 (bite; extended canines), or +0 (fist, 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 any room he has been invited into), Clairvoyance (those he has bitten), Cloak of Darkness, Dominance, Infection (those who drink vampire blood only), Magic, Mesmerism (eye contact or voice), Necromancy, Send to Sleep, Spider Climb, Strength, Summoning (rats, wolves), Turn to Creature (bat, wolf; only at sunset or midnight), Turn to Mist, Vampiric Speed
BANES: beheading, stake to the heart, sunlight (prevents use of all vampiric powers)
BLOCKS: cannot enter a room without being invited, crucifixes and holy objects (+0 damage; +1 to face), running water, wild roses, *cannot move while staked in his coffin*
COMPULSIONS: drink blood
DREADS: crucifixes and holy objects, garlic, mirrors
REQUIREMENTS: drink blood, must sleep in his native soil each night



KINGSTEAD CEMETERY

The *Dracula* novel fictionalizes it as Kingstead, but the evidence (**HO149**) points to Lucy Westenra being laid to rest in the small churchyard of St. Mary's in Hendon. The churchyard is still open to visitors; a brief search (**Notice**) locates the Westenra tomb. **History** points out that as Lucy Westenra was the last of her line, no one should have been inside her tomb since she was buried (or, to be precise, since Seward and Van Helsing returned to cut off her head and fill her mouth with garlic, as per **CU160**).

COOL: Crossing the little churchyard under the cover of the alder trees, you examine the lock on the tomb. Unsurprisingly, it's rusted shut, but you manage to prize it open quietly without leaving any trace of your intrusion. Inside, you find several old coffins; unscrewing the lid marked *LUCY*, you find inside a leaden sheath with a visible soldering mark. If the Dossier can be trusted, then Lucy Westenra's mortal remains lie inside that coffin, delivered from the curse of vampirism by Van Helsing's intercession.

WARM: If Lucy is the 1894 vampire, then her coffin is either empty or missing — or she's still here, impossibly well preserved, her lips red with the blood of yet another vanished child. Either way, she might have been buried with the Westenra Brooch (p. 284). Edom may have the place under observation, either with some form of **Electronic Surveillance** or a well-placed watcher (spotted with **Notice**).

Criminology identifies any suspicious patterns of missing children. There's a children's school just down the road from the churchyard, and the adjoining Sunny Hill park gives ample room for unseen abductions. (Optionally, the Feral Child Vampire (sidebar, left) now lairs here.)

CONNECTIONS: Lucy Westenra (p. 34) is supposed to be buried here. Van Helsing gave the key to the tomb to Arthur Holmwood; the key might be in the back of some drawer at Ring (p. 172).

Van Helsing notes that Dracula could have rested in Lucy's coffin as though it was his native soil (**CU153**); if so, then there may be another vampire here, like one of the Brides (p. 57) or even the Count himself (p. 56, and run!). A vampiric vagrant might have left some clue behind, like a scrap of paper with the name of some contact (like "Mr. Hopkins," p. 117; or the Retired KGB Agent, p. 97), or an address in Dracula's Safe House Network (p. 194).

Flipped around, the Westenra tomb could be a refuge *from* Dracula. After all, if Lucy was saved, then it represents a rare defeat for the Count. The Informant (p. 95) might offer to meet the Agents here, or "Hopkins" might take refuge here while on the run.

DOSSIER REFERENCE: HO149, CU153

KOREA CLUB

The Korea Club is a small, exclusive travelers' club in the West End (just off St. James') founded in 1861 by British veterans of the Second Opium War. Named the "Korea Club" because of its Oriental décor (and because it was legendarily hard to get into), its members were required to have "shed blood on three continents." (**Research**)

COOL: A few objets d'art look like they might have been looted from the Summer Palace, but most were more probably bought at the Crystal Palace. A small wood-paneled reception and cloakroom opens onto the reading room — the dining room is dark and shut behind a faded Japanese screen. Never particularly lavish or pretentious even in its Victorian heyday, the Club's furnishings and staff both look like they've been there since the 1920s. Most of the members are similarly dust-covered and gray. Newspapers (nothing to the left of the *Telegraph*) rustle forbiddingly when young strangers enter, but deft use of **Military Science** gives the Agents the respect due to former soldiers from their elders, veterans of better (or less complicated) wars.

If the Agents get access to the 1894 membership book (through plausible Interpersonal use or Difficulty 4 **Filch**), they can confirm the membership of Arthur Holmwood, Quincey Morris, and John Seward. (If the Director is using different clear names for these 1894 figures, the book provides those names instead, but it takes a 2-point spend of **Research** to eliminate all the other possibilities.)

WARM: Upon more careful inspection, the objets d'art are all valuable antiques (**Art History**), and the smell of garlic indicates the kitchen is open to at least some customers (**Notice**). The staff may be grizzled, but the short-haired doorman and reception clerk both look *very* capable — former SAS, in fact (1-point spend of **Military Science**). The newspapers are still well right of center-right, but copies of specialist military and geopolitics journals peek out from under the *Times*.

Getting copies of the membership books may be trickier than it looks (Difficulty 6 **Filch** or **Digital Intrusion**) especially with that top-of-the-line security system (**Electronic Surveillance**). Agents with backgrounds in MI6 or the SAS know that the Korea Club is an unofficial hiring hall for deniable assets and operators (1-point **Tradecraft** spend); any Agent might create a member of the club with **Network**. (Difficulty 5 **Cover** to actually *be* a member.) From this point, it's up to the Agents to see if anyone here has ever done a job for Edom … or is interested in doing a job *on* Edom.

CONNECTIONS: This is where to throw in old patrons, new contacts, and perhaps even a Legacy like J. Q. Harker (p. 43), Philip Holmwood (p. 43), or an old friend of Lucy Blythe (p. 41). Veterans of the 1940 operation (including "Van Sloan," p. 87) or the 1977 mole hunt might well be members here (especially the Retired MI6 Asset Runner, p. 98); members might know something about those strange cases.

DOSSIER REFERENCE: HO71





LONDON ZOO

London Zoo is the oldest scientific zoo in the world. Its original site at the north edge of Regent's Park is still in use, but many of the animals have now been moved to more modern facilities outside the city at Whipsnade. Dracula broke into the zoo and freed the giant wolf Berserker, which he used to break past Van Helsing's defenses at Hillingham (p. 190, **CU139**). The wolf enclosure is gone now, replaced by a parrot house, and the wolves have been moved out to Whipsnade. As well as parrots, the old zoo grounds are home to thousands of other animals, including gorillas, tigers, snakes, and bats.

COOL: You traipse around the zoo, peering at tapirs and hummingbirds, wondering vaguely if they count as the "meaner things" of the earth that Dracula was reputedly able to control. Kids on a school tour rush past you, screaming with excitement. The wolf enclosure mentioned in Stoker's manuscript is now full of parrots. Nearby, a tiger roars; the presence of this predator amid the teeming millions of London is a grim reminder of other, uncaged, monsters.

WARM: Dracula can assume the form of a bat or wolf, and has to sleep on his native soil each night. Normally, this native soil is kept inside a coffin or box, but a wolf's den or even the bat enclosure can be a bed for a vampire. Dracula (or another vampire) sleeps as a wolf here by night, or when trying to evade pursuers. The requisite native soil might have been left here during his initial visit in 1894, or maybe he had it smuggled in by Carter, Paterson & Co. (see Axel Logistics, p. 141). There might even be a coffin or supply cache on the grounds — the Clock Tower, the oldest building in the zoo, was rebuilt in 1898, perhaps after Dracula arranged for a secret room or two there. In any event, subliminally associating vampires with big predators like tigers can be a nicely unsettling reminder that the Agents are dealing with a monster, not a misunderstood Gothic hero.

Whipsnade Zoo is on the outskirts of London. Dracula could repeat his tactics from 1894, and free the wolves from there.

CONNECTIONS: **Outdoor Survival** notices odd behavior in the animals — some are terrified and rattle their cages when that pale man passes by, others are strangely cowed, almost respectful. **Architecture** spots the older buildings, and any secret storerooms or access to the underground tunnel network beneath the zoo.

Axel Logistics (p. 141) delivers supplies and specialized equipment to the zoo, which could be a cover for the transport of Conspiracy assets. As a public place, the zoo might be used for meetings with the Informant (p. 95) or the Tabloid Journalist (p. 134). You could also drop in a wholly accidental meeting — what do the Agents do if they run into a Duke of Edom like Fort (p. 51) taking her nieces and nephews to the zoo on a day trip?

DOSSIER REFERENCE: CU132, **HO133**



NORMAN SHAW BUILDINGS

The Icelandic edition of *Dracula* (p. 275) references the Thames Torso Murders, an unsolved killing (or killings) in 1888 where parts of the dismembered body of a woman were found on the banks of the Thames. In a grisly irony, the woman's torso was found in a cellar during construction work on New Scotland Yard — the headquarters of the Metropolitan Police. For more than 60 years, until they moved to a new purpose-built facility, London's police force was based on an unsolved murder.

Today, the former home of the Met is called the Norman Shaw Buildings. The site is adjacent to the Palace of Westminster, so the buildings have been converted into office space for members of Parliament and civil servants (compare it to the Old Executive Office Building next to the White House, which serves a similar function.)

From 2015, by the way, the headquarters of the Metropolitan Police will be right next door to this site, if any inquisitive specters want to pop across the courtyard.

COOL: The low hum of government business, civil servants going to and fro, members of the public with their petty worries, backbench MPs hoping to catch a brief moment in the spotlight. All very mundane. You realize that if Edom has its agents here, you'll never spot them; they're as much a part of this building as the red-brick walls and the chimneys, in place for a century or more, the rotten heart of the Establishment.

WARM: Dracula planned his move to London carefully. He had his agents prepare the ground — literally — with acts of vile necromancy. The dismembered woman is an occult method of surveillance. Her ghost haunts all the places where Dracula's agents buried her body parts, and he can call her up to learn what she overheard. (There've been sightings of a hooded specter in New Scotland Yard over the years.) Exorcising the ghost robs Dracula of his unnatural insight into the affairs of the British Parliament; to free the spirit, find her still-hidden remains and make an **Occult Studies** spend — or, maybe the Agents also need to recreate Van Helsing's research in the British Library (p. 184) and/or obtain *Le Dragon Noir* (p. 273) first.

Parts of the woman's arm were found on the banks of the Thames, and her left leg was found near the New Scotland Yard site. The rest of her was never found — was her head smuggled back to Castle Dracula to be a grisly transceiver? Was her left arm buried under Whitehall, or were her legs interred in Burdett's (p. 143)? The other end of this necromantic spying apparatus might be Coldfall House (p. 188) or Carfax (p. 185) or anywhere else with a Red Room (p. 187). In fact, it's possible that this could even be the suspected mole that caused all the problems in the 1970s.

Dracula may employ the same tactic in other cities—unexplained disappearances or dismembered corpses portend the establishment of a supernatural surveillance network by the Conspiracy.

CONNECTIONS: Lord Godalming (p. 43) might have staff in this building; "Mr. Hopkins" (p. 117) works here. The Journalist (p. 120) regularly visits. The MI6 Romania Desk Analyst (p. 124) might be called across the river to give a classified briefing on matters relating to Al-Qaeda in Rûm (p. 148), especially if terrorists hit England again. The old library in the building could have some deeply buried files relating to Edom.

Tunnels connect the basement of the building to various secret underground facilities, like the communications citadel of Q-Whitehall.

DOSSIER REFERENCE: HO36, HO62

SAFE HOUSE NETWORK —

Immediately after arriving in London, Dracula established a network of safe houses, distributing his precious boxes of earth among them. Given that the need to sleep on native soil is perhaps the single biggest limitation on a vampire's movements, it's likely that Dracula was following standard operating procedure for a vampire moving into a new theater of operations. Arrive, establish an initial base, then immediately set up a safe house network to ensure the ready availability of a refuge no matter where you are. The first wave of safe houses served as distribution points; Dracula moved outward from Piccadilly, intending to plant coffins across London.

Dracula's original set of safe houses were —according to Stoker, anyway—destroyed by the hunters, and the actual physical houses contain no useful information. However, they are a model for any new networks, so they're still worth analyzing.

197 CHICKSAND STREET: Right in the middle of Ripper territory. Jack the Ripper's killings all took place in a rough circle around this address (**Criminology**). **Vampirology** suggests that vampires are drawn to places of violent death, either as cover for their own misdeeds, or because murders have some polarizing effect on the spiritual nature of a district that makes them especially congenial to vampires.

Potential 2015 safe houses: Brixton's known for gun crime and gang violence; Muswell Hill was home to a notorious serial killer, Dennis Nilsen, who strangled and dismembered 15 victims between 1978–1983.

JAMAICA ROAD: Military Science suggests that the most notable thing about this safe house is its multiplicity of escape routes. Jamaica Road's close to the banks of the Thames, but also to multiple railways and the Thames Tunnel. Having a lair close to a transit hub allows the vampire to make expeditions further afield, knowing that it can rest soon after returning to its home.

Potential 2015 safe houses: If vampires can use airplanes without any problems, then a safe house close to Heathrow would be ideal. Hounslow or Cranford are also well set up. If telluric currents, running water, or the difficulty of transporting coffins without attracting attention rules out air travel, then a safe house near St. Pancras' station gives access to the Eurostar trains through the Channel Tunnel to Europe — the recently redeveloped St. Pancras Renaissance London Hotel has apartments that might suit an ostentatious vampire, while a more cautious one might establish a safe house near St. Pancras Hospital off Midland Road.

347 PICCADILLY: Right in the heart of London. **High Society** or **Human Terrain** guesses that ambitious, aristocratic vampires like Dracula are drawn to wealth and power. His Piccadilly address was only a few streets away from the hotels where hunters like Van Helsing and Holmwood stayed — and hotels surely don't count as private homes for the purposes of vampiric invitations. It's also nicely central, making it an ideal distribution point (**Traffic Analysis**) from which to move more coffins to other houses. Well suited for degenerate orgies, it's another potential location for a (or the) Red Room (p. 187).

The former owner of the Piccadilly safe house, Winter-Suffield, gets a mention in the Dossier as a devotee of the occult and owner — briefly — of the Jeweled Dagger (p. 270).

Potential 2015 safe houses: Belgravia (plenty of oil magnates buying in a massively overheated property market, and mansions lying empty for months at a time) or Mayfair (corporate wealth by day, exclusive nightclubs by dark).

Obviously, "violence," "ease of access," and "wealth and power" are such vague criteria that they cannot be used as the sole clue that leads the Agents to a vampire's safe house (although desperate Agents might try surveilling suitable areas of London by night, hoping to spot the vampire among the crowds of prey). Coupled with other clues, though, like a pattern of murders (**Traffic Analysis** or **Criminology**), weird rumors (**Streetwise**), or financial transactions correlated with property purchases (**Accounting**), they become suggestive. **Urban Survival** may point toward some possibilities, especially



if an Agent has London as one of her Familiar Cities.

All of Dracula's properties in London were purchased legally through intermediaries and agents like Billington & Son (p. 142), so even the original band of hunters had to risk picking up Heat when breaking in (fortunately, they had Lord Godalming (p. 36) around to make **High Society** spends to allay suspicion). In the present day, any self-respecting vampire avails himself of modern security systems, forcing Difficulty 5+ **Infiltration** tests to break in without raising the alarm.

COOL: The flat is unoccupied and feels strangely unlived in despite the furnishings, like a staged set. No personal touches or mementos. New books and a few recent newspapers in the study. The kitchen has a few supplies — nothing perishable, but plenty of spices and other ingredients, as well as several excellent bottles of wine. In the master bedroom, you notice several scratches on the hardwood floor, suggesting something bulky and heavy was hastily removed.

WARM: The stench is the first clue that the Agents are hot on the vampire's trail — the boxes of earth give off a distinct and sometimes overpoweringly foul smell that can't wholly be masked by air fresheners or perfumes.

Van Helsing et al. found Dracula's boxes left in various back rooms and cellars, but not otherwise concealed; after his previous experiences, though, Dracula may have grown more wary, and taken to hiding the boxes (vampiric strength might let him hoist a coffin into an attic or crawlspace, or hide the box beneath a heavy trapdoor; **Conceal** or **Notice** finds the hiding place), or booby-trapping them (**Sense Trouble** to spot the danger; depending on the nature of the trap, **Explosive Devices, Chemistry**, or **Occult Studies** may be needed to disarm or avoid the danger). Possible traps:

- a cloud of pestilent vapor, conjured with vile sorcery or drawn up with telluric powers
- a swarm of diseased bats (Marburg virus) or mosquitos (malaria)
- the presence of polonium or rare fungal spores in the grave dirt makes it dangerous to touch or inhale
- a ghoul (or even just a particular crazy Renfield) lying concealed in the dirt with a very sharp knife, waiting for intruders
- more prosaically, a claymore mine or faked gas explosion

A sleeping vampire can be paralyzed with a stake, or sealed in its coffin with a suitable block. If the vampire's absent, the box of earth can be destroyed using a bane (or just by smashing it up and scattering the earth so it mixes with non-native soil).

A vampiric safe house might have a keeper of some sort — a Renfield, a hypnotized servant unaware of the owner's true nature, a ghoul or other supernatural creature, or an Edom lamplighter in the case of a "tame" vampire.

CONNECTIONS: Dracula's Piccadilly house was a treasure trove of documents, letters, and keys — a modern-day safe house also includes a laptop hard drive or mobile phone. These might lead to other safe houses, possibly at Other Ports (p. 172) outside London, or give insight into the vampire's travel plans.

The safe house might have been purchased through Billington & Sons (p. 142) or Hildesheim (p. 116); coffins delivered through Axel Logistics (p. 141) or HGD Shipping (p. 145) or the Ruvari Szgany (p. 147).

Edom might have the safe house staked out, or have sent Pearl (p. 52) in to recover any documents. The MI5 Agent (p. 122) could also be watching if Dracula's relying on the Romanian Mafia (p. 157) to secure his safe house.

Analyzing a sample of dirt from the box might require the geological expertise of a Seismologist (p. 100) or Volcanologist (p. 136).

DOSSIER REFERENCE: CU47, CU130, CU199, **HO202**

SEWARD'S ASYLUM

Finding Seward's former asylum once the Agents have already found Carfax (p. 185) is almost too simple. There are only so many large, surviving Victorian structures (1-point **Architecture** to find it by driving around Plaistow; 1-point **Data Recovery** to recognize it on Google Earth) within 250 meters of the Carfax site, and one of them is an NHS Haematology Research and Treatment Centre.

Without knowing where Carfax is, tracking Seward's asylum becomes somewhat more difficult. **Traffic Analysis** applied to a digitally sourced list of licensed asylums operating in 1894 rapidly reveals no such establishment in Plaistow — GCHQ covering Edom's electronic tracks yet again. However, checking the paper records at the former East Ham county hall in Stratford (1-point **Research** spend, plus **Bureaucracy** to get access) gives a slightly different list, including an address in Plaistow. One paper record also lists John Seward, MD (or his actual clear name; p. 36), as the responsible physician, although another 1-point **Research** spend makes it clear that the actual file on Seward's asylum was abstracted long ago.

However the Agents find the facility, if they know to look for "Dr. Drawes," (p. 50), they notice he has admitting privileges here.

COOL: The building, though quite large for the area (a three-story main building with two two-story wings), is remarkably unobtrusive. A dozen closely planted bushy trees (**Outdoor Survival** recognizes hawthorn and rowan trees; **Vampirology** identifies both as potential blocks) and a brick wall surround the parking lot; a steel gate operated from a large guardhouse keeps out rubberneckers; the signage is inadequate at best.

However, Agents with proper medical credentials (1-point spend of **Diagnosis** or **Medic**; Difficulty 2 **Cover**) can get past the guardhouse and into the building with little problem. Once they do, they find a medical and research staff mostly overworked and constantly on call.

All the old ground-floor cells on the west wall are now office cubicles; Renfield's original room is anonymously buried under government paint jobs and NHS paperwork.

An **Architecture** spend locates the former chimneys, and thus Seward's old second-level study, but it's now a laboratory — and behind a Biohazard Level 3 clean-room door. Getting through that requires a Difficulty 4 **Cover** test (or a Difficulty 6 **Infiltration** test



somehow carried out in plain sight in a room with a 24-hour medical staff), and reveals nothing except a lot of blood samples, microscopes, centrifuges, and such. **Diagnosis, Chemistry**, and various Interpersonal abilities confirm that this lab studies HTLV (human T-lymphotropic virus); **Diagnosis** or a 1-point Investigative **Mechanics** spend notes that it's been refitted extensively in the last decade. Any old machinery, files, or computers are long gone — Edom has no more than a watcher's interest in the Centre. (The watcher, of course, is the person in the guardhouse — spotting him as Edom is practically impossible.)

WARM: The asylum is Edom's main research facility into the biology, etiology, and other medical aspects of vampirism. Getting in is much harder: all **Cover** tests add +2 Difficulty from the Cool version. That **Diagnosis** or **Medic** spend gets the Agent with that ability into the main reception and conference area, but not into the working sections of the facility without a specific reason (such as a sample of vampire blood "for testing"). **Diagnosis** or **Medic** also, however, tells the Agent that this level of security is highly unusual for anything except bioweapons research facilities.

Renfield's old room is indeed an office; access to the computer (**Digital Intrusion** Difficulty 5) gets the facility's personnel files, accounts, even the medical research and reports for the facility — everything except the research done in the Malaria Wing. This tranche of data may pay off with later **Traffic Analysis, Accounting**, or other spends. This office may also conceal Renfield's Journal (p. 277).

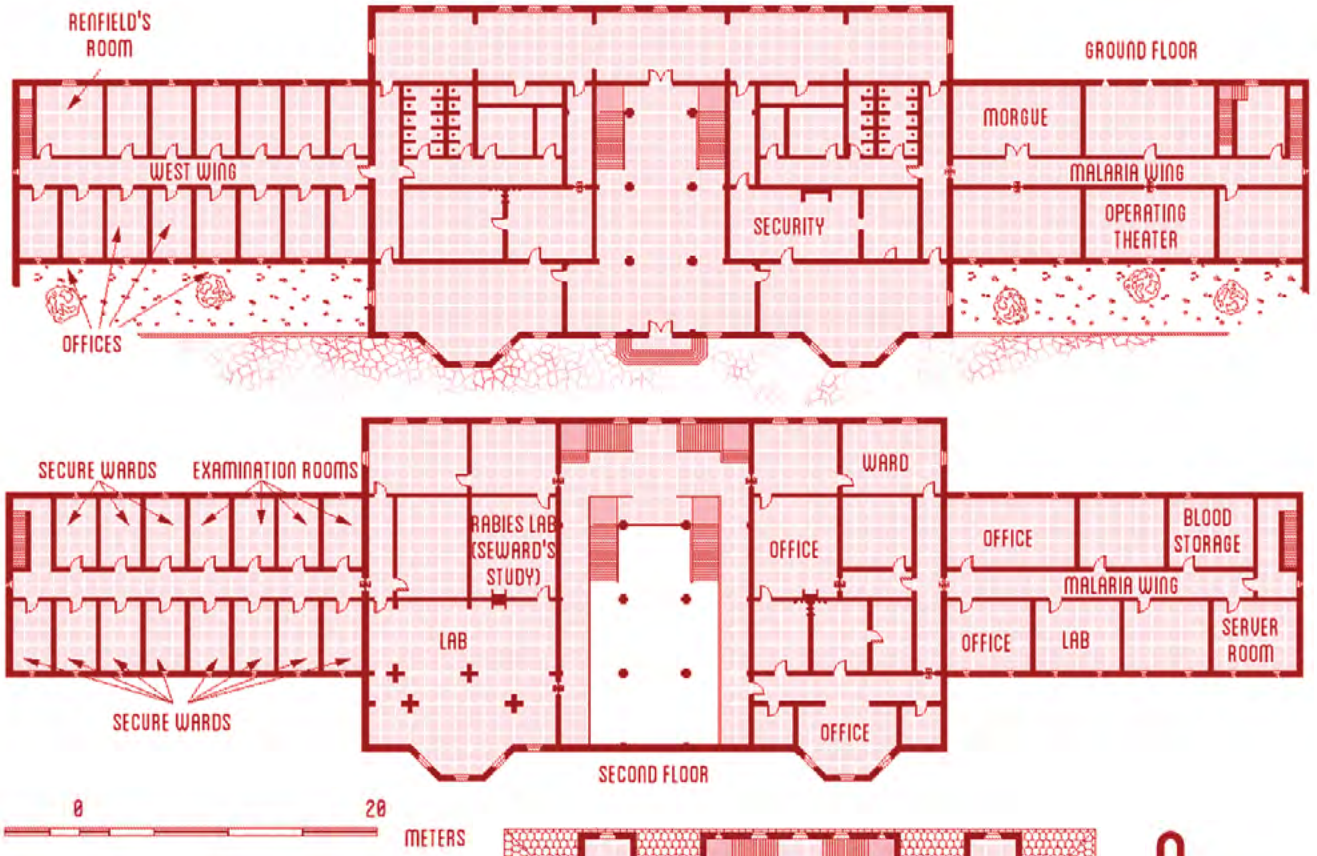
The lab in Seward's old second-level chamber studies rabies, not HTLV — an Agent with **Diagnosis** knows that while some rabies research has hematological relevance, a dedicated lab for the disease is unusual. Access to the computers and records here (Difficulty 4 **Digital Intrusion** test; 1-point **Diagnosis** or **Medic** spend on the data) shows the general direction of the research: to develop rabies strains that infect necrotic tissue. While this is a great way to drive Dracula or any other vampire insane (and possibly kill them), it's an even better way to start a zombie epidemic. It's up to the Director how many ampules of Rabies-V are stashed in the fridge here, and what effect they have on Renfields, vampires, or humans. It's also up to her whether Edom knows what effect this stuff has.

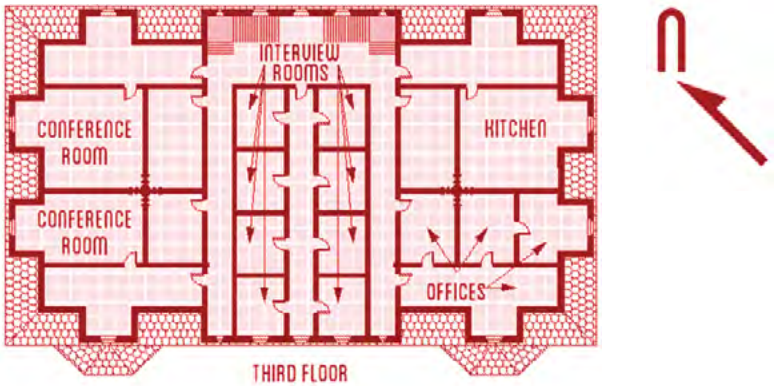
From the outside, **Electronic Surveillance** picks up the anti-TEMPEST precautions on the windows of one wing; **Notice** identifies the glass as bulletproof triple-paned security glass. This is the Malaria Wing.

All research and medical data in the Centre are copied to the servers in the Malaria Wing, which is very much off limits. It has a Biohazard Class 4 entry complex (Difficulty 8 **Infiltration** test, again in full view of the staff) and only Edom-friendly researchers have ID cards that allow entry at all. Fingerprints, retinal scans, etc., are also required — the Director can subsume hacking that security precaution as part of the Difficulty or require the Agents to also take IR photos of personnel eyeballs and lift prints from glassware. If the Agents can hack the Malaria Wing security computer (Difficulty 7 **Digital Intrusion**; requires on-site direct access), however, they have a full list — complete with fingerprints and retinal scans! — of every Edom staffer with access to the facility, including not just "Drawes" but possibly several Dukes and "D" himself. This particular **Infiltration** exploit should be complex, detailed, and exciting, in other words.

The Malaria Wing has a full suite of medical research facilities, top-line medical and surgical facilities, enormous walk-in freezers, full morgue and pathologist facilities, isolation wards and prison beds for hard cases, showers and bunkrooms, and several thousand gallons of human blood stored and shelf-stable. There is at least one full basement level beneath the ward. There are two private offices and two bullpens; all but the most absolutely crucial researchers keep desks elsewhere in the facility. See Ring (p. 172), Carfax (p. 185), and HMS *Proserpine* (p. 169) for possible anti-vampire security measures — but since they tend to interfere with studying vampires (or vampire viruses) the Malaria Wing can't be as chock-full of crosses, sun lamps, garlic, etc. However, the Class 4 bio-security ventilation system is more than capable of filtering out or sucking away any vampire mist in the wing.

Inside the Malaria Wing, accessing the separate dedicated servers is much easier (Difficulty 6 **Digital Intrusion**). The haul can hold anything the Director chooses, although it should at the very least contain everything Edom knows about vampires and how to block, contain, and kill them. (Add +1 rating point to the Vampirology of every Agent with Diagnosis or Medic.) Other possibilities include:







SEWARD'S ASYLUM

- medical data on all Edom personnel, quite likely searchable against British government medical records (**Traffic Analysis** plus **Diagnosis**) to uncover their identities
- direct lines into the systems at Ring (p. 172), HMS *Proserpine* (p. 169), and Carfax (p. 185) — **Digital Intrusion** tests against Edom are Difficulty 6 from these computers
- lots and lots of Seward Serum (p. 51), and the formula to make it
- slightly less Blomberg Serum (p. 282), and the formula to make it
- if the Luria Formula (p. 114) exists, even if Luria isn't an Edom asset, samples and the formula to make it
- an original vampire blood sample from Mina, Lucy, or Dracula himself. This might or might not be the Vial of Blood on page 284
- a vampire (Lucy Westenra or another), dissected and nestled in frozen garlic juice
- a vampire, "alive" and imprisoned and soon to be dissected
- human victims of vampirism, from Renfields to bitten Edom agents
- imprisoned (or just recruited, if Edom is *slightly* less horrible) human-trafficked Romanian girls, for live trials of serums and anti-vampire vaccines — they might be able to finger the Human Trafficker (p. 118)
- secret prisoners, admitted and imprisoned in hospital rooms here as "infectious cases" — especially if Carfax and HMS *Proserpine* are Cool, and Edom doesn't have another secret prison facility
- a room full of vampire bats for experiments; another room full of Norway rats. An actual wolf stored on site is perhaps a little extreme — or maybe not, in your game!
- interrogation facility — optimized for humans, Renfields, or vampires; or one of each; lots of truth serum, too, possibly amped up with vampire blood
- "Dr. Drawes" (p. 50)



CONNECTIONS: In addition to "Drawes," any member of Edom might be here, either to check up on the research or to get a checkup (or that nasty bite looked at). If Jacqueline Seward (p. 47) is Edom, she's either here or her records (or her embroidered lab coat) are.

Invoices, etc., point to other Edom assets, if any: Axel Logistics (p. 141), Strasba Orphanage (p. 223), Heal the Children (p. 150), or the Hospital of St. Joseph and Ste. Mary in Budapest (p. 230), for example. If Edom has an asset in the Romanian Ministry of Health, her name is here — which can give Agents an opening into the Edom network in Romania.

DOSSIER REFERENCE: HO64, CU66, CU112, HO117, CU197

SOTHEBY'S AUCTION HOUSE

Located in Mayfair since 1917, Sotheby's provides a variety of consultation and valuation services in addition to hosting its famous auctions. The on-site café is a way to soak in the atmosphere (or set up discreet meetings) without having to actually commit to anything. Auctions are generally free and open to the public with no obligation to bid, creating a remarkably egalitarian atmosphere to view some of the most valuable objects in the world. Some particularly high-profile auctions are invitation-only affairs and held in the evening hours.

COOL: A half-full room where bored functionaries bid on tony novelties, with a gaggle of tourists in the back watching. It's not a bad place to get a coffee or have a quick conversation, but, if you're not here for business, there isn't any reason to stay.

WARM: The main reason for Sotheby's to become relevant is an auction of specific artifacts relating to Dracula. This could include the Harker Rosary (p. 268), Tepes Tapestries (p. 280), Vampire Hunting Kit (p. 281), or a collection of Aytown's work being auctioned off by a failing museum. A rare-books auction could include *Le Dragon Noir* (p. 273) or John Dee's Journal (p. 270). Alternately, upon the death or disappearance of the Sculptor (p. 100), the contents of her studio could be part of an estate sale. These could include the Portrait of Dracula (p. 275), any of the Cameos (p. 263), or the Photographic Studies (p. 262).

Any object that needs to be smuggled in or out of a specific country could use Sotheby's auction as a cover, especially if the Extraordinary Objects Department (p. 161) is involved. This could be as itself, or concealed within a cover artifact (like an urn or chest). Agents with **Art History, Archaeology**, and perhaps **Vampirology** spot what's important; those with **Flattery, High Society**, and **Negotiation** can cut side deals. To win an auction is a **Gambling** test or contest against a Difficulty representing how much the other party has to spend and how badly they want to win. **Negotiation** or **Bullshit Detector** used before the auction starts may give you an advantage or decrease the other parties' willingness to spend. Some auctions, of course, may simply be out of reach unless the group has access to excessive funds (***NBA***, p. 95). (For more detailed auction rules, see ***Bookhounds of London***, pp. 24–28.)

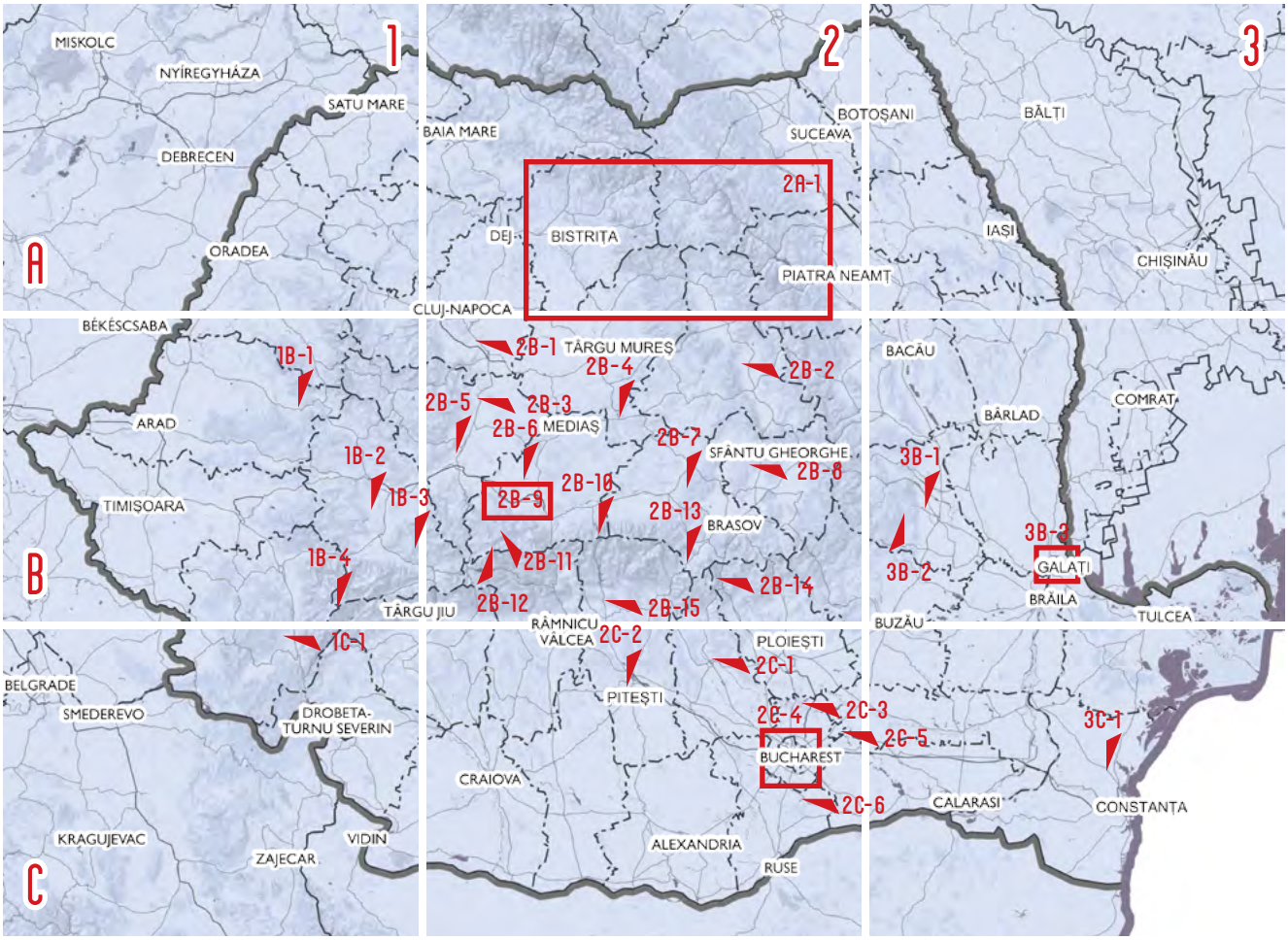
Anyone attending an auction could be an agent of the Conspiracy or an asset, either to keep tabs on someone else or as a representative of some ongoing operation. Sotheby's has its own security systems and coverage that may be used for surveillance tasks to be kept separate from the state apparatus throughout London (**Electronic Surveillance** to discover this or attempt to tap into it; Difficulty 5 **Infiltration** to defeat it).

And of course, the auction house itself contains archives and catalogues of everything that's passed through its system. With a little digging (using any relevant Investigative techniques), players could uncover a "storage room" with severely state-of-the-art security (Difficulty 7 **Infiltration**) that serves as a holding area for objects destined for clients of the Extraordinary Objects Department, such as the Earth-Disturbance Urn (p. 265).

CONNECTIONS: The Art Forecaster (p. 103), the Sculptor (p. 100), and the Petroleum Executive (p. 127) all have good reasons to be present for an auction (either bidding or merely observing). Any Renfield may attempt to steal an object linked to its Master. Sotheby's originally sold Stoker's Notes (p. 280) at auction in 1913.

DOSSIER REFERENCE: HO58, **CU123**, HO217

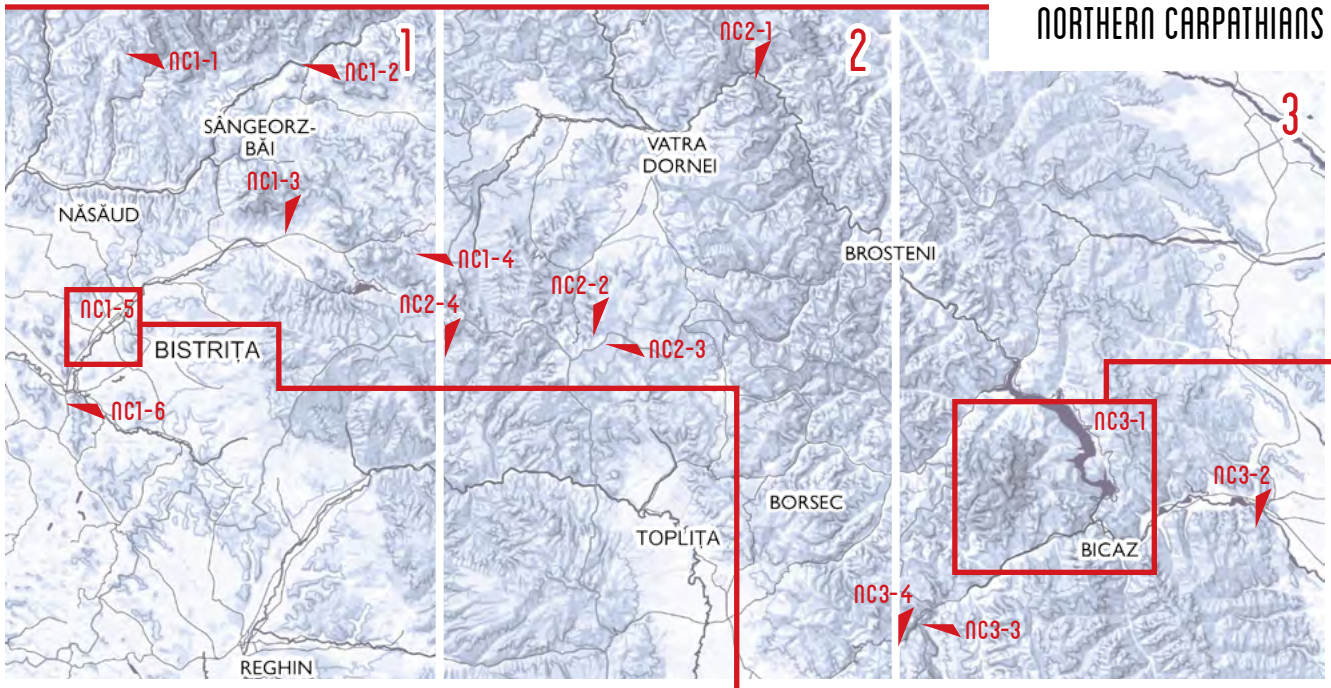
ROMANIA



Bontesti	1B-1	Alba Iulia (p. 294)	2B-5	Targoviste	2C-1
Rákosd and Hunedoara Castle (Castel Corvinilor) (p. 211)	1B-2	Prince Charles' manor, Valea Zalanului	2B-6	Pitesti Prison (p. 218)	2C-2
				Lacul Snagov	2C-3
Sarmizegetusa (p. 294)	1B-3	Ocna Sibiului Spa	2B-7	Bucharest (p. 202)	2C-4
Mount Gugu (p. 294)	1B-4	Racos, Brasov County	2B-8	Dragoesti	2C-5
Stregoicavar	1C-1	Sibiu (p. 221)	2B-9	Comana	2C-6
Northern Carpathians (overleaf)	2A-1	Bâlea Lake	2B-10	Craciuna Castle? (p. 211)	3B-1
		Paltinis	2B-11	Epicenters of 1940 and 1977 earthquakes	3B-2
Bogata	2B-1	Iezerul Mare	2B-12		
Mezö-Madaras meteorite fall	2B-2	Bran Castle (p. 209)	2B-13	Galati (p. 217 and overleaf)	3B-3
Aiud Prison (p. 153)	2B-3	Sinaia ski resort	2B-14	Mihail Kogalniceanu Airport	3C-1
Sighisoara	2B-4	Vidaru Dam and Poenari Castle (p. 211)	2B-15		

Izvorul Tausoarelor Caverns	NC1-1	Bistrita River	NC1-6	Ceahlau National Park	NC3-1
Rodna Fortress	NC1-2	Zugreni Gorge	NC2-1	(see opposite)	
Borgo Pass	NC1-3	Izvorul Calimanului (p. 209)	NC2-2	Piatra Neamt Town	NC3-2
Hotel Castel Dracula and	NC1-4	Morile Draculi	NC2-3	Bicaz Gorge (p. 208)	NC3-3
Piatra Fântânele ski lodge		(Dracula's Mill, p. 297)		Red Lake	NC3-4
Bistrita (see below)	NC1-5	Muntii Calimani (p. 209)	NC2-4		

NORTHERN CARPATHIANS



GALATI

p. 217



Damen Shipyard Galati	G1
Galati Iceskating	G2
Fortified Monastery of St. Peter	G3
I.C. Bratianu	G4

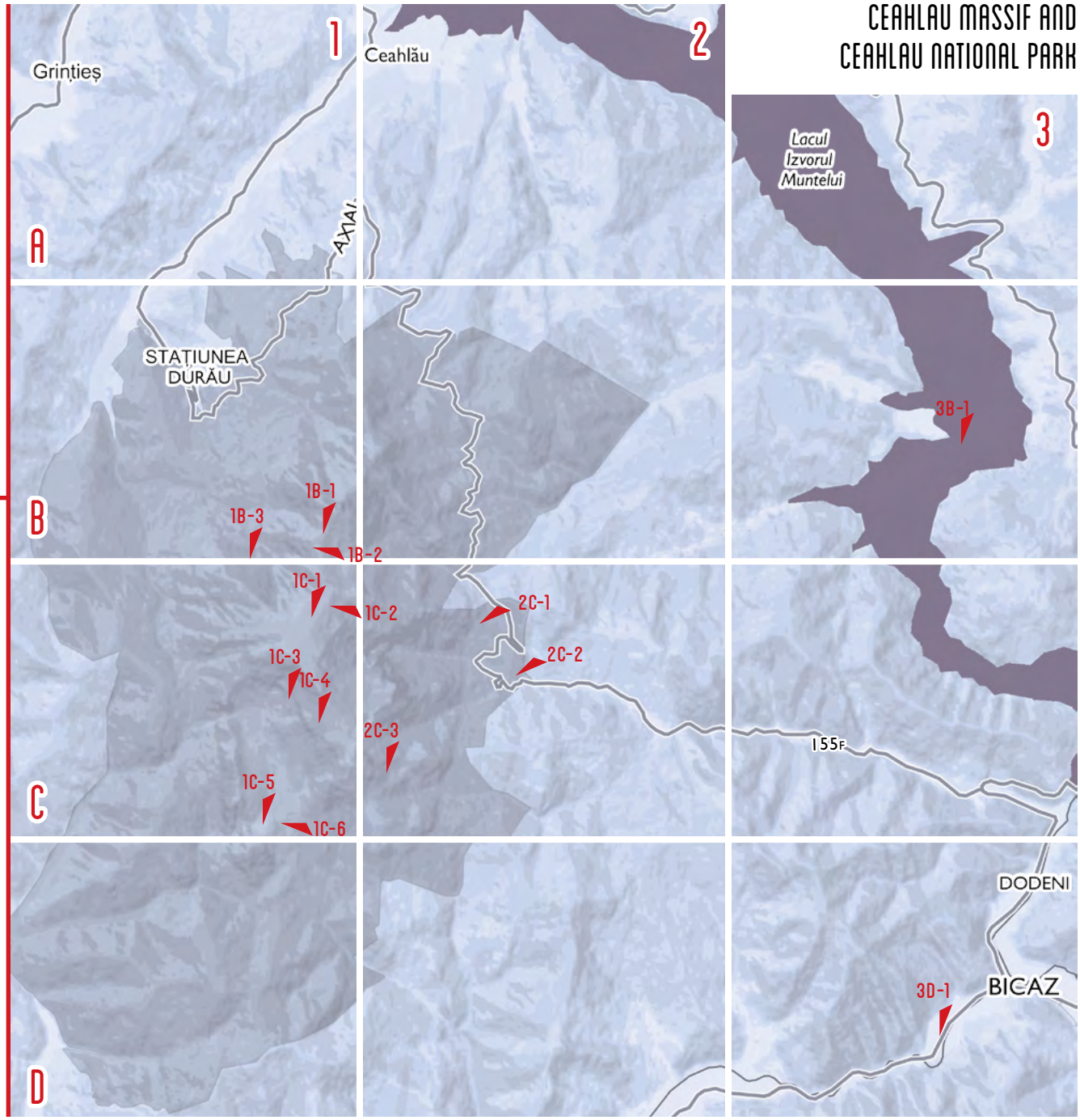
BISTRITA

p. 203



Hotel Krone	B1
Post Office	B2
Telephone Exchange	B3
Hotel Dracula	B4

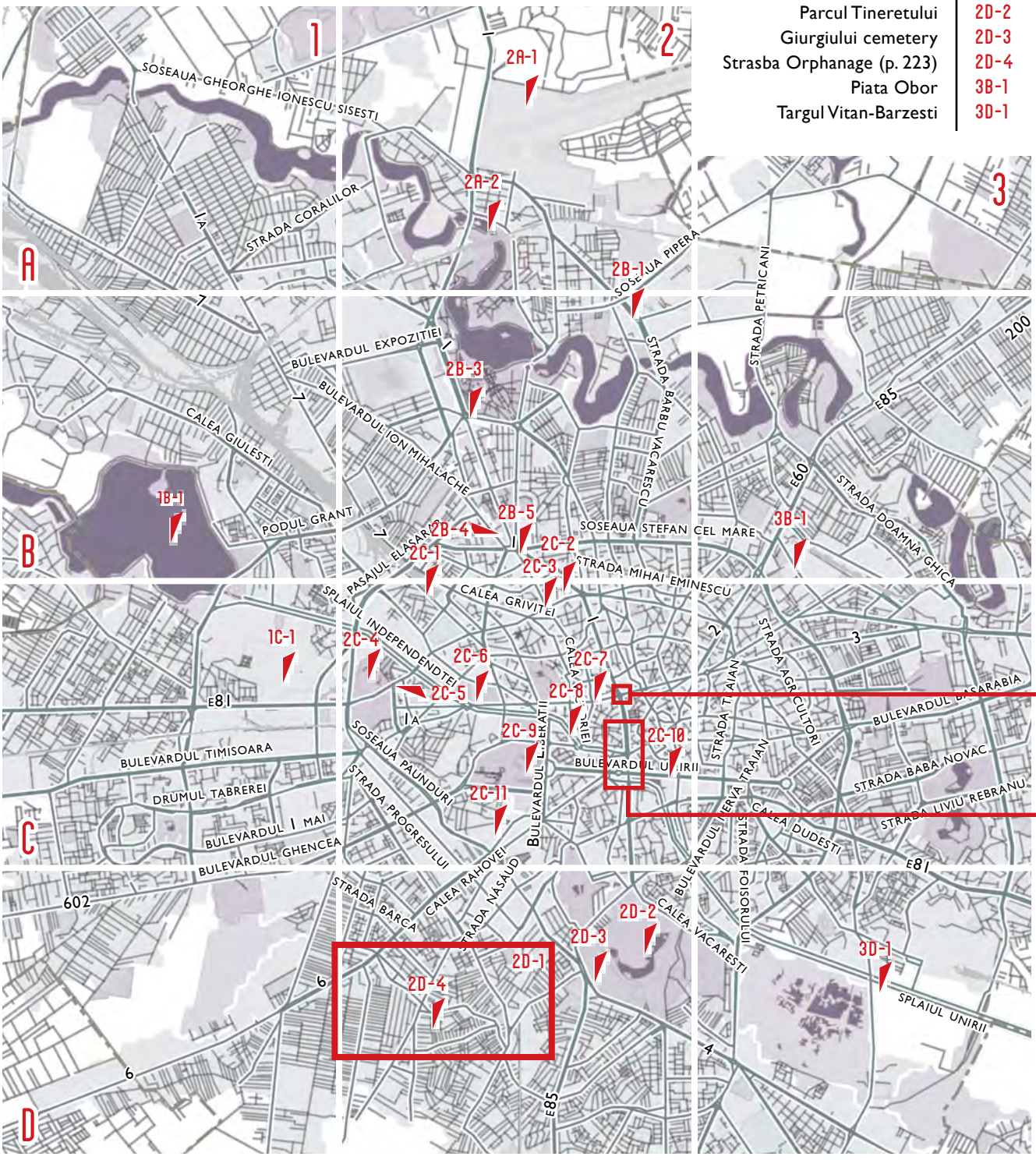
CEAHLAU MASSIF AND CEAHLAU NATIONAL PARK



Toaca peak weather station	1B-1
Toaca Peak	1B-2
Cascada Duruitoarea	1B-3
Cabana Dochia	1C-1
Detunatele	1C-2
Ocolasul Mare	1C-3
Ceahlau Massif	1C-4
Schitul Stanile	1C-5
Poiana Stanile	1C-6
Lutu Rosu Route	2C-1
Cabana Izvorul Muntelui	2C-2
Poiana Maicilor	2C-3
Lacul Bicaz	3B-1
Bicaz River	3D-1

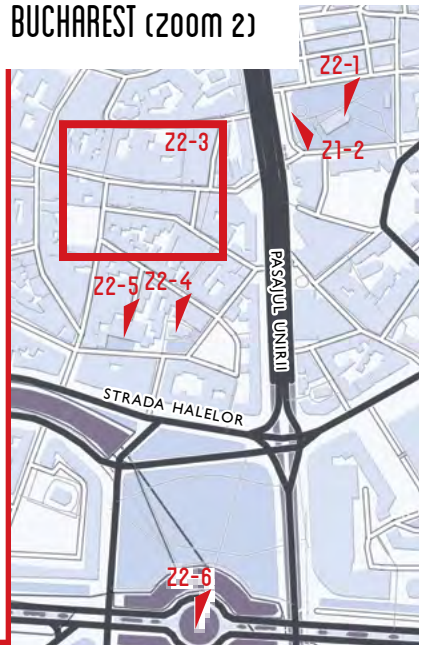
BUCHAREST

Lake Dâmbovita	1B-1	Arcul de Triumf	2B-3	Cotroceni Palace	2C-4
Politehnica University of Bucharest	1C-1	Antipa Museum of Natural History	2B-4	Botanical Garden	2C-5
				The Bucharest Opera	2C-6
Bucharest Baneasa International Airport	2A-1	Victory Square metro station	2B-5	The Memorial of Rebirth	2C-7
		Gara de Nord train station	2C-1	Count Dracula Club	2C-8
Diplomatic Club and Golf Course	2A-2	Vasile Pârvan Institute of Archaeology	2C-2	Palace of Parliament	2C-9
				Union Boulevard	2C-10
Skytower	2B-1	Victory Avenue	2C-3	Târgul Taranului	2C-11
				The Ferentari neighborhood	2D-1
				Parcul Tineretului	2D-2
				Giurgiului cemetery	2D-3
				Strasba Orphanage (p. 223)	2D-4
				Piata Obor	3B-1
				Targul Vitan-Barzesti	3D-1



InterContinental Bucharest	Z1-1
Bucharest National Theatre	Z1-2
Piata Universitatii intersection	Z1-4
Piata Universitatii (University Square)	Z1-5
Saint George's Church	Z2-1
The Kilometre Zero monument	Z2-2
Old Town	Z2-3
Annunciation Church of Sfântul Anton	Z2-4
Curtea Veche, Strada Franceza 23	Z2-5
Piata Unirii intersection	Z2-6





Dracula's eyes are everywhere in Romania — and he has more than eyes looking out for his interests. Rats and dogs in the cities, wolves and owls in the forests, crows and bats in the skies, all may serve Dracula. He feels changes in the vibrations in the earth and senses its magnetic and electrical fields shift in ways that even he doesn't comprehend. Driving anywhere in Transylvania, for example, without his knowing it is nigh impossible.

At any time, the Director can increase the Difficulty of **Conceal, Disguise, Filch, Infiltration**, and the covert aspects of **Cover, Driving, Network**, and **Surveillance** by +1 in Romania or +2 in Transylvania. Even if the immediate target doesn't notice, Dracula's network does. All Heat earned in Romania automatically increases by +1 once Dracula knows to watch for the Agents; the Heat roll Difficulty increases by a like amount.

The Director should also see the quick and dirty description of Bucharest (***NBA***, p. 173), and *Looking Glass: Bucharest* (p. 335)



BISTRITA (BISTRITZ)

COOL: The town is quiet, pleasant, and mostly forgettable. Dracula merchandise leers at you from tourist shop windows, and you walk past the pseudo-Gothic Hotel Dracula and the lurid orange of the Hotel Krone on your way to the medieval section of the town. An old woman does press a crucifix in your hand and warn you about visiting Castle Dracula, but she charges you ten euro for the souvenir, and her warning is about the queues.

WARM: Bistrita may have changed since Harker visited it, but its importance to Dracula remains the same — his letters and other physical communications go through here. Depending on the location of Castle Dracula (p. 207), Bistrita may be the closest town, or it may just be a convenient stopping point with access to the Danube, the road to Cluj-Napoca, and routes to Budapest and points west. Either way, the Conspiracy doubtless has a presence in the main post office and telephone exchange. Breaking in gets the Agents a glimpse into the Conspiracy's structure (**Traffic Analysis**).

CONNECTIONS: Castle Dracula, obviously — at least, the Borgo Pass, Bicaz Gorge, and Calimani candidates, or Castle Ferenczy, of course, which has the virtue of being fictional and therefore moveable. Potential visitors in town include the Medievalist (p. 122) or Psychic (p. 96) looking into Dracula lore, the BND Deep-Cover Agent (p. 105) with some Turkish friends, the Dissident (p. 112) making trouble, or

the Human Trafficker (p. 118) on the way to Debrecen in Hungary (which, by the way, shows up in ***The Zalozhniy Quartet***, if you want to cross over into that campaign, or just steal bits from it). Ruvari Szygany (p. 147) are a certainty; the Smuggler (p. 131) or Elvis (p. 50) are here if this is a Conspiracy node.

DOSSIER REFERENCE:
CU11, **HO16**, CU53

"BLACK LIGHT" BLACK SITE

Between 2003 and 2006, the CIA ran a network of "black sites" — prisons in US allies around the world, from Lithuania and Poland to Morocco and Thailand. Romania was one node of the black site network, with a prison facility code-named "Bright Light" operating out of the basement of a Romanian government building (the National Registry Office for Classified Information, where Romania stores NATO and EU secret documents) in Bucharest. Although the black site program was officially suspended in 2006 and canceled in 2009, extraordinary renditions continue — the CIA still cooperates with third countries who imprison and interrogate terror suspects captured by American forces. Under President Obama various branches of the US intelligence and military also continue to hold and interrogate "high-value captives" at Bagram air base in Afghanistan, in US-leased facilities on Diego Garcia in the Indian Ocean, and on up to 17 US naval vessels, including the USS *San Antonio* and the USS *Bataan*. This paragraph is absolutely true.

The contractors who built the "Black Light" black site beneath another government building in Bucharest (which one, and under the nominal control of which agency, is up to the Director) thought they were building the "Bright Light" facility — the prefabricated cells, special spring-mounted floors (to "keep the prisoners off balance" — or to interfere with vampiric connection to their native earth?), and other components were identical. Crews were kept isolated from each other, and the construction on both sites was carried out during the same weeks. A series of relatively low-level but time-consuming **Infiltration** and **Digital Intrusion** tests on various construction, HVAC, and mechanical engineering companies — traced by a **Network** source in the AP (possibly the Journalist, p. 120) or CIA, or by yet more time-consuming Interpersonal investigation — uncovers the dual-purposed contracting process.

But in "Black Light," it wasn't the CIA calling the shots or footing the bills, it was Edom. (**Accounting** and **Traffic Analysis** on all the evidence previously assembled.) Edom specialists from HMS *Proserpine* (p. 169) or Seward's Asylum (p. 195) added ultraviolet lights and tanks of holy water, and replaced the clocks with crucifixes. And then they started to ask their captives (terror suspects and captured vampires (or Renfields or both) alike) some questions.

If Edom has an asset or ally within the CIA, then that ally officially signed off on the program; if the CIA has its own covert vampire program, then "Black Light" may have been its own idea without Edom's participation or even knowledge.

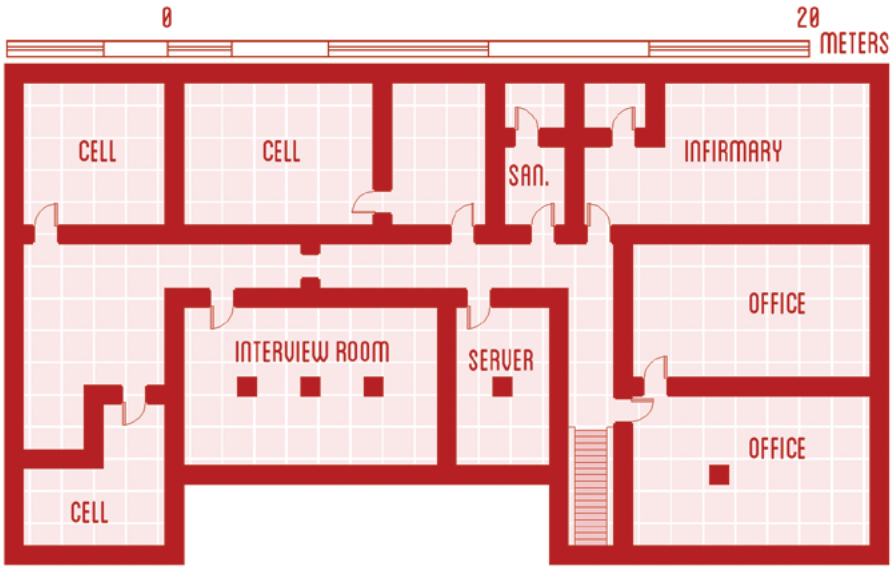
EMOTIONAL MODULATION: BUCHAREST

HOPEFUL

- You smell a wonderful combination of smoke, meat, and mustard even before you see the fat man grilling *mici* on a cart by the courtyard. It almost seems you could survive on the scent alone, so delicious it feels. He catches your eye and waves, "Bread is free for you today!"
- A very pretty girl catches your eye on the boulevard. She stops, turns, and checks out her own reflection in the shop window, pushes a glossy curl behind her ear and walks on, calling out and laughing, to catch up with her friends.
- Church bells ring out in a brazen clamor that resolves itself into an unfamiliar but rhythmic carillon of chimes. Perhaps it's some saint's day — the church is hung with bright ribbons.
- Bright blue light and up-tempo music spill out the suddenly open door of a nightclub. The handsome revelers coming outside laugh and dance a little with the young people waiting and courting on the sidewalk.
- An old man dressed in a warm-looking coat sits at a café table in the slanting sunlight, sipping coffee from a glass and reading a bright-colored paperback. A young girl — his daughter no doubt — comes out, wipes her hands on her apron, and gives him a kiss on the cheek. He's survived everything Romania's history could throw at him, and still he smiles.

SINISTER

- At the bottom of your vision a young man — or is it a woman — suddenly twitches her head around and stares at you, her eyes black blinking holes in a gray face. Before you can respond, she ducks back down into the open sewer tunnel she briefly emerged from.
- A building in Old Town is draped with a scrim painted with the building as it appears in some realtor's dream. But the fabric blows and sags, revealing a crumbling masonry front with empty windows and rotting concrete behind them.
- The largest of a pack of feral dogs looks up at you and bares its teeth, snarling. You have time to see the patchy, diseased fur and dried blood on the thing's flank before it snatches up something sticky in its drooling jaws and darts away.
- Bucharest's smog closes in, choking you with diesel fumes and rubbing coal grit into your nostrils and gums. The terrible, stifling heat [or clutching, damp fog] tightens around you, making every breath laborious as well as poisonous.
- When you turn the corner you see a rusted-out van accelerate to beat a cab to the intersection. It hits a scooter head on, and you hear the bang and shatter before you see the doll-like body flip up in the air and come down hard and bloody. The van speeds off as passersby turn away.



"BLACK LIGHT" BLACK SITE

COOL: The "Black Light" program did what it needed to do — it located Dracula in 2005 and convinced him to do a deal with Edom. Edom rolled up the program as part of the new modus vivendi and now interrogates its refractory prisoners on the HMS *Proserpine* (p. 169) or beneath Carfax (p. 185).

The site now looks much like any other abandoned government basement, although the mountings for the springs and a few crucifix-shaped pale spots in a bloodstained wall reveal the site's true purpose to those with eyes to see (**Interrogation** plus **Vampirology**). They might still have difficulty getting in — the surrounding buildings are still top secret Romanian government facilities, after all (**Cover** test Difficulty 5).

WARM: "Black Light" is an ongoing program, because the ongoing threat of uncontrolled vampires still exists. Six prefab cells rest on springs and gimbals, rotating and tilting with every passing truck or earth tremor. Treat these cells as non-native earth for regular vampires, and as Faraday cages for telluric vampires (p. 59). Vampires howl and Renfields shriek nearly constantly, unable to escape the crucifix, the always-on UV sunlamp lights, or the feeling of near-drowning in holy water; only the ceiling is soundproofed. The air is recirculated to avoid any contamination (or mist) from outside; the doorway to the surface is a double-sealed airlock (**Infiltration** Difficulty 5) full of garlic-and–wild rose-essence perfume.

The raw intel from interrogations stays on site in a code- and thumb-locked file room (**Infiltration** Difficulty 7 without either the code or a thumb); treat the data as a 4-point dedicated pool for vampiric (not necessarily Conspiracy) actions requiring both **Traffic Analysis** (to find the data) and **Interrogation** (to evaluate its value) spends to use. The Director can plant any other campaign secret she wishes in this testimony of pain, as well.

A Duke of Edom (usually Elvis (p. 50), Hound (p. 51), Oakes (p. 52), or Osprey (p. 52)) is always on station here, to determine when a subject should "get his bigsby" (from BGSB: "beheaded, garlicked, staked, and burnt"). But they at least can leave on field work or special assignments. The four Edom lamplighters (p. 123) and three interrogators on the job full time are miserable: forbidden from leaving the grounds for three months at a stretch, forced to breathe the stench of vampires or their tainted minions day and night. Even if the Black Lighters don't grumble while off duty, any Agent with both **Interrogation** and **Tradecraft** can spot such an interrogator in a Bucharest bar or strip club.

CONNECTIONS: The former Black Site Interrogator (p. 104) knows where "Black Light" is (and vice versa), as do Elvis, Hound, Oakes, Osprey, and other Dukes of Edom (p. 50). The MI6 Lamplighter (p. 123) might know, even if he's not Edom. Sources in the Romanian Government (p. 151) might also have an inkling, or be willing to grab headlines by investigating and then loudly denouncing yet another black site they profited from a decade ago. Depending on the true purpose of the Pitesti (p. 218) Experiment, copies of those files may be stored on site, too.

DOSSIER REFERENCE: HO13





"CASTLE DRACULA"

There are four different mainstream candidates for "Dracula's Castle" in Romania; this section provides eight in Romania and two outside the country. Feel free to use "extra" castles as red herrings, or just thrilling locations. Setting an early scene at the super-touristy Castle Bran (or Hotel Castel Dracula!) and ending the campaign in some desolate ruin discovered by desperate investigation and interrogation would be one excellent approach, for example. It's up to you to direct the Agents to the Castle Dracula you like best by feeding them clues through their **Research, History**, or other abilities.

The Stoker manuscript is not explicit about the Castle's location — rather the opposite. When Harker comes to Castle Dracula at the beginning, he has been traveling for most of a day over roads with no signposts. His escort and chauffeur for the last leg is Dracula himself — a driver more than capable of taking a confusing route or simply sending Harker into a hypnagogic state or full-blown trance en route. When Harker leaves the Castle, he is suffering from brain fever and dementia, making his way to the hospital in Budapest more by luck than by navigation.

Only Van Helsing actually reaches Castle Dracula during the final hunt for Dracula — and even if his testimony was accurate (he might have withheld details for his Nachrichtenabteilung masters, for instance) his perceptions may have been clouded by Dracula's mental attacks or by the privations of his journey. His description doesn't tally entirely with Harker's — again, perhaps he changed some details, or perhaps the Castle was larger than either man thought … or perhaps Dracula has more than one castle nestled in the Romanian mountains.

A generic entry for "Castle Dracula," wherever you decide to locate it, appears in *The State of Castle Dracula,* immediately following. For descriptions and details of specific castles, see the individual entries below that. Each of those entries features a general briefing on the site (usually providing some information available to the Agents with **Research** or **History**), a **Castle** entry describing it and providing some specific sub-locations (pp. 213–216) likely to be at that site, and other headings offering some clues and other information available to Agents using the listed abilities.

THE STATE OF CASTLE DRACULA

Change these details where needed to suit the specific castle you choose, or to suit your specific campaign.

The descriptions vary depending on whether the castle in question is a desolate ruin (abandoned) or has been restored and put into use (occupied) since 1894. Usually, an occupied castle is a tourist site, operated either by a down-at-heels aristocrat, a soulless hospitality company, or the Romanian (or other applicable) government.

Even occupied castles can, of course, be secretly inhabited by Dracula or his servants. He commands a continent-spanning Conspiracy, after all — suborning a tourist agency or controlling the titular heir to a property is simplicity itself for him. With Dracula dependent on his native soil, he likely keeps at least a watchful eye — human or animal — on the place just in case.

If this castle is Dracula's main refuge, in addition to his human (and Renfielded) security team he is reinforced by at least one Bride or major monstrous guardian: a vorthr (***NBA***, p. 153), a pack of ghoul-wolves, or something.

COOL (ABANDONED): The fragments of stone barely look like a castle at first, only coming into focus as you walk the site and get a sense for its defensive possibilities. One or two mighty rocks lie toppled and split nearby, evidence of the great siege or seismic cataclysm that brought the fortress low.

WARM (ABANDONED): Even in this empty place, you never escape the feeling of being watched, a sensation of eyes more and less than human boring into your back. The earthquake that leveled the castle left the crag horribly twisted and broken. The earth nearby looks equally disturbed; sinkholes open suddenly. Attempts to climb the crag are ridiculously protracted and dangerous: someone could easily sprain an ankle or even break a leg (p. 173), and be left out here in the wasteland overnight. Ropes fray and snap, cameras misbehave, phones (of course) have no signal.

Agents and enemies suffer a +2 to the Difficulty of all **Athletics** or **Infiltration** tests to climb or maneuver on the ground thanks to Dracula's curse and/or weather magic. Damage from falls is always *doubled* here.

COOL (OCCUPIED): There could be anyone in the press of tourists and gawkers, half of them sporting shirts and paraphernalia bedecked with vampires or Dracula or both. When the crowds do part, you see a carefully burnished image of the medieval past, the impalements and savagery carefully left behind.

WARM (OCCUPIED): Underneath the façade of cultural uplift, something peeks out: a lovingly displayed pike with bloodstains faintly visible on the blade, torture devices with fresh oil on the hinges, a not-quite-shadowed display of a coat of arms, all wolf teeth or dragon coils. The guards' guns are not for show, and there are definitely passages and chambers not on the official tour.

The security system is either strikingly top shelf or weirdly absent (**Electronic Surveillance**).

CONNECTIONS: Dracula and Edom may both have assets watching even spurious "Castle Draculas," just to get advance wind of any investigation by other parties. The genuine Castle Dracula, whether the Master sleeps there or not, is likely guarded by the Romanian SRI (p. 156) and by Ruvari Szgany (p. 20), both in the nearby area and (if the Castle is occupied) infiltrated into the castle staff. It may also be under watch by Edom lamplighters (p. 123) either at a safe distance or by agreement, if Dracula and Edom have come to an understanding.

Any of Dracula's banks (pp. 143, and 145) may provide leads to the Castle, or vice versa. Forensic **Accounting** can find bank accounts set up to maintain a private property, or to endow "patriotic cultural funds" to preserve a theoretically public monument.

See the generic Castle locations (pp. 213–216) for individual NPCs who might be wandering around Castle Dracula. The Tour Guide (p. 135) might be in any of these sites.

DOSSIER REFERENCE: HO10, HO16, HO32, HO163

FINDING CASTLE DRACULA

Dracula's Castle may rest on government soil now, or be part of a nature preserve, military reservation, or other restricted area. If so, he uses the government's resources to guard the perimeter, restricting his overt control to a few key officials or generals. Since all of Romania was "government property" under the Communists, finding his bolt-hole requires **Research** in the old archives for the 1946–1947 property confiscations and **Traffic Analysis** to compare those records with the absence of records that indicates only minimal state presence thereafter. Some landowners never went to trial or prison camps (**Human Terrain** or more **Traffic Analysis**), some forestry officials or brigadier generals seem equally immune to dismissal and transfer alike as if some force were keeping them in one place (**Bureaucracy**). It also requires an iron-clad **Cover** or **Forgery**, because people who ask about that particular national forest, geological preserve, or training ground get special and rigorous scrutiny.

Conversely, Dracula may have reacquired his ancestral lands following the 1989 Revolution; the new government put into place a retrocession law allowing former landowners to reclaim property seized or nationalized by the Communists. Here, Dracula depends on the Ruvari Szgany and the local Romanian mafia to keep the curious at bay. Most forest property was returned in very small (one-hectare) parcels; finding a few promising large estates requires only **Research** and **Traffic Analysis; Accounting** traces ownership of any truly likely mountainsides or forest valleys. The Agents may have to decide which of three large, remote properties belong to a vampire instead of a Russian Mafiya oligarch or wildcat Chinese lumber extraction company, or the Director can allow a single splotch of the map to glow conclusively red on the monitor.

WHERE IS IT?

The potential locations of Castle Dracula fall into three overlapping groups: locations derived (or possible to derive) from the *directions* in the Stoker manuscript; locations associated somehow with Vlad Tepes on the assumption that he and Dracula are the same; and locations derived (or possible to derive) from the *descriptions* in the Stoker manuscript. Note that no single location matches all three criteria. And again, like Vlad Tepes, Dracula may have had more than one castle to call his own. Even with the Dossier, then, the Agents may have to cast around a bit, interview sources and Legacies, and eventually decide which "Castle Dracula" is *the* Castle Dracula.

Some of these locations have no historical castles conveniently nearby, or noted on any maps. Even commercial satellite imagery shows nothing besides forests or ice. Historical records are, of course, spotty in the Balkans. In Communist countries like Romania, accurate cartography was a state secret: Dracula could easily have influenced bureaucrats to leave his Castle off the maps. Satellite imagery is another question, but you could decide that Castle Dracula, like its Master, doesn't show up on photographs! More likely, however, if the Castle is in a location without one mapped or spotted, it is a ruin, and has been since the eruption and earthquake of 1894.

Agents can find the ruins with one of three methods (spends on abilities in parentheses probably required):

- A close aerial survey by eye (**Notice**), requiring a series of low flights over the region in question. Usefully photographing the castle site may require a camera rigged to a UV laser, radar, or lidar emitter, or other specialized sensors (**Electronic Surveillance, Photography, Mechanics**) and then specialized archaeological interpretation (**Archaeology, Data Recovery**). Renting or otherwise obtaining a small aircraft (**Piloting**) is not impossible in Romania, but it is likely impossible to do so and then fly over Castle Dracula without attracting the attention of the Conspiracy.
- Somehow obtaining classified or highly technical satellite or aerial surveillance imagery such as Predator drone overflights. Romania is a NATO member, using UAVs to patrol for drugs or check the borders with chaotic nearby Moldova. Gaining useful classified satellite IMINT or redirecting a surveillance drone flight might be possible (Difficulty 5+) with an aggressive **Network** spend, or an even trickier (Difficulty 6+) **Digital Intrusion** test. Interpreting the imagery requires archaeological knowledge (**Archaeology**) and technical photo-interpretation skills (**Data Recovery**).
- Beating or tricking the location of the Castle out of one of Dracula's servants, most likely the Ruvari Szgany or Romanian SRI secret police lookouts he keeps scattered across the area. Agents have to finger or make Dracula's operative (noting traditional Ruvari Szgany garb or jewelry is **Human Terrain**; figuring out who's the opposition is **Tradecraft**) and then get him to talk (**Interrogation**, other Interpersonal abilities) or surreptitiously follow him back to the castle (**Surveillance, Driving**).

CASTLES IN ROMANIA

BICAZ GORGE

This pass over the Carpathians, from Transylvania to Moldavia, is 75 km south of the Borgo Pass, the route mentioned in Stoker's published novel. However, its physical description is far closer to Harker's narrative: thousand-foot cliffs rearing on both sides of a two-lane, twisting road, with the Bicaz River foaming below. At the narrowest spot, the "Throat of Hell," the rocks overhang the highway and almost meet, blotting out the sun. At the western entrance to the Bicaz Gorge lies the Red Lake, so-called because of iron oxides in the soil and water. At sunset it glitters like freshly spilled blood, tree stumps sticking out of it like stakes.

The gorge itself is now a national park, with souvenir and food stands all along the road and at the lakeside. They clear out at nightfall, however. No castle exists on official maps of the gorge.

CASTLE: Given its absence from maps so close to a tourist sightseeing spot, the Castle has most likely lain in near-total rubble since the 1894 quake. Ruin (p. 216), Crypt (p. 214), Hidden Chamber (p. 215).

Driving: A diligence leaving from Bistritz could have turned southeast rather than due east and (barely) reached the western mouth of the Bicaz Gorge before sunrise, leaving Dracula's mesmerism to erase a day's memories.

Outdoor Survival: See Borgo Pass (p. 209), only moreso.

Research or **Geology:** A sudden landslide created Red Lake in 1837, evidence of seismic disturbance in the region.

BORGO PASS

For most literary critics, this Carpathian pass is the general "default location" for Castle Dracula, based on the general directions in Stoker's novel. It is less rugged, and rises more gradually, than Harker's description implies. The specific site varies, with some arguing for a castle toward the middle of the pass, where the Hotel Castel Dracula (built in 1983 as a sub-Disney tourist trap and still going strong) currently sits. A ski lodge is a little farther east, at Piatra Fântânele. Other scholars point to a location east of the pass along the Bistrita River, where the Zugreni Gorge more closely matches Harker's dizzying crags and twisting road, and the views better match Harker's vistas.

Again, there is no actual medieval castle mapped in the pass itself, although Hungarian general Mihály Szilágyi granted the half-ruined Rodna Fortress some 25 km to the north to Vlad Tepes in 1457.

CASTLE: As with Bicaz, the Castle has most likely lain in near-total rubble since the 1894 quake. Use the Ruin (p. 216), Crypt (p. 214), and Hidden Chamber (p. 215) for the Rodna Fortress ruins, as well. For a castle actually hidden under the Ceausescu-era theme hotel in the pass, see the Tourist Hotel (p. 256) and Gift Shop (p. 215); if Dracula is hiding in plain sight, his Hidden Chamber (p. 215) or Crypt (p. 214) might actually be concealed beneath the tacky monstrosity!

Geology: The deepest cave in Romania, Izvorul Tausoarelor, is approximately 15 km north of Bistrita. Almost 20 km in length and over 400 m deep, it connects with fissures and underground rivers throughout the mountains.

Outdoor Survival: The weather in the Carpathians can close in fast. The mountain summer runs from May to October; storms, snow, and bitter cold can be expected at any other time. Especially since Dracula can command the weather.

BRAN

A path up the rocks leads to the entrance, which is gained by mounting an outer wooden stair, and crossing a trap-door or drawbridge in the flooring. Within are narrow passages and galleries, strange nooks and zigzag stairs, and dark corners irresistibly attractive, and in the thick wall was a low prison where no ray could ever enter.

— Charles Boner, *Transylvania: Its Products and its People* (1865)

The Romanian Ministry of Tourism identified this castle south of the city of Brasov as "Dracula's Castle" in the 1970s, based primarily on its Gothic appearance and relative good repair. Castle Bran appeared in a number of 19th century guide books and tour descriptions of Transylvania, from which Stoker drew the local color he used to flavor the Edom mission reports. It also has little or no connection to Vlad Tepes: he may have briefly used the castle as a headquarters during one of his many campaigns against the Turks, and it may have been where Matthias Corvinus' men imprisoned the Impaler for two months in 1462 before transferring him to Visegrád Castle in Hungary. Vlad III or his soldiery also likely occupied Castle Bran while burning down a portion of Brasov in 1459 over a tariff dispute. (No hard feelings: Brasov boasts a luxury "apartment hotel" called the Vlad Tepes today.) Technically property of the Hungarian crown, Castle Bran later came under the control of Brasov's townspeople.

In 1894, it was one of many properties used by foresters in the southern Carpathians, often left empty and in some disrepair. In 1918, the town gave it to Queen Marie of Romania, who restored it as a showplace for her collections of art and furniture: the portion not looted by the Communists became the core of the modern-day museum. In 2006, the Romanian government returned Castle Bran to Marie's Hapsburg family, who operate it now and have attempted to minimize both the "vampire" and "Vlad Tepes" connections flogged by the previous regime.

For Castle Bran to be Dracula's Castle, much of even the unredacted novel has to be disinformation: Harker, for instance, would have traveled to Brasov instead of Bistritz by train (see **HO10**). Even without this reading, however, there's no reason that Dracula or his Conspiracy might not keep a presence in Bran *now*, especially given the ease of Western incognito entry to the castle and town. Further, if in your campaign Dracula is Vlad Tepes, he may have become a vampire while in Castle Bran's dungeon, making the soil of that area in some sense his "native earth."

CASTLE: Fully restored by Queen Marie and the tourist industry, Bran's pale walls and red roofs perch on a thickly forested 90-meter crag above a huge welter of junky tourist shops offering all manner of vampire and Vlad kitsch. Battlements (p. 214), Crypt (p. 214), Museum (p. 215), Offices (p. 216), Preserved Rooms (p. 216); the Dungeon (p. 214) is along a secret passage from the Courtyard (p. 214) well.

Archaeology or **Research:** Castle Bran was built on the site of an old Teutonic Order fortification, Dietrichstein. The Ahnenerbe or another occult-minded German secret service might consider it a significant site for their own reasons.

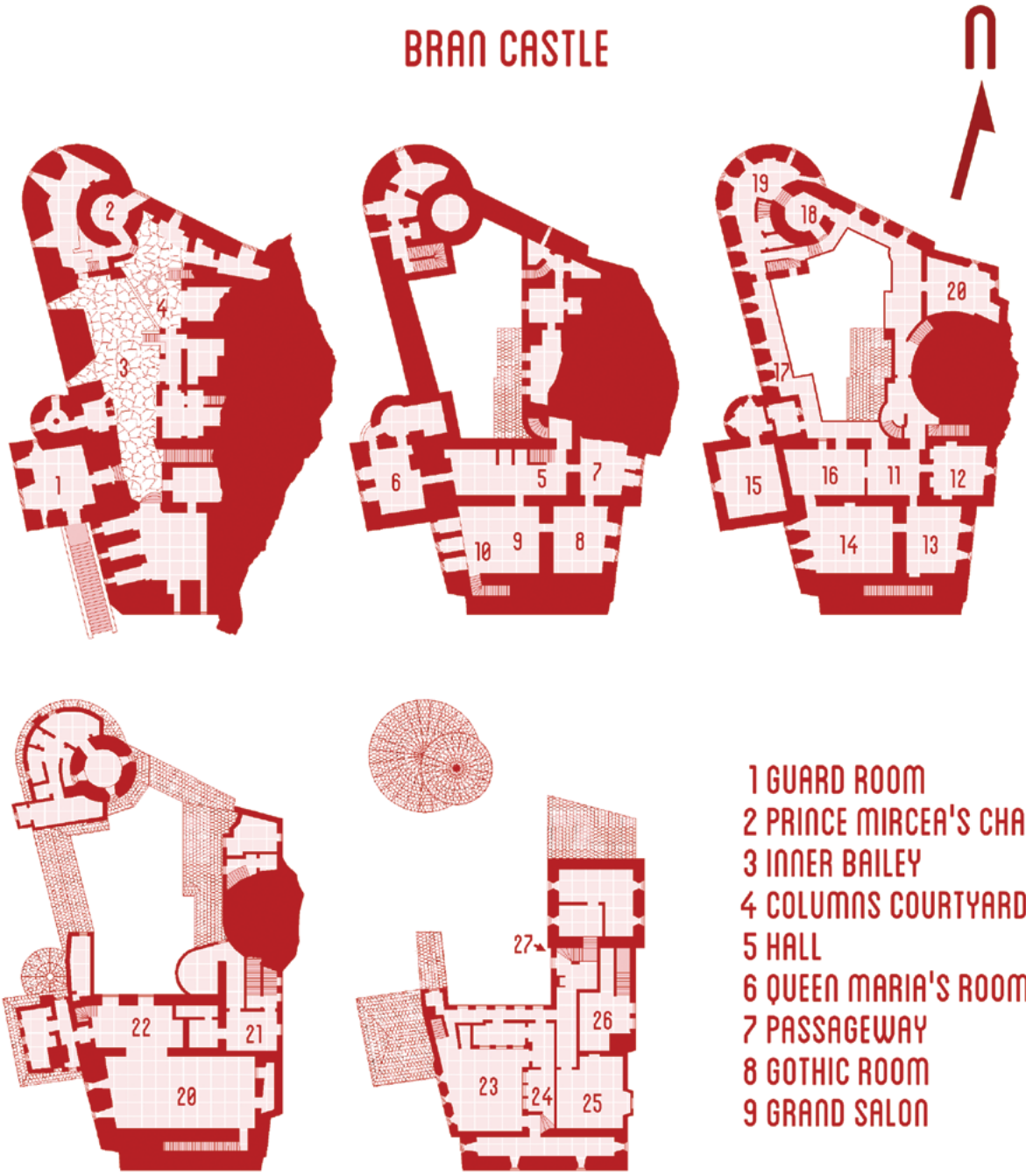
High Society: The castle and grounds can be rented for private functions; possible cover for covert searches, or for Conspiracy meetings? In 2014, the Hapsburgs began negotiations for sale of the castle to unknown parties.

CALIMANI

Another ridge of mountains within the Carpathians, the Muntii Calimani or Kelemen Alps rise about 30 km southeast of Borgo Pass. The Calimani fit the directions and descriptions given in Stoker's novel, and furthermore are volcanic in nature, with many extinct and dormant craters in the chain. Landmarks have suggestive names such as Mt. Dragusul, the Voivodesi Pass, and best of all a hilltop waterfall and cave complex called Morile Draculi, meaning "Mill of the Devil" — or "of Dracula," of course (p. 297). A Dutch scholar has suggested that the mountain Izvorul Calimanului ("the Source of the Kelemen," or more poetically, "Heart of the Kelemen") fits the novel's description and Stoker's notes best, but narrowing it down to one peak is up to you, and to the Agents.

Since 2000, the Calimani area has been a protected national park.

BRAN CASTLE



1 GUARD ROOM
2 PRINCE MIRCEA'S CHAPEL
3 INNER BAILEY
4 COLUMNS COURTYARD
5 HALL
6 QUEEN MARIA'S ROOM
7 PASSAGEWAY
8 GOTHIC ROOM
9 GRAND SALON
10 SECRET STAIRS
11 PASSAGEWAY
12 BIEDERMEIER SALON
13 KING FERDINAN'S ROOM
14 DINING ROOM
15 COSTUME ROOM
16 PASSAGE WAY
17 INNER CORRIDOR
18-19 GREEN ROOM
20 MUSIC SALON AND QUEEN MARIA'S LIBRARY
21 MUSIC SALON'S ANTECHAMBER
22 LODGING
23-25-26 PRINCE NICOLAS' LODGING
24 EAST TOWER PASSAGEWAY
27 MAIN STAIRS

CASTLE: Ruin (p. 216), Crypt (p. 214), Hidden Chamber (p. 215). Given the wild desolation of the area, a stark and empty set of Battlements (p. 214) is not impossible.

Research: The place name Morile Draculi only appears on one map, the Austro-Hungarian Imperial and Royal Third Survey map updated in 1907. Something kept it off the maps until 1907 — and then took it right back off.

CRACIUNA

This fortress has three primary advantages for this campaign. First, it was built in 1470 by Vlad Tepes' brother and rival Radu "the Handsome" while Radu ruled Wallachia after deposing the Impaler in 1462. Second, it is located in Vrancea, the most seismically active county in Romania and the epicenter of all five (1893, 1894, 1940, 1977, and 2011) of the historical earthquakes that herald Dracula's rise and fall and rise. Third, historians don't know where Castle Craciuna ("Christmas") stood; there are a number of ruins in the area that might be the correct site. The Turks, of course, claimed to have destroyed the fortress after conquering Wallachia and Moldavia.

Wherever Craciuna actually is, however, it is definitely on the other side of the Carpathians from Budapest: Harker cannot have traveled here along anything like the route he describes in Stoker's version. However, some details might still hold. Evoking Harker's encounter with the witch-fires on his way to Castle Dracula, Vrancea has fields of constantly burning natural gas emissions known as *focul viu* ("living fire"). Surrounding Castle Dracula with the actual flames of Hell is a nice subtle touch.

CASTLE: Although you can present almost anything here in the wasteland of Vrancea, the most likely is a derelict Ruin (p. 216), albeit possibly one with Battlements (p. 214), Crypt (p. 214), Dungeon (p. 214), and even a deserted Courtyard (p. 214).

Military Science: Useful when evaluating where Radu would have built a fortress to defend Wallachia against both the Turks and his enemy Stephen the Great of Moldavia.

HUNEDOARA

This castle in southwestern Transylvania was founded in 1446 by the regent of Hungary, John Hunyadi (Iancu de Hunedoara in Romanian), from whom it takes its name. Its current owners, the town of Hunedoara, have installed a museum and call it Castelul Corvinilor, the "Castle of Corvinus," after Matthias Corvinus, the king of Hungary who ordered the arrest and imprisonment of Vlad Tepes in 1462. Local tradition says Vlad was imprisoned here for seven years; the actual time is more likely a few months or not at all. (As with Bran (p. 209), if Vlad Tepes became a vampire here, Hunedoara might be his "native earth" in a symbolic sense.) Vlad's grandson Ladislas became the castellan of Hunedoara around 1500, an ideal position from which to smuggle in his grandfather's sarcophagus if need be. Like Castle Bran, the possibility — and Castle Hunedoara's frowning Gothic façade — are enough to make this edifice "Dracula's Castle" to tourists and souvenir-sellers alike.

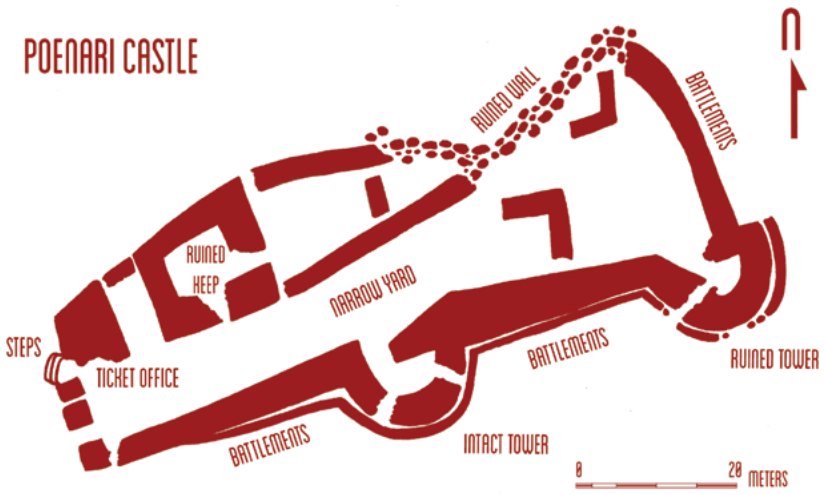
It would be very difficult for Castle Hunedoara to be the Castle Dracula in Stoker's report: not only is it nowhere near Bistritz, it was actually occupied in 1894 during its ongoing restoration (beginning in 1868). The castle was badly neglected following a serious fire in 1854, however, so Dracula could have lurked there for a decade or so, or even haunted the enormous (7000 sq m) structure from some hidden crypt or dungeon. If Harker and Dracula met here, however, it must have been a very different meeting from the reported version. The reconstruction of the Catholic church inside the courtyard probably drove him from the Castle, unless he sabotaged its reconsecration somehow.

CASTLE: Forty-two chambers, two courtyards, and two bridges, including a long wooden bridge across the bed of the Zlasti River. Much like Castle Bran, Hunedoara is now a tourist-friendly museum centering on the history of the area and of Hunyadi and Corvinus. Battlements (p. 214), Crypt (p. 214), Dungeon (p. 214), Gift Shop (p. 215), Museum (p. 215), Offices (p. 216); the Preserved Rooms (p. 216), including two great halls, hold medieval art, books, and décor.

Occult Studies: Castle Hunedoara is supposed to be haunted by the ghosts of a monk walled alive into the Capistrano Tower, of three Turkish prisoners condemned to dig a well through solid rock, and of those hurled into the "Lions' Hole" or the "Pit of Scythes" after offending Hunyadi or Corvinus.

POENARI

This castle was actually built in 1457 by Vlad Tepes — or technically, rebuilt, by boyars and merchants put to forced labor by his cruel justice. It dominates the gorge of the Arges River running south from Transylvania into Wallachia, Vlad's principality. It became one of the Impaler's main operating bases during his wars against the Turks, the closest thing in history to a Castle Dracula. His heirs used it as a prison and customs house; it briefly became Hungarian royal property in the early 16th century. Following the Turkish conquest, the castle declined into a ruin. A landslide in 1888 carried much



of the wall away, followed by damage in the 1940 and 1977 quakes. The Romanian Commission on Historical Monuments "restored" much of the structure in the late 1970s, using crumbling reddish brick. It remains empty, but accessible to tourists with strong legs.

Poenari is too far south to be accessible from Bistritz; for Harker to meet Dracula here requires a completely different itinerary, one putting him on the other side of the Carpathians.

CASTLE: The castle is small: only 30 m wide and 40 m long, with three fat towers. A long (1,500 steps) staircase of switchbacks leads to the top of the hill and the castle gate. Ruin (p. 216), Battlement (p. 214); there is also a ticket Office (p. 216) at the top of the steps.

History: Vlad Tepes reportedly escaped a Turkish siege of Poenari in 1462 through a secret passage exiting somewhere in the Arges valley. With a 1-point spend, you recall a chronicle's description of a "wolf-shaped shadow" that may help you locate the hidden exit … at sunset.

VIDRARU

An exotic possibility separates the Impaler's castle from the Count's — what if during the darkness of Turkish war and occupation Count Dracula built his own Castle, by sorcery or cruelty, up the Arges valley from his ancestor Vlad's fortress? (If you wish, the Impaler might have built his own castle on the site, and killed all the workers afterward so that only he knew where it was.) Salt the hints of a second castle through chronicles and old maps discoverable with surprisingly costly **Archaeology** and **Research** spends, then when the Agents check the location, they discover the unsettling truth: Castle Dracula was flooded by the Vidraru Dam in 1965. The dam and power station bracket Poenari, and were obviously part of a major coverup operation by Dracula — hiding in plain sight, using the legend of "Dracula's Castle" to distract attention to Poenari while he dwelt unbreathing and unconcerned 150 meters beneath the surface of the lake.

This story works even better geographically (if not historically) if you place Castle Dracula beneath Lake Bicaz (also called Izvorul Muntelui) east of the Bicaz Gorge (p. 208). Bicaz Dam went up in 1960, confusingly on the Bistrita River, not the Bicaz River.

CASTLE: Drowned under the lake, the Castle shimmers in eerie shadows. In the dimness, it seems intact, but from a closer vantage, the rot and corrosion become apparent. Windows gape like vacant eye sockets, and the gate howls through choking dead trees and murky lake weed. Dracula's Tomb is in the crypt, beneath 100 meters of water and the slimy stone of his Castle. All combat and chases take place underwater, where sunlight never reaches; Dracula's ghouls and revenants need oxygen no more than he does. And it is trivially easy for the Conspiracy to keep track of who buys or rents SCUBA gear in Romania, and almost as simple for its agents to sabotage it if need be …

Architecture: Eighty workers died building Vidraru Dam, an excessive toll for such a project even in Communist Romania. Dracula must have been laying in feed stocks for the transition to underwater Un-Death.

Bureaucracy: The personnel and engineering staff of the hydro station never change their career: being posted to Vidraru is permanent, absent a mysterious death or sudden retirement, which both happen with some frequency. Clearly, the hydro station is a node of the Conspiracy.

OUTSIDE ROMANIA

Once you allow the search for Dracula's Castle to leave Romania, it's hard to say what precisely should be off limits. If you have a specific destination in mind, start laying clues from here to there as early as you can. Here are two brief possibilities to get you started.

DOLINGEN

Some evidence exists in Stoker's Notes indicating that his original material named Styria, not Transylvania, as Dracula's home. Styria, modern-day southeastern Austria and eastern Slovenia, is a wild stretch of country surprisingly close by the gates of modernity in towns like Graz and Maribor. It is home to both vampire legends and earthquakes, although without the intensity of either found in Romania. Better yet, Styria holds dozens of castles in all states of repair.

The female vampire identified by Stoker as the "Countess Dolingen of Graz" (p. 227) was most likely one of Dracula's earlier Brides; even if you keep the Count in Transylvania, his countess's castle might still be worth tracking down.

CASTLE: Again, it could be any one of dozens of castles in the general vicinity of Graz, Austria. Design the Castle you want to feature, lay clues to it, and fill it with monstrous servants, Renfield watchers, or vampiric aristocracy.

High Society: Hitting the Austrian ski resort scene and digging into 19th-century gossip turns up the story of a countess who "sought and found death in 1801," possibly with a Russian connection as noted in Stoker's manuscript. With the family's name, ascertaining their ancestral seat is a matter of historical research in dusty archives.

History or Research: Looking through muniment books and heraldic compendia eventually enables the Agents to narrow down one specific family as the Dolingen lineage — what its name is now, or by what name it might have been better known then, is up to you. If the Agents have the name, land charters and law records are the best way to find out which castles the clan owned or claimed.

ORAVA

This castle in Slovakia should suit Directors interested in a more postmodern spin on the campaign. Built by Templars on a 110 m limestone cliff in 1241, it became a royal castle after their fall. Matthias Corvinus, Vlad Tepes' foe, ordered it improved in 1474 — it is barely possible that Corvinus had Vlad transferred here, safely far from Wallachia, at the end of his captivity. Certainly something happened shortly thereafter to curse it. One Jan of Dubovec acquired it in 1536 and died without heirs seven years later; after lying empty for a decade, the magnate Ferenc Thurzó took it over in 1556 and died "of snake bite" (two puncture marks …) in 1576. His son György avoided the curse for some time, until he served as prosecutor for the Blood Countess, Elizabeth Báthory (p. 267), in 1610 and died shortly thereafter. (Her fortress, Cachtice Castle, is on p. 245.) His son Imre died at age 23 in 1621, his widow died there in 1626, and the castle fell vacant again.

EMOTIONAL MODULATION: ROMANIAN COUNTRYSIDE

HOPEFUL

- The smell of water on the cold breeze suddenly fills your lungs with freshness and life. Spring is coming — if not today, then some day, as it always has and always will.
- By the side of the road, you see a flash of color: flowers and candles nestled within a *troita*, a Romanian roadside crucifix set up under a shallow roof. Someone has been by recently, touching up the paint on Christ's eyes and beard — even if Orthodox Christianity isn't your way, you feel a sense of love and calm here, out of the wind.
- You crest a ridge and look down into the valley. Every imaginable shade of green spreads out before you, a veritable mosaic of vegetation from sheltering trees to lush grass and soft mosses. The sense of life, of Nature's goodness everywhere you look, is palapable.
- As you continue along the road you see a lovingly maintained Dacia auto pulled off to the shoulder. A young couple sits on a blanket, feeding each other chicken and sharing yellow wine from a bottle. Two curly-haired children play tag across a fallen stone pillar — medieval, Roman, who can say? — their liquid laughter the only sound that carries.
- The sky to the east has been growing pinker and brighter for some time now, and suddenly it shifts into a glorious azure blue. The sun is up over the mountains, burning through the clouds and mist everywhere it touches.

SINISTER

- You hear a choking snarl impossibly loud and close, and feel a hot, sulfurous breath blow past you. The diesel semi-trailer downshifts on the curve and then upshifts, sending the white bonelike dust of the narrow road up in spiraling clouds. It speeds up with a whine and a growl and passes you by, its driver invisible behind tinted glass. The dust and sound hang in the air for what seems an unnaturally long time in the silent forest.
- A chittering, a fluttering, an echoing rattling in the treetops — something has sent a cloud of bats aloft from some hidden cave or dank grove deep in the woods. It almost seems that the bats blot out the sun for a few seconds, but they scatter and vanish well before the watery light returns.
- The path (or road) widens out near a collapsed building, showing obvious signs of fire and bullet holes — from decades ago, or from last week. The hideous stumps of concrete give few clues to its origin. The scarred and faded paint of the Romanian words on one crumbling corner might have been official warning or revolutionary graffiti. A smell of musty decay clings to the ruin, coming from everywhere and nowhere.
- The path sinks a bit, and the carpet of rock and needles under your boots (or tires) turns to a slick mat. The trees close in, trunks and branches seemingly leaning and reaching over your heads, closing out the sunlight like a coffin lid lowered onto you as you travel endlessly through this desolate expanse.
- A whine fills the air, the sweat on your face stings your eyes and a cloud of black specks materializes out of nowhere, moving fast enough to become streaks. Somewhere you smell rot, then you feel a dozen stings. You itch intensely, like your flesh was lined with acid, ten minutes' preview of Hell. When you can focus again, your arms and neck show scarlet dots, inflamed with mosquito venom.

György had turned the countryside around Orava Protestant, removing all the crucifixes; the population began to dwindle sharply. A peasant revolt of mysterious origin ended only with the impalement of the ringleaders — again mysteriously. Famines, floods, and "cholera outbreaks" desolated the country for the next century and a half. A fire took the castle's interior in 1800. Only after 1894 did the curse begin to lift; the Pálffy family took Castle Orava over and established a museum there in 1898. The Communist government of Czechoslovakia nationalized the castle in 1948, beginning major reconstruction in 1953. Today, Castle Orava is a national Slovakian monument and museum.

Why, aside from the tenuous relationship to Vlad Tepes and Elizabeth Báthory, is this castle a possible location for your campaign? Because in 1921 the ritual magician and visionary film director F. W. Murnau filmed some portion of *Nosferatu* on the site, which he had identified from pictures as his "Castle Orlok." The castle was also providentially empty, although slowly filling with the Thurzó family's antiquities, in 1894. In this context, note too that Dracula's servants in Stoker's manuscript include a large number of Slovaks — not the usual personnel for a castle deep inside Transylvania, though less unusual for an already continent-spanning Conspiracy. If Orlok is yet another of Dracula's disguises, Orava could have been his bolt-hole during the 16th and 17th centuries, to be maintained sporadically thereafter. If Orlok is but one of Dracula's kindred (p. 70), then he may have developed his own agenda since then.

CASTLE: Battlements (p. 214), Crypt (p. 214), Dungeon (p. 214), Gift Shop (p. 215), Museum (p. 215), Offices (p. 216), Preserved Rooms (p. 216), and most likely a Hidden Chamber (p. 215) where Dracula or Orlok made his lair.

History or **Research:** Much or all of the first two paragraphs comes with a 1-point spend.

Occult Studies: And this is how the Agents learn that Murnau was a magician, and (if **Research** hadn't already told them) that he filmed *Nosferatu* here.

LOCATIONS IN THE CASTLE

A scene set at Castle Dracula may have any number of sub-scenes in the edifice's sub-locations. Indeed, a whole operation may center on reconnaissance, infiltration,

and finally covert action inside the Castle. These "establishing shots" provide details and rules for locations inside or on top of any or all possible Castles Dracula.

BATTLEMENTS

The stones are slick and uneven, a dangerous combination. The view is incredible, in both directions: the whole castle looks like a toy below you, while the black Carpathians stretch out across the horizon. Sounds whip away on the wind, and the tourists don't stay up here too long — it's easy to think yourself alone.

EXTRAS AND SUPPORTING CAST: Occasional tourists, small running boys who don't know how gravity works yet, man with a proper camera and a heavy coat taking his time; Pensioner (p. 86), Informant (p. 95) or anyone else making a meet with you, Journalist (p. 120) doing a travel piece, Balkans Specialist (p. 91) or Medievalist (p. 122) doing research.

CLUES: Opposition surveillance scopes glint from a distant ridge line; still-smoking cigarette butt shows someone was *just* here, and the brand tells you who; from here you can see moving figures behind a window in the "closed tower" (**Architecture**).

RULES EFFECTS: This is a great spot for a watcher: take a 2-point Surveillance refresh here when you watch from this vantage point. A fall onto the courtyard does 11 points of Health; a fall off the sheer precipice on the other side of the battlement is either fatal or a good reason to max out **Preparedness** on that paraglider or BASE jumping chute under your coat.

IN A FIGHT: A suspiciously timed gust of wind sends you sprawling; enormous stone stanchions provide a kind of cover; a throw attack (***NBA***, p. 76) from here can be final (**Athletics** test to cling by your fingers, against a Difficulty equal to the roll plus spend on the throw).

IN A CHASE: Leap down onto red-tiled roofs below; skid on patches of standing water or ice; did I mention the fall? (Open)

COURTYARD

Doorways and arches in profusion lead onto this ancient space, with sight lines impossible. Incongruous modern signage hangs on medieval walls, a low chain tries its feeble best to keep the tourists on the path instead of wandering out to look at the dry well or the rusted machinery by the gate. The stone walls of the fortress seem to lean in on you; the patch of gray sky above is more insult than opening.

EXTRAS AND SUPPORTING CAST: Lots of tourists in loud national groups, bearded backpacking young people, ineffectual uniformed guard; Legacy (p. 40) looking for closure, Journalist (p. 120) or Medievalist (p. 122) as Battlements (p. 214).

CLUES: Surprisingly robust and up-to-date security camera over one door; those backpackers have military training; the sundial is actually sitting in the middle of a goëtic sigil (with a 1-point **Occult Studies** spend, the sigil is that of Buné, who appears as a great Dragon and "changes the place of the dead").

RULES EFFECTS: This courtyard is a classic rabbit trap: an ideal place to find someone trying to stay out of sight. The Difficulty of all **Surveillance** tests against targets in the courtyard (which is eventually everyone coming in or out of the castle, disregarding secret passages and vampiric climbing) lowers by 1.

IN A FIGHT: Murder holes in the tower or the wall overlook the courtyard to deadly effect; smash foes up against the stones; you're going to show up on YouTube even if your foes don't.

IN A CHASE: Rough walls make parkour climbing easy (Difficulty −1); or shinny up the rusted gate chains and over the barbican; crowds panic after the first shot is fired, perhaps blocking your pursuer. (Normal)

CRYPT

Dark and cool it is, here below the castle's mightiest tower. It might be close and stifling, thick with the dust of the dead, or there might be a suspicious draft — spoor of a secret passage to the outside. Carved effigies have worn down to humaniform shapes, saints in niches blackened to lurking shadows. A few large sarcophagi or tombs dominate the space, but centuries of the dead lie packed into the walls and under the flagstones.

EXTRAS AND SUPPORTING CAST: Blissed-out Goth tourist, antiquarian taking rubbings from the tombs, visibly nervous docent; the Hungarian (p. 94) "coincidentally" doing genealogical research here, Journalist (p. 120) or Medievalist (p. 122) as Battlements (p. 214), Tabloid Journalist (p. 134) soaking up color. If you're unlucky, one of Dracula's Brides (p. 57). If you're really, really unlucky, Dracula himself (p. 56).

CLUES: Fresh soil scattered over the stone floor; names and lineages on the tombstones help narrow down Dracula's true identity and perhaps indicate families you shouldn't trust today; the emblem of a dragon with its tail around its own throat, or possibly just a Cross of St. George in flames (**History** or **Occult** identifies the seals of the Order of the Dragon).

RULES EFFECTS: This is a *great* place for **Sense Trouble** tests, even if Dracula didn't leave a pack of ghouls or revenants here to watch his native soil. For example, there *shouldn't* be any rats here — anything left of these bodies desiccated long ago.

IN A FIGHT: Grab bones from an ossuary to use as horrible improvised stabbing weapons; muzzle flash looks weird and blue from the grave-damp down here; blood from wounds falls on the most suspicious of the sarcophagi and runs *right into* the crack.

IN A CHASE: Hop-vault-slide over the tomb; running up or down the narrow uneven stone steps full tilt costs 1 Health from random contusions; don't slip on the skull! (Cramped)

DUNGEON

Aside from a very narrow wall slit very high up, and a desultory fluorescent tube set somewhere in the vaults, darkness inhabits this savage cut in the rock. The walls are rough fill, not smooth stone, the floor slants appallingly, the ceiling disappears in

shadow and niter. One thick door stands open, bifurcating the thin corridor to the rest of the castle. This is where the lord of the castle put those he wished to disappear forever. And now you're here — probably without backup.

EXTRAS AND SUPPORTING CAST: Tourists arguing about *Dracula* and getting it wrong, docent or tourist a little *too* into descriptions of torture, black-metal musician getting inspiration; Black Site Interrogator (p. 104) or SRI Agent in Charge (p. 133) doing some eerie professional development, Journalist (p. 120) or Medievalist (p. 122) as Battlements (p. 214), Tabloid Journalist (p. 134) as Crypt.

CLUES: Graffito cut into the wall by an informative prisoner; corroded crosses (1-point spend of **Chemistry** notes they were once mirrored) embedded high in the wall to reflect sunlight down into the cell; luminol residue (**Chemistry** or **Criminology**) indicates that someone was looking for blood here not long ago.

RULES EFFECTS: If the dungeons are a network of cells instead of just one oubliette, remember that an **Archaeology** spend lets an Agent navigate the labyrinth. At night with the light out, the dungeon is Pitch Black.

IN A FIGHT: Hanging chains can be swung at foes; ghoulish exhibits of pokers and thumbscrews become improvised horrors; string a tripwire across the down-sloping passage leading here.

IN A CHASE: This is a dead end — don't get chased in here, or it becomes a fight! (Cramped)

GIFT SHOP

Ridiculous vampire tat is on sale everywhere: T-shirts, key chains, fake teeth, spoons, hats. Only slightly less awful are the refrigerator magnets, mugs, decals, sweatshirts, and collectible plates embossed with the castle's arms. The postcards and glossy calendars are almost forgivable. A few books and pamphlets, with wildly varying fonts and cover designs, desperately hold out on behalf of the written word.

EXTRAS AND SUPPORTING CAST: Sullen teenage or retiree cashier, the worst tourists yet, backpackers stocking up on water or sodas from the cooler; Balkans Specialist (p. 91) or Medievalist (p. 122) surreptitiously turning his own books face out.

CLUES: There's a surprisingly good plan of the castle for sale here; none of the "silver" spoons or bells or letter openers are, even those priced like they should be (**Chemistry**); one of the pamphlets seems to draw on inside information — tracking down the author might be fruitful.

RULES EFFECTS: Treat the clutch of tour books, histories, guides to the castle, etc., here as a dedicated 1-point pool for **Human Terrain** or **History** regarding this castle, this county, or Romania in general.

IN A FIGHT: A fistful of key chains makes a great sap (fist attack does −1 damage); toss the cash register like a medicine ball; jump into a rack of tchotchkes and bear it down on the foe (treat as smash attack for no extra points, damage −1 plus 1 for each point of Health you also lose).

IN A CHASE: Lift a baseball cap or a hoodie (or fake teeth!) for a quick disguise; stop cold behind the postcard spinner rack and hope to double back; shout "Stop! Thief!" at the fleeing foe and see if the big guy in line helps you out. (Normal)

HIDDEN CHAMBER

Behind a counterweighted stone wall, or under a hinged flagstone, or above a dropped ceiling, you find a hidden chamber (**Architecture** spend, usually). It's not on the maps or plans, and it might hold anything:

- A room painted blood red, with a pentagram on the floor in the center, suitable for Satanic rites. The paint job might date back to the 1890s, or be very recent. (See page 187 for possible Red Room effects.)
- A hidden dungeon, complete with rack and iron maiden.
- A significant coat of arms, with melted black candles, discreet bloodstains, and other signs of recent votive prayer.
- A large sarcophagus labeled *DRACULA*, decorated with a dragon.
- A very angry — or hungry — vampire, imprisoned here by Dracula centuries ago. If it can be reasoned with, it might be willing to tell what it knows, but it probably can't.
- An Edom listening post, with one watcher and one wet worker. Can you blow past the muscle before the canary sends an alarm?
- A full-fledged Edom command center, including a squad of lamplighters (p. 123).
- A secret passage out of the castle and into a nondescript ruined (or commercial) building nearby.

MUSEUM

Glass cases hold corroded daggers and gleaming brooches; tapestries hang from the walls to conceal modern climate control and wall finishes. Long-winded signs in Romanian and English accompany the exhibits, although some objects seem strangely unlabeled. Tall windows, widened during reconstruction, send light slanting across the room, but the high ceiling remains shadowed. The peculiar peristaltic rhythm of tour groups crowds the chamber one minute, and empties it the next.

EXTRAS AND SUPPORTING CAST: Docents repeating the history of the castle by rote, polite Indian or Japanese tour groups, knowledgeable (or pretentious) historian holding forth, rude Chinese or German tour groups, bored and officious guard, chattering tuned-out American tour groups; Legacy (p. 40) as Courtyard, Balkans Specialist (p. 91), Journalist (p. 120), or Medievalist (p. 122) as Battlements (p. 214).

CLUES: The "sword of Vlad III" on display is a recent forgery (**Art History** or **Archaeology**), implying that the real one is somewhere else; an unlabeled bust matches the Aytown portrait (p. 262); many of these artifacts are "on permanent loan" from the collection of a famously reclusive financier — is he an Edom friendly? A Conspiracy banker (**High Society**)?

RULES EFFECTS: Alarm systems range from Difficulty 2 to 6 against **Infiltration** tests, depending on the museum and the exhibit. The higher the Difficulty, the more suspicious the Agents should feel.

IN A FIGHT: Medieval weapons can still be used in combat; grab the guard's gun; swing a sign like a cricket bat.

IN A CHASE: Slow and mingle with the crowd, especially if the museum is more than two rooms long; smash a case to set off the alarm and slow your foe; up over the glass cases, through the window, and a dive into the moat. (Normal)

OFFICES

Jammed back in an old servant's room or secondary kitchen, the office tries to run the castle as a top-flight tourist attraction on a Balkan budget. Computers are old and balky, papers spill everywhere, and truly horrible coffee brews on a ring.

EXTRAS AND SUPPORTING CAST: Harried registrar suspecting her PhD in medieval art is going to waste, phlegmatic balding curator, college interns, elderly janitor who still moves like a veteran; Bureaucrat (p. 108) on a meet-and-greet or dropping in to inspect, Journalist (p. 120) as Battlements.

CLUES: Account books show who's really funding the restoration; memos detail sections of the castle on no account to be restored; an accurate and complete plan of the castle hangs on the wall or hides in a file cabinet.

RULES EFFECTS: You're not supposed to be back here, by the way: get those **Art History** ("I'm from the Victoria and Albert, actually"), **Cover**, or **Reassurance** spends ready.

IN A FIGHT: Scissors from an open drawer; swing the heavy obsolete phone on its thick obsolete cord; hide under a desk and shoot for their legs.

IN A CHASE: There's a staff entrance in the old postern gate you can get to from here; the offices give access to the interior stairs; run across the desks and send papers flying. (Cramped)

PRESERVED ROOMS

Restored to their 17th- or 18th-century glory, these rooms feature plastered walls instead of stonework, stained and leaded panes on the windows, and discreetly polished woodwork and wainscoting. The furniture, paintings, vases, tapestries, and occasional harpsichord are behind velvet ropes; a coconut-matting runner keeps the tourists in line and off the antique parquetry floors.

EXTRAS AND SUPPORTING CAST: Yet more tourists taking yet more pictures, docents very tired of questions about vampires, local art students looking poor and nervous; Bureaucrat (p. 108) showing off for investors or diplomats, Legacy (p. 40) as Courtyard, Journalist (p. 120) or Medievalist (p. 122) as Battlements (p. 214).

CLUES: The same four "tourists" have come in separately and left four times each over the last hour — they're waiting for someone; a very familiar modern face looms in a 17th-century portrait; the 18th-century books in the rosewood case are all from the same baronial collection auctioned in 1893 (1-point **History** spend) — could this be part of Dracula's library of English volumes?

RULES EFFECTS: Spotting possible secret compartments in the furniture without getting close to it is a **Conceal** test (Difficulty 4 or 5). Don't put core clues in secret compartments the Agents can't touch without a scam or a Filch test; if you do anyway, they are still somehow obvious with **Notice**, or after a failsafe test (***NBA***, p. 184) of **Filch**.

IN A FIGHT: Poles with velvet ropes still attached, used as bludgeons; shots now hurt priceless antiques; pull down a tapestry to bind and blind.

IN A CHASE: That tapestry trick again; heavy furniture secures a grapnel for rappelling out the window; polished floors are slippery. (Normal)

RUIN

This might be anything from a lowering, bat-infested Gothic nightmare to a few stones sticking up from a hilltop requiring **Archaeology** to spot. Stoker's manuscript implies near-complete devastation, but Dracula could be "regrowing" his fortress, feeding it through his uncanny connection to the bowels of the earth. If, as is entirely possible, Dracula has more than one castle bolt-hole, you needn't even explain it.

Either way, the ruin sits atop a crag, looming more than 300 meters over the gorge below. Three sides of the castle once abutted the precipice, but subsidence could have carried away whole walls and towers, now lying in jumbled devastation at the bottom of the sheer declivity.

EXTRAS AND SUPPORTING CAST: Backpacker, Romanian Army squad on exercise, surveyor, nobody at all; NATO Liaison (p. 125) inspired by history, Legacy (p. 40) as Courtyard, Informant (p. 95) or Medievalist (p. 122) as Battlements (p. 214).

CLUES: A basement, crypt, cellar, or vault lies intact underneath the ruination, though it may take earth-moving equipment (or vampire strength) to gain access; the unique geological properties of the crag provide an insight into the vampire's preternatural energies; boot prints tell the story of who's been up here recently.

RULES EFFECTS: Ruined or not, the castle utterly commands the landscape. Anyone approaching the castle is at +2 Difficulty (or −2 reduction to their Stealth Modifier) to reach the ruins without being observed by a lookout.

IN A FIGHT: You can still just as easily topple off a crumbled wall into the foaming gorge below you; the sound of gunshots is whipped away on the wind in this desolate place; big rocks to hurl at each other or use to smash fingers clinging to the crumbled wall; see also Battlements (p. 214).

IN A CHASE: Cling to precipice side of the wall and hang there unseen; suddenly fall into a crypt through a weakened wooden floor covered with furze; coming on the ruins at speed wrecks any wheeled vehicle whose driver fails a Difficulty 6 test of **Driving** (Difficulty 5 for off-road capacity vehicles). (Open)



GALATI

COOL: There are fragments of history here, but most of the city is new and anonymous, a maze of concrete towers and industrial wastelands. Cargo cranes rise against the sky like metal dinosaurs. You walk along the banks of the Danube by the port, imagining the *Czarina Catherine* landing here with the fleeing monster on board, but it's hard to reconcile that Gothic horror with the modern industrial landscape that surrounds you.

WARM: An unexpected murder echoes the book — in Stoker's manuscript the Count escapes his pursuers by having his agent, Hildesheim (p. 116), receive the box of earth from the *Czarina Catherine*, and then immediately give it to Petrof Skinsky, a river trader. Skinsky was then murdered and the box taken by servants of the Count. The Conspiracy might employ a similar method to throw the Agents off the trail by eliminating one of its own redundant nodes. Dracula might kill off the Arms Runner (p. 102) or a member of the Romanian Police (p. 154) in order to close off a line of investigation.

CONNECTIONS: Enquiries with **Law** (in local law firms or government offices) or **Human Terrain** (in the one remaining synagogue) brings the Agents to Hildesheim (p. 116); a **Flattery** spend also works. **Vampirology** or **Streetwise** (or VS242) points at the Fortified Monastery of St. Peter (p. 144).

The shipyard builds oil rigs and drilling equipment too, so the Petroleum Executive (p. 127) might be in town on business, as might the Volcanologist (p. 136). The Arms Runner (p. 102) might operate out of Galati; the Smuggler (p. 131) definitely has connections with the Slovak river clans.

GALATI: QUICK AND DIRTY

The largest port city on the Danube, Galati has been a nexus for trade and shipbuilding for centuries. The river makes it the gateway to the Romanian interior, so ore and metals from mining operations in the mountains come through here. The town was bombed by both the Luftwaffe and the Soviet Air Force during the Second World War, destroying much of its historic center.

POPULATION

250,000 (a little more than Orlando, Florida)

CONFLICT

Money from Romania's burgeoning technology and IT sectors runs headlong into organized crime; software piracy and computer espionage undercut the region's attempts to brand itself as the Silicon Valley of Eastern Europe.

BACKDROPS

GALATI SHIPYARD builds ships of up to 50,000 tons, including military vessels and oil tankers. Three adjoining yards construct smaller ships; the gigantic painting hall can be seen across the city.

the danube flows through Galati. The river isn't bridged this close to its mouth, but there is a car ferry and various private boats for quick escapes across the wide waste. Proposals for a tunnel linking Galati to the town of I. C. Bratianu have yet to come to fruition.

GALATI SKATING RINK: The largest indoor skating rink in Romania, with a seating capacity of 5,000. The venue's also used for conferences, festivals, concerts, and other events.

THREE HOOKS

- **War Profiteers:** Galati's only a few kilometers from the border with Moldova and Ukraine. Recent conflicts in that region open up the possibility for arms deals and other war profiteering through Galati.
- **Gulliver Festival:** Galati's puppet festival is an internationally famous event, drawing puppeteers from across Europe. In a world where unseen diabolic forces pull humanity's strings and all seems hopeless, a performance of the traditional version of the story where Punch comes out on top in a fight with the Devil may raise spirits. (And in an emergency, a wooden puppet could be used as an effective if undignified stake.)
- **Danube Flooding:** The Danube broke its banks in August of 2005, flooding several waterside districts of Galati. The floods took the lives of more than 30 people, and disrupted travel and communication throughout the northeast of the country.



PITESTI PRISON

Built under Antonescu's fascist regime, this grim facility housed between one and five thousand political prisoners of the Communist authorities of Romania after 1947. Many (though not all) of its initial prisoners were supporters of the Iron Guard. From November 1949 to May 1952, the Securitate and a former Iron Guardist-turned-Communist trustee named Eugen Turcanu imposed a re-education experiment in the prison. Its aim was not only to induce prisoners to abandon previous loyalties, but explicitly to alter their personalities to the point of absolute obedience. Techniques used included regular beatings, malnutrition, sleep deprivation, interrogation under torture, long hours of forced labor at humiliating tasks such as cleaning a floor with a rag clenched between one's teeth, forcing prisoners to torture each other, forcing prisoners to blaspheme objects they held sacred, and forcing prisoners to author autobiographies confessing to nonexistent crimes.

After a purge of the Romanian Interior Ministry in 1952, **T**urcanu was shot as a traitor, and the Gheorghiu-Dej regime blamed "American agents and Iron Guard remnants" for the "Pitesti Experiment." (The Securitate officers involved escaped all punishment until decades later.) The prison returned to more routine forms of torture and imprisonment of dissidents until the 1989 Revolution, since which time it has been abandoned.

COOL: The abandoned prison squats low and pallid in a sea of mud, wet gravel, and cracked concrete. Its white walls and black windows look strangely respectable, as clean as a rain-washed skull. A construction crane sits idle nearby, hanging over the roof like a rusting spider. You push open the creaking metal doors, passing the plaque trying to tell the world what happened here in tiny, dulled type. After leaving one or two tourists and a handful of elderly widows behind in the first few rooms you walk alone in a winding warren of dank hallways flanked by metal grilles and the occasional sealed door. The light fades, turning vomit-colored through tiny rusted mesh windows until it chokes out. Below the main prison level, an arched basement hunches. You stumble on iron rings embedded in poured cement and an almost physical level of darkness. Rats or something scrabble in the distance, and you can feel the weight of oppression and cruelty on your temples and in your spine. When you emerge, you straighten your shoulders from their unconscious crouch and blink in even the bilious, watery light.

WARM: Down in the basement, flashing your lights over blocky stanchions and slimy gratings in the floor, you **Notice** something. Something that tells you your hunch was correct, and Pitesti was part of Dracula's hideous history. It might be:

- bleached out by rat urine, the word *D R A C U L A* carved into a wall by a prisoner before his will shattered — **Languages (Romanian)** reminds you that *dracul* ("devil") might be coincidence, but not the Count's name
- the cup-and-drop heraldic flash of Operation Edom, cut into a nearly rotted wooden beam that once supported a torture engine — could a survivor of the 1940 mission have wound up here?
- a brief glimpse of color in this Stygian hole, a smear of bright crimson embedded between two flagstones — it's paint (**Chemistry, Art History**, or **Forensic Pathology**); a 1-point spend of either of the first two abilities in a lab tells you it's specifically red lead, caput mortuum, and cinnabar: the mixture for a Red Room (p. 187)
- a sudden vision experienced by the Agent who has most recently been Shaken by vampiric phenomena, or the Agent most recently bitten by a vampire (or the Psychic (p. 96) or Online Mystic (p. 126) if they've been dragged along): men in black cloaks, scourging prisoners, chanting something blasphemous, and the taste of blood. The stones, having absorbed vampiric sadism (or vampiric shattering), broadcast their horror to listeners forcibly tuned to the right wavelength. The vision triggers a 3-point Stability test, and provides any clues the Director sees fit to plant.

So what was happening here?

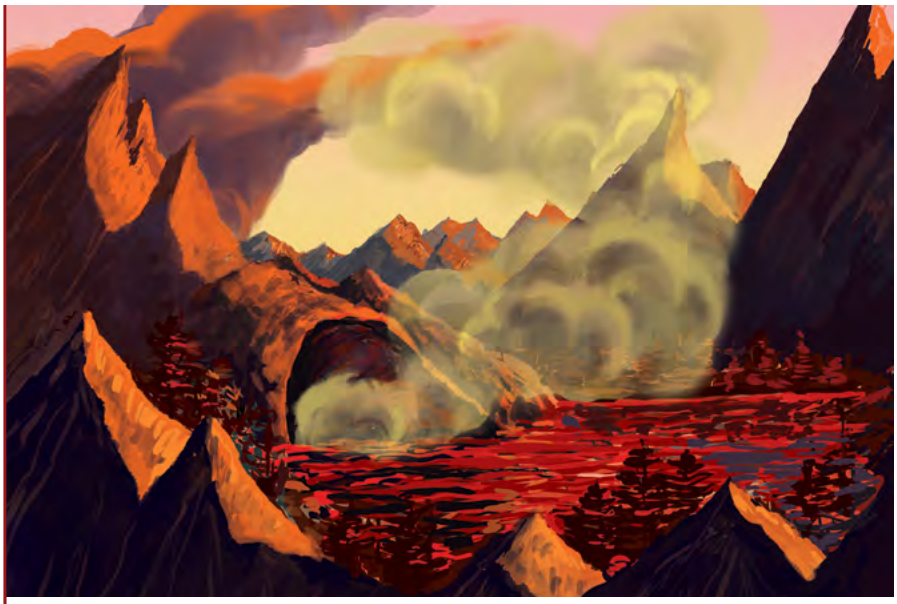
- *Pitesti was an attempt on the part of a beleaguered Communist government to recondition Renfields.* In this version of the story, Dracula was active in Romania after the failed 1940 mission, subverting or worming his way into the new Communist government. The authorities, beset by hundreds of Renfields, attempted to recondition and deprogram as many as they could. Yes, the methods were harsh — but they were attempting to break a vampire's hold; cruelty was required. The extent to which the Pitesti Experiment *worked* is left to the Director's discretion.

Perhaps the Communists used Edom research, captured or shared, to design Pitesti. The intended emotional effect is for the Agents to find themselves sympathizing with those who designed and ran Pitesti … maybe even think about duplicating their methods on others … and then reel back from the thought, feeling unclean.

- *Pitesti was an attempt by the Communist government to create soldiers as obedient as Renfields.* Beset by Dracula and his Renfields in the aftermath of 1940 and the Soviet takeover, Gheorghiu-Dej's government attempted to create its own army of perfectly loyal, perfectly obedient soldiers. The methods may have included dosing prisoners with vampire blood, Red Rooms (p. 187), exposure to the Báthory diary (p. 267), or other such means. This "deviationist supernaturalism," not its cruelty, is why the government purged the Interior Ministry and executed Turcanu.
- *Pitesti was Dracula's Renfield factory, or at least Dracula's factory farm.* In this version of the story, Dracula had suborned the Interior Ministry or Securitate by 1949, and Pitesti was his experiment in mass-producing Renfields at small cost to himself. Alternatively, Pitesti did indeed house those thought to be dangerous to the Dracula regime, and he snacked on them regularly, causing the side effects of perfect loyalty, perfect obedience, and false memories regarding how such loyalty and obedience were inculcated.

CONNECTIONS: The Anti-Communist (p. 81), Pensioner (p. 86), or the Iron Guardsman (p. 83) might have had a relative at Pitesti; they might provide background, or even a smuggled-out survivor narrative. The Bureaucrat (p. 108) knows where the bodies are buried, literally, as might a source in the SRI (p. 133 or 104). Any of the foregoing might simply lie about Pitesti, and set up a dead-end deathtrap for the Agents down in the dungeon dark.

DOSSIER REFERENCE: CU214



THE SCHOLOMANCE

As Van Helsing helpfully reminds us, the Scholomance is a cave where the Devil holds his school, keeping the tenth pupil as his servant. Dracula, Van Helsing says, attended the Scholomance in life; whether he escaped the Devil or serves him now remains unknown.

Agents looking for the Scholomance have only the mention of "Lake Hermannstadt" to go on; there is no such lake, and Hermannstadt is now called Sibiu (see sidebar, p. 221). Use any method you like to narrow down the search if the players seem intent on adding magic, from a treasure map in the British Library (p. 184) or Ring (p. 172) to a careful illustration of the surrounding terrain in *Le Dragon Noir* (p. 273) or the Tepes Tapestries (p. 280). See *Finding Castle Dracula* (pp. 208–212) for more general tactics and possibilities.

Two possible Scholomance location types appear here: the "concealed" Scholomance, hidden within a resort town, and the "desolate" Scholomance, high in the Carpathian wastes. The effects of a "real" Scholomance apply in either case.

CONCEALED

Most of Romania's lakes accreted spas or resorts over the course of the 19th and 20th centuries. The Paltinis ski resort in the Carpathians above Sibiu is a classic example, founded by German tourists in 1894 and thriving now with 4 hotels, 6 chalets, 17 villas, and a number of private houses.

Lake Balea is a more remote glacial lake with a meteorological station and a search-and-rescue chalet, but accessible by cable car and home to a swanky, hipster Ice Hotel rebuilt every winter.

Ocna Sibiului (the "Mines of Sibiu") is a resort community northwest of Sibiu started in 1845 as the area's salt mines played out or collapsed. Fourteen salt lakes, many of them on the sites of ancient Dacian mines, dot the landscape, from the "Bottomless Lake" to Avram Iancu, the deepest lake in Romania (130 m), to the evocative "Black Lake." Ocna Sibiului lies in a valley, not in the mountains, but otherwise fits the bill.

And as the Online Mystic (p. 126) will tell you, these days the Scholomance is better known as an instance dungeon in *World of Warcraft*. That said, there are stories about criminal groups and even terrorist cells using Massively Multiplayer games as chatrooms — or even training simulations. Massively Open Online Courses in sorcery?

COOL: The gaily painted buildings and the bright tourist signs shimmer in the reflection of the lake you've found. You get a brief sense of some great force — a telluric perturbation? a drowned dragon? — but nothing disturbs the waters as you watch.

WARM: Agents with **Occult Studies** note the strange runes or Enochian glyphs buried in the advertising hoardings or "folk art" murals on the walls of the resorts. The older, 19th-century buildings are accessible and friendly,

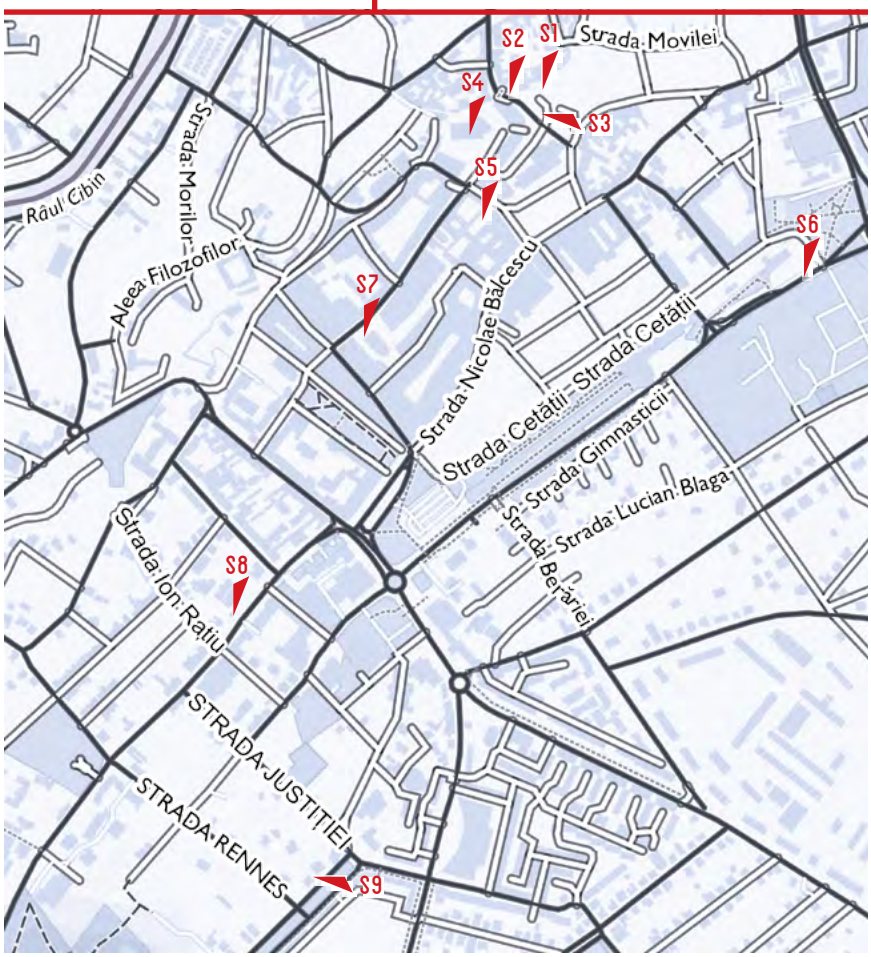
ASTRA National Museum Complex	S1
Bridge of Lies	S2
Piata Mica	S3
Lutheran Cathedral of Saint Mary	S4
Brukenthal National Museum	S5
Holy Trinity Metropolitan Cathedral	S6
Lucian Blaga University of Sibiu	S7
Haller Bastion (Gate of Corpses)	S8
Sibiu Museum of Hunting Weapons and Trophies	S9

but **Architecture** detects a few with thicker basement walls than the norm. Even some of the modern buildings glitter weirdly in the starlight, or by the full moon. The whole place seems weirdly like "the Village" from TV's *The Prisoner*; on these deliberately picturesque streets, wizards walk who know the secrets of the universe. **Surveillance** tests end in blank walls and smug cats; a 1-point spend of **Urban Survival** insists the town is subtly larger or at least different than it appears on the map. If nobody stops you, three days of **Cryptography** (1 point spent per day) solves the riddle of the glyphs and points the way to the basement or conveniently blocked off (*UNSAFE ROAD* signs aplenty) cave that leads to the original Scholomance.

Either the Conspiracy, the Solomonari (p. 74), or the actual Devil maintains this resort cover at great expense in cash, influence, and magic. Edom can't hope to match it. In the first case, the Scholomance is a high-level node in the Conspyramid, or is guarded by such: a Bride (p. 57), for example. A Solomonari resort uses only one or two resident Solomonars for security, but that's enough: here in their power base, they can see through every resident's eyes, reshape buildings with a hand-wave, and control everyone's mind if need be. If this is actually the Devil's town — well, your campaign is your own. Perhaps give the Agents a Difficulty 6 **Sense Trouble** test to notice that the inhabitants are all damned souls (smell like sulfur, town churches have no bells, etc.) and get out before nightfall. Trying to find the town again results in a blank spot on the map and a 4-point Stability test for everyone.

SIBIU





SIBIU: QUICK AND DIRTY

Situated at the heart of Romania, Sibiu, the Red City, is called one of the most idyllic places to live in all of Europe. The former center of Transylvanian Saxon (German) culture, Stoker refers to it as Hermannstadt. Its population is now less than 2% German.



POPULATION

147,000 (somewhat larger than Savannah, Georgia)

CONFLICT

Sibiu courts influence. A trade hub since the 14th century, Sibiu once served as the seat of the Transylvanian Diet, holds significance with the Romanian Orthodox Church, is the traditional coronation place for the "kings" of the Roma, and was the founding place of ASTRA — the Transylvanian Association for Romanian Literature and the Culture of the Romanian People. In the last century, it has blossomed into a center of education and culture, earning its place as a European Capital of Culture and a host city for the NATO Military Committee Conference. Even Klaus Iohannis, the current president of Romania, comes from Sibiu. Minds, money, and power pass through the city — which seems only natural, for if powerful forces still dwell at the Scholomance, then Sibiu is their terminal to the rest of the world.

BACKDROPS

ASTRA NATIONAL MUSEUM COMPLEX: Opened in 1905 at the ASTRA Palace in Sibiu, this group of museums includes (among others) the Museum of Traditional Folk Civilization and the Museum of Transylvanian Civilization. Although formed to safeguard Romanian culture, the united collection now includes such pieces as an Egyptian mummy, ancient Transylvanian religious artifacts, an open-air village representative of pre-industrial Romanian folk culture, and other relics from across the world.

FORTIFICATIONS: Two of Sibiu's three 16th-century ring walls still rise around the southeast corner of the city center. The outer ring is a red-clay brick wall 10 m tall. The inner ring includes several guard towers built by the German guilds, including the Haller Bastion over the "Gate of Corpses," so called because plague victims (alive and dead) exited the city through it. Old defensive tunnels and chambers run between, within, and below both walls.

HOLY TRINITY CATHEDRAL: Inspired by Hagia Sophia, this Romanian Orthodox basilica serves as the seat of the archbishop of Sibiu. Its baroque style starkly contrasts with the Gothic spires of nearby Sibiu Lutheran Cathedral, where Vlad Tepes' son Mihnea the Bad was assassinated in 1510 and lies buried behind the pipe organ.

THREE HOOKS

- In 2012 archaeologists discovered bronze weapons and tools, hundreds of silver coins, and a miniature iron chariot at a site in the path of a new highway. Since coming into the possession of the Brukenthal National Museum, several of the relics have quietly vanished, but then returned just as mysteriously. Are the artifacts being subjected to covert study, or being entirely replaced?
- The Sibiu Museum of Hunting Weapons and Trophies displays the collection of Royal Hunting Master Colonel August von Spiess (1864–1953). The museum accepts donations, but doesn't know what to make of them all, such as a distinctive Knife Set (p. 272), a supposed Vampire Hunting Kit (p. 281; currently displayed near a restroom), and a 16th-century prototype of one of Conrad Haas' multi-stage rockets.
- Local legend says that speaking a falsehood upon Sibiu's Bridge of Lies will cause the span to crumble, killing the liar. Vampires and other supernatural beings — especially those trying to pass as human — actively avoid the bridge, unwilling to test its curse.

DESOLATE

The largest glacial lake near Sibiu is the appropriately named Iezerul Mare ("Lake Great" or possibly "Lake of Howls"). It is one of several former volcanic calderas in the Cindrel Mountains filled by glacial runoff as the Ice Age ended (**Geology**); the whole area is a national park. Iezerul Mare sits atop the "Devil's Plateau," which seems significant in the context of the Devil's School.

The servants of the Scholomance can control the weather: imagery that shows never-breaking clouds or fog could pinpoint the Scholomance's lake beneath it.

The Conspiracy or Solomonari employ a watcher in the nearest forest ranger station, isolated village, or roadside police block. When the Agents go up the road to the Scholomance, the word goes up the chain to whoever commands it now.

COOL: The wind howls over the surface of the lake — even in high summer, it's bitingly cold here. You find a cave overlooking the lake, one that **Geology** tells you is a volcanic cleft, and make your way inside more to escape the wind than anything else. You scrabble down the loose shingle, flashlights flickering. At the back of the shaft is a fissure (1-point **Geology** spend), tightly closed now. Could a new earthquake open it up again? A 1-point **Archaeology** spend notices a few scratches near it; Greek letters reading *TARTARO*. Tartarus, the ancient hell of torture and giant monsters? "Tartars," a medieval reference to the Mongol Tatars, or to some other infernal predatory lords? Impossible to say.

WARM: At the back of the cavern, the rock takes a strange tromp l'oeil shift, as though you have walked around a corner in space-time or a wall of illusion. You stand in a circular chamber, with ten stone seats and a stone lectern carved in some primordial and inhuman style. Frescoes appear, shimmering on the stone walls; they look eerily similar to the Tepes Tapestries (p. 280). Suddenly it is very, very hot here.

Dracula or the Solomonari (or even the Devil) have as many cerneati (p. 66) guarding their school as there are Agents. They flow out of the shadows on the walls, ready to capture or kill depending on your notion of what should come next.

A desolate Scholomance may in fact be unguarded — erased from Dracula's mind by the Devil or the Solomonari, or simply always moving around the mountains to only be found by worthy murderers seeking knowledge. Like, you know, the Agents.

For a more naturalistic, low-key Scholomance, the fabled school is really just a deep chasm in the cave floor, a pit that reaches far down into the depths of the earth. Toxic fumes rise from the deeps. Stick your head in there and inhale deeply, like the Oracle of Delphi, and you'll get a lungful of telluric bacteria that might give you weird feverish visions, turn you into a vampire, or just kill you dead on the spot. Roughly one in ten people instantly die from this bacterial overdose, leading to the myth of the Devil taking one student out of ten as payment. (It's actually much more like nine in ten in the long run, but the idea of the Devil taking most of his victims months or years after they attended his school made little sense in a time before college tuition loans.)

EFFECTS OF THE SCHOLOMANCE

What exactly the Scholomance does when the Agents find it depends on you. Some possibilities:

- It provides the equivalent of a Red Room (p. 187).
- It allows free (or half-cost) casting of spells from *Le Dragon Noir* (p. 273). The schist in the walls substitutes for the crystal needed for the Earthquake spell (p. 274).
- The Agent with the highest **Occult Studies** can read *Le Dragon Noir* (p. 273) or any other occult book (except, possibly, the *Zohar* (p. 285)) even without the necessary language in her Languages slot.
- The Agent who has most recently killed a human can read any encrypted or coded text until sunrise. Then he has to kill again to recharge the ability.
- It allows communication with Dracula or a Solomonar as a clairvoyant connection, without Hypnosis (p. 31).
- It answers any one question about anyone in a state of sin, past or present, alive or dead or Un-Dead. The price for each answer is a human life, which must be taken before sunrise or the querent's life is forfeit instead.
- The Agents must make a Difficulty 6 **Stability** test (Difficulty 8 for an Agent with Mystery or similar as a Drive) or sit down on a stone bench. Once seated, they cannot leave the cavern until it holds ten people. At that point, they know intuitively that nine of them can leave after one of them dies.
- For volcanic bacterial weirdness, treat it as something like super-anthrax.

TOXIC VOLCANIC BACTERIA

ONSET: inhaled or ingested; 30 minutes to 4 hours
TEST: Difficulty 6 Health (higher for increased doses)
MINOR: −3 Athletics, Shaken; lasts 10 minutes (or 3 rounds in combat time)
SEVERE: Totally incapacitated by hallucinations, Shaken, Hurt; lasts 1–4 days or until treated with high doses of broad-spectrum antibiotics. Take +3 damage per day.

Afterward, enjoy your disturbing uncontrollable psychic visions, painful garlic allergy and weakened resistance to vampiric mesmerism (+2 Difficulty to resist). Oh, and you're doomed to rise as a monstrous vampire after death, if enough of your body survives for the bacteria to animate.

CONNECTIONS

Besides the guards assigned to watch the Scholomance entrance (Ruvari Szgany (p. 147), wolves (***NBA***, p. 155), Romsilva rangers (p. 154; use Gendarme; ***NBA***, p. 69)), others might know of the Scholomance. The Medievalist (p. 122) could uncover references to it in a medieval manuscript, the Tour Guide (p. 135) or Psychic (p. 96) might know it from memory or obsessive research, the Caldwell Foundation (p. 160) or NIEP (p. 151) might be its guardian nodes.

DOSSIER REFERENCE: VS194

STRASBA ORPHANAGE

Unless you have a specific other location in mind for this facility, it's in one of the more horrendous concrete warrens in Bucharest.

COOL: Only a small part of this huge building is still in use. Endless dark corridors, crumbling stairwells, dormitories crammed with broken beds and stained mattresses, filthy windows that don't let the light in. The nursery is as silent now as it was when this place was in use — you remember reading that infants here stopped crying because no one ever came, no matter how long they howled.

The only residents here now are those who couldn't leave; they watch you suspiciously from the upper levels, pale faces like living ghosts pressed against the windows.

WARM: Vampires may have fed on the orphans before this place was shut down; **Bureaucracy** gets access to the poorly kept records, while **Research** identifies potential victims. **Architecture** or **Vampirology** spots the anomalous presence of a chapel on the grounds, even though this place was built during the Communist regime; **Reassurance** gets half-remembered stories of weird cargo-cult rituals invented by the orphans in the middle of the night, passed down from one generation to the next as ways to hide from the monsters.

The ruined portions of the orphanage make for a spooky background for a hunt or chase sequence, perhaps against a starved strix or feral vampire.

If Edom operates Heal the Children, Strasba was used as a test center for human trials of the Seward Serum, and the results are buried in a mass grave in an old cistern beneath the orphanage grounds; **Architecture** or **Archaeology** finds it, and **Forensic Pathology** discovers that some of the bodies were hideously contorted and mangled by an *internal* force, as if they were given inhuman strength they could not control.



Alternatively, the orphanage might have been one of a series of psychic "listening posts," when Edom tried monitoring the dreams of children in the hopes of tapping into the telepathic channels between Dracula and his agents.

If the Conspiracy still uses this place as a factory farm, then there are parts of the building that can only be reached through concealed entrances. From the outside, it looks empty and abandoned, but there are still children trapped here. As far as the government is concerned, they all died years ago. No one outside the Conspiracy knows they exist, no one's going to come looking for them, and no one's going to rescue them — until the Agents roll into town.

CONNECTIONS: Heal the Children (p. 150) operates the orphanage; Dr. Jacqueline Seward (p. 47) may be working here as a doctor. Her ancestor John Seward passed by Strasba (**HO245**) when pursuing Dracula, so Dracula's Castle (p. 207) may be nearby. Ruvari Szgany looters have stripped most valuable items from the abandoned sections of the orphanage, but some might still be encountered on the grounds.

A child's diary kept on a scavenged copybook describes a dream encounter with a vampire; decoding it with **Languages** gives clues to the identity of a Conspiracy agent.

DOSSIER REFERENCE: CU229, **HO245**

ROMANIA: ETHNIC FAULTLINES

What's the difference between a Hungarian and a Romanian? Both of them will sell you their grandmothers, but the Hungarian will deliver.

— traditional Polish joke

Transylvania is contentious territory; long disputed between Romania and Hungary, it also housed a considerable German minority for centuries, as well as Jewish and Roma communities. It last passed from Hungary to Romania in 1945 after World War II, and the very idea of "native soil" depends on just who claims to be a native. Accordingly, many locals think in broad stereotypes, exploitable by cunning Agents. The original *Dracula* text itself is also a product of its era, reflecting either Bram Stoker's own ability to capture popular fears of foreigners flooding into England, or Edom's own upper-class paranoia about the alien devilries it had unleashed.

Hungarians are generally seen by the Romanian majority as snooty and elitist, and possibly with "foreign" loyalties. The remaining Hungarian minority is 1.2 million people, disproportionately located in Transylvania, with hundreds of thousands more in Hungary itself and increasing numbers emigrating. They traditionally look down on Romanians as uneducated "Slavic" peasants; a good way to manipulate a Hungarian asset is to imply that a Romanian is smarter than him, while a good way to draw a Romanian asset is to suggest a way to con a Hungarian. The

historical Vlad III was of Romanian blood; born in a Hungarian Transylvanian area, his father contended brutally with the Hungarian king. Dracula may take either side of the Hungarian/Romanian divide, or see himself as a monarch far above such concerns.

Transylvanian Saxons (Siebenbürger Sachsen in German, Sasi in Romanian) made up the majority of Romania's 800,000 ethnic Germans in the 1930s. The descendents of medieval settlers, they, like the Hungarian nobility, saw the Romanians as serfs, and maintained tough class distinctions right up until WWII. Many Saxons were ardent Nazis, and they volunteered for the SS in large numbers. After the war many fled, while the Soviets forcibly deported others to labor camps; today they number barely 36,000 in Romania itself. A Transylvanian Saxon background is a good way to give a seemingly German or American NPC a Romanian tie: the Former Gehlen Org (p. 82) may well be ethnically German but born in Romania, while the Neo-Nazi (p. 85) is another likely contender, as is the original Van Helsing himself if he was secretly a German agent. Saxon attitudes toward the Romanians are likely to be accentuated by vampirism; if Dracula was a German noble then his desire to take over England is motivated as much by ethnic snobbery as practicality.

Albanians and **Turks** (or **Gagauz**) are small minorities, but significant because of their traditional Islamic faith. They are the priority targets for recruitment by Al-Qaeda in Rûm (p. 148), not least because of their coveted status as "white Muslims," and the subject of widespread discrimination from Romanians. Albanians are very widely seen across Eastern Europe as habitual criminals, and the numerous Albanian Mafia groups (many operating in the legal gray zone of Kosovo) may be a potential ally against the Romanian mafia, their rivals. Whoever Dracula was in life, he probably fought the Turks; they might therefore disproportionately figure among his victims today, or he may now be above such concerns.

Roma or "Gypsies" are the target of massive racism across Europe, but particularly in the Balkans, where they are stereotyped as thieves, liars, and, even today, baby stealers. "Dirty like a Gypsy" is a common expression. The level of intense hatred and prejudice against the Roma and Sinti (the main two "Gypsy" groups) may shock American, or even English, Agents. The Roma were literally enslaved in Romania for centuries, and completely freed only in 1856. Modern Romanian proposals in recent years have included stripping the Roma of citizenship and building concrete walls to separate Roma from "decent Romanians."

Accordingly, some Directors may feel uncomfortable using the Ruvari Sgzany (p. 147) as bad guys, especially since Stoker's "gypsies" live up to many of the worst stereotypes. (Instead, switch them out for the Slovak river pirate gangs, or a Romanian mafia "Wolves" clan.) Their role as just one among many Roma clans should be emphasized, and other Roma may be offended at the Agents' assumption that they're all the same, that they all know each other, or that they all serve ancient vampiric masters. The constant, grinding prejudice of other Eastern Europeans against the Roma can be played up; under such circumstances, serving Dracula may even seem like a logical choice — he may be a bloodsucking monstrosity, but at least he isn't a neo-Nazi (probably). For a particularly sharp twist, the Ruvari Szgany *brought* Dracula to Europe during the great Roma migration of the 10th and 11th centuries, and he isn't Romanian at all, but a Northern Indian prince, perhaps a cultured ally of the Agents …

There were nearly three-quarters of a million **Jews** in Romania in 1930; today there are around 3,000. Although the Romanian government was intensely anti-Semitic, and the fascist Iron Guard killed thousands of Jews, Romania stopped short of genocide. Jews in Romania itself survived the war in large numbers, with around 300,000 leaving after 1945. In the parts of Russia it occupied, however, the Romanian Army was crueller even than the German, wiping out 95 percent of the Jewish population. American NPCs, in particular, may well be of Romanian or Hungarian Jewish descent. Anti-Semitism in modern Romania is relatively weak compared to Hungary, but still present.

The original *Dracula* text has noticeable anti-Semitic undertones, with Dracula echoing fears of Jewish immigration to England. The imagery of the vampiric Jew, already present in Eastern Europe, became common in Nazi propaganda. Stoker himself was a liberal and mild philo-Semite, and the imagery is unlikely to be conscious; it might also have been deliberately added by Edom to distract from Dracula's real nature. Directors wanting to avoid any such implications might make Dracula's medieval anti-Semitism clear, emphasize the extremely *English* nature of the international finance in the book's plot, or make Dracula's only sympathetic moments his well-established tendency to chew through Jew-hating Nazis and al-Qaeda like an all-you-can-eat buffet.

ARGENTINA

A jaunt to South America can be a fun change of setting if your players are tired of interrogating old spies in England and running around haunted castles in Romania. Several clues point toward Argentina:

- Quincey Morris traveled here extensively, sometimes accompanied by Jack Seward and Arthur Holmwood (**CU70**, **HO140**).
- Carmilla Rojas (p. 46) might lead, point, or rendition the Agents to Argentina.
- The Former Gehlen Org (p. 82) officer might talk about Nazi scientists or Iron Guard members (including the Echipa Mortii, p. 149) who escaped to South America.
- Examining (**Accounting, Traffic Analysis**) any of the Conspiracy's transportation or financial nodes — Axel Logistics (p. 141), HGD Shipping (p. 145), Klopstock & Billreuth (p. 145) — might show a lot of anomalous cargoes or transactions in Argentina.
- Many of the ratlines that brought Nazis out of Germany were organized by priests within the Catholic Church; suppressed records in the Vatican (or maybe in the Fortified Monastery of St. Peter, p. 144) describe attempts by the Church to use ex-Nazis to fight the spread of Communism (and have files on their successors such as the Neo-Nazi, p. 85). Rather like, one might say, Edom's plan to use Dracula to fight the Nazis, and about equally well thought out.

If a side trip to South America doesn't fit with your campaign, work this material into a flashback or an account given by a Network contact or as part of interrogating an Edom operative or Conspiracy minion.



COOL: An old dirt track rises into the mountains of Patagonia, in the Malargüe region. The air grows thin as you ascend, and the pampas spread out beneath and behind you under the open skies of Argentina. The locals spoke of an old mine — some say it was a military base — now abandoned in these hills. After a long search, you find what remains— a few lonely huts, overgrown and rusted. Exploring, you find scientific notes written in German. They were studying the bats that live in the great Caverna de las Brujas cave system that extends under these hills, as well as seismic activity. As far as you can gather, their work began here in 1946, but was suddenly abandoned in 1967. As dusk draws in, thousands of bats emerge from fissures in the mountainside and wheel above you, following some course or signal you cannot discern.

WARM: The Malargüe camp's still in use. Take your pick from:

- a colony of Nazis, either the descendants of the original fugitives, or immortal Nazi Renfields, or weird science–dhampirs created from genetically modified bats. They might possess secrets about the nature of vampirism — or be psychically controlled from afar by Dracula. (See *They Saved Hitler's Blood!* on p. 320 for much more.)
- a secret American research facility like Camp Midnight (p. 252), or even a Guantanamo Bay for vampires. Guards and security personnel (probably CIA paramilitaries; Special Operations Soldiers, ***NBA***, p. 70) are here in company strength at least (80–250 soldiers). If Quincey Morris was an American asset back in 1894 (p. 36), he's the patron saint of this facility. They may have used Nazi researchers obtained via Operation Paperclip to further their research into vampirism, and recruited fugitive Edom agents who got burned by the 1977 mole hunt.
- an Edom research facility — as above, only a little shabbier — and the platoon-strength (15–30) guard force (*Proserpine* ratings, p. 54) has slightly smaller guns and drinks more tea. "Dr. Drawes" (p. 50) or Fort (p. 51) might be present at the facility.
- a Conspiracy-run mine and/or vampire cult, established by Julius Popper. Popper was a Bucharest-born explorer and engineer who became involved in the Tierra del Fuego gold rush in 1884. His expedition to find gold grew into a private army that precipitated the genocide of the native people. He was hugely wealthy when he died mysteriously in Buenos Aires at the age of 35 in 1893. Clearly, he was one of

Dracula's agents, and his money was funneled back to Romania to add to the Count's coffers of ancient coins. Was Quincey Morris responsible for his death, or did Popper rise again as a vampire?

CONNECTIONS: Research notes mention work done by Van Helsing and give his former address in Amsterdam (p. 243). Tracing gold from the mine with **Accounting** tracks it to Klopstock & Billreuth (p. 145). Carmilla Rojas (p. 46) might turn up here — either as a guide, or to get the Agents out of a jam, or maybe she's actually running the show.

DOSSIER REFERENCE: CU70, HO102, **HO140**, CU219

GERMANY

Harker and Morris pass through Munich on their way to Transylvania; the Dolingen Tomb (p. 227) is outside that city. The Agents may have their own reasons to investigate German cemeteries and archives, especially if the German vampire program (p. 75) is in play.



DEAD HOUSE, MUNICH —

Fear of premature burial was rife in the 18th and 19th centuries, and many states in Germany passed laws requiring that burials be delayed by at least 24 hours after apparent death. Corpses were therefore kept under observation for up to three days in case they showed faint signs of life. The Munich Dead House (or Leichenhaus, or Vitae Dubiae Asylum, a "hospital for doubtful life") was an especially well-known example of this practice. Here, the dead of the city were laid out on slabs, and strings connected the fingers and toes of each corpse to a musical organ. If the corpse awoke (or, as was infinitely more common, putrefaction and swelling caused the limbs to move, especially at night), the twitching of the limbs would trigger the organ.

VS9 notes that Harker visited the Dead House on his way to Castle Dracula.

COOL: The building is still a house for the dead — now, though, it's a conventional mortuary. Bluffing your way in, you spend hours examining the recently deceased. The chill of the death room works its way into your bones, but you don't find anything of note.

WARM: Harker may have glimpsed Count Dracula in the Dead House, and Van Helsing attributes the power of necromancy to the vampire. Put the two together, and perhaps the Dead House was an occult divination engine employed by the Count — he could interrogate a dozen corpses at once by listening to the ghastly symphony made by the thrashing of their reanimated limbs. While the original necromantic organ is gone, there might be a similar setup in the dungeon of Castle Dracula (p. 207) or the "Black Light" interrogation facility (p. 204); plans or even wax cylinder recordings of the organ are buried in the mortuary records. Alternatively, the Dead House might be related to the origins of Orlok — the labs where he was made lie sealed beneath the mortuary, after the records of their existence were lost during World War II.

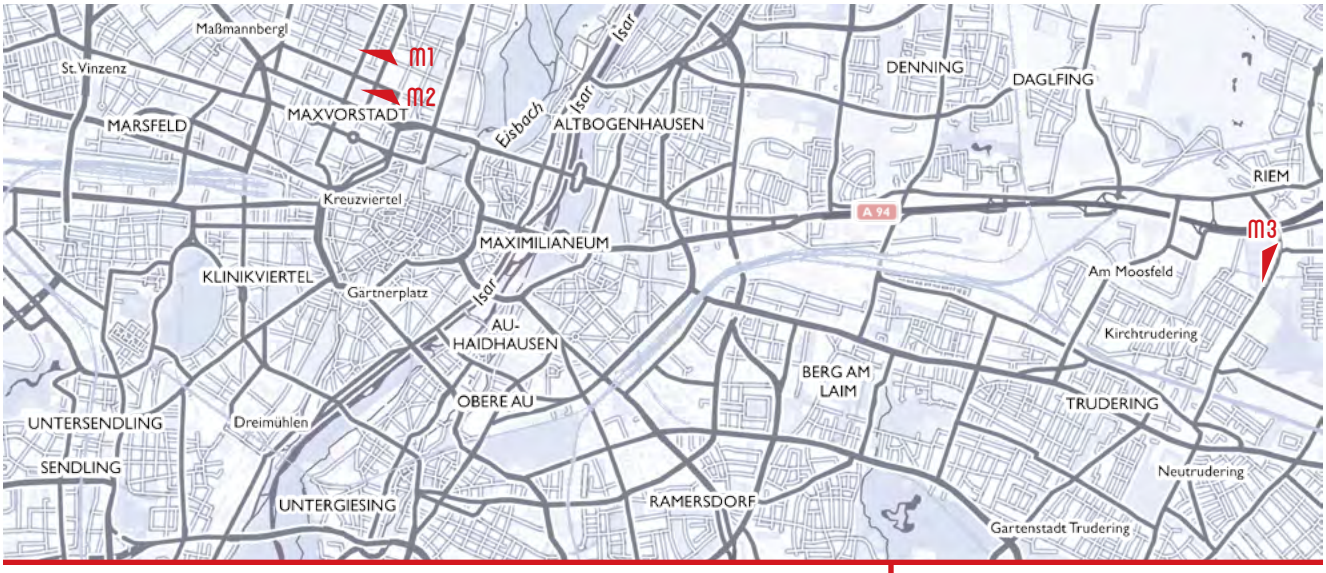
More recently, searching mortuary records with **Diagnosis, Research**, or **Vampirology** discovers likely victims of vampiric attacks. If Edom's in control of the attackers, then those victims may tie back to Al-Qaeda in Rûm (p. 148), or they might be collateral damage or enemies of the Conspiracy.

The night watchman of the mortuary, Herr Voller, is a fan of Gothic tales, especially necromancy. He also practices taxidermy, and his little office is full of stuffed bats, rats, and birds. **Vampirology** or **Occult Studies** gets him to enthusiastically (much too enthusiastically, in fact) share his notes and research, which may include clues to any of the above possibilities.

CONNECTIONS: The Sealed Coffin (p. 278) or a Vial of Blood (p. 284) might be in a forgotten storage basement. If the Former Gehlen Org (p. 82) dies, his body ends up here.

DOSSIER REFERENCE: **VS9**, CU53, CU167, CU222

MUNICH

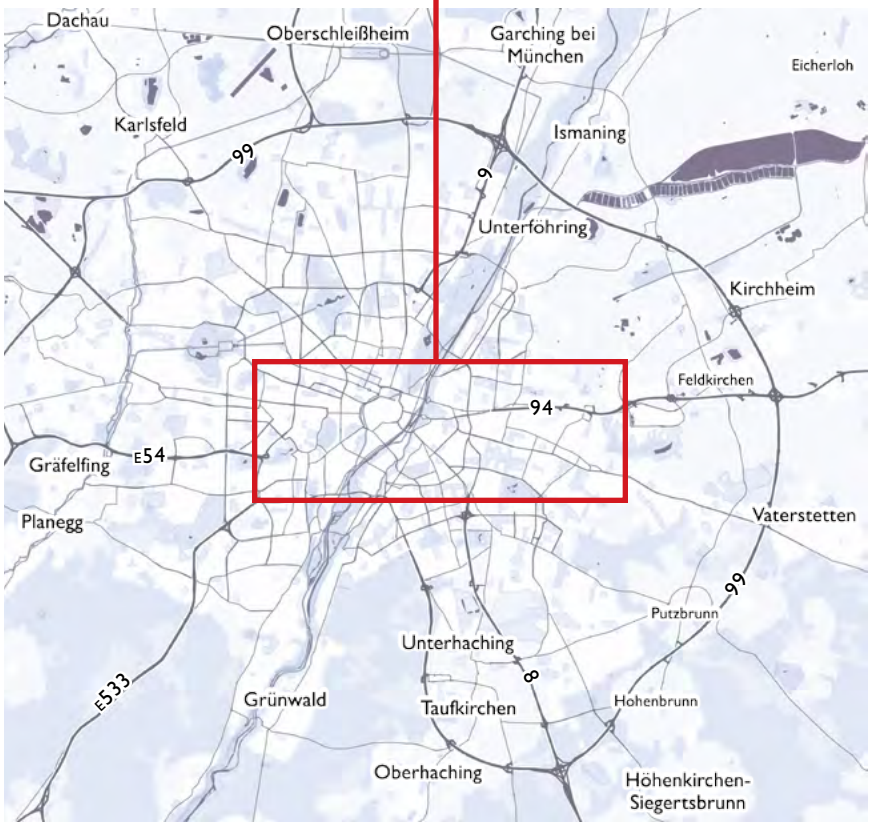


Alter Nordfriedhof	M1
Alte Pinakothek	M2
Munich Dead House	M3

DOLINGEN TOMB, MUNICH –

COOL: In an overgrown cemetery in the suburbs of Munich, now a haunt for wild dogs, you discover what remains of the original tomb — now little more than a fallen pile of marble. According to local traditions (**Negotiation** to offer the verger something to keep him talking), it was destroyed in a storm in the 19th century. A contemporary description of the tomb notes that it was the resting place of Countess Dolingen of Graz, who "sought and found death in 1801," and mentions a Russian inscription: "The dead travel fast." Nothing remains of the mysterious iron spike that once impaled the tomb.

WARM: Archaeology finds some long-buried remnants of the iron stake — analyzing it with **Chemistry** (or **Geology**, or **Fringe Science**) turns up some unusual chemical signatures, elemental traces — or weird occult symbols (**Occult Studies**). Perhaps it can be used as a psychic radio receiver, a compass needle that points to Countess Dolingen (p. 57) or a stake that can hold even an ancient vampire like Dracula. Just what does "sought and found death" mean in this case, anyway? Suicide, or did the countess complete the Become Vampire ritual from *Le Dragon Noir* (p. 273)?



Edom almost certainly visited the site in preparation for the 1940 mission, and may have remains from the Dolingen tomb in storage at Ring (p. 172). If the iron spike was a stake, who staked the countess? And why an inscription in Russian — was the countess originally Russian, or Russian Orthodox by faith?

Or is there some anti-vampire counterpart to Edom within the Russian intelligence apparatus (p. 76), a conspiracy dating back to the 18th century that still exists within the FSB? Were the vampire hunters agents of the Orthodox Church, possibly connected to the Fortified Monastery of St. Peter (p. 144) in Galati?

Mysterious medieval tunnel networks called erdstalls run underground in certain parts of Bavaria; digging in the



ruins of the tomb might uncover the entrance to such a passageway. Some erdstalls are so narrow that it's virtually impossible for an explorer to squeeze through, even though the tunnels expand out to more human proportions later on (almost as if they were made for shapeshifters or spirits). Maybe *one* Agent is small enough to get in, letting you run a solo dungeon crawl for that player as the Agent infiltrates the erdstall and finds a cache of occult relics / blood-drained child corpses / hidden Ahnenerbe files / a Báthory-esque blood bath that restores youth. And a whole lot of very aggressive rats, of course.

Even though the tomb was destroyed, the countess can still make use of the native soil here. She can rest here while in Germany on missions for the Conspiracy.

CONNECTIONS: The graveyard's isolated enough that it might be used for secret meetings—the BND Deep-Cover Agent (p. 105), Smuggler (p. 131), Arms Runner (p. 102), or Drug Boss (p. 113) might show up here. The Medievalist (p. 122) might have an academic interest in the tomb; the Seismologist (p. 100) or Volcanologist (p. 136) might be drawn by odd seismic disturbances.

DOSSIER REFERENCE: CU87, **HO165**, CU184

OLD PINAKOTHEK MUSEUM, MUNICH

COOL: Tourists and art lovers move reverently through the hushed galleries of the old art museum. Masterpieces by painters dead for 500 years stare down at you from the walls — a better sort of immortality, perhaps, than the pale unholy existence of the Un-Dead. You emerge with your spirits refreshed, but no closer to your quarry.

The museum also makes an excellent place to arrange a covert meet with the BND — or the CIA, the FSB, or anyone else with **Tradecraft**.

WARM: O most obscure of ***Night's Black Agents*** Investigative abilities — come forth, **Art History**, for this is your time to shine! Potential clues here:

- A 17th-century portrait of German alchemist Johann Baptist Gro**ß**schedel von Aicha posing in front of his bookshelves reveals that he owned a copy of *Le Dragon Noir*. Was it buried with him? (2-point spend of **Occult Studies** or **Research** locates his grave in Regensburg.)
- **Art History** (or **Vampirology**) spots the symbolic use of wild roses and garlic flowers in a picture of a church (St. Rumbold's Cathedral of the Archdiocese of Mechelen-Brussels (p. 141), perhaps, or the Hospital of St. Joseph and Ste. Mary (p. 230) in Budapest, or the Fortified Monastery of St. Peter (p. 144) in Galati), implying that that holy place is a sanctuary against the Un-Dead.
- Another portrait might reveal the original identity of one of Dracula's Brides, and give the Agents a clue to her native soil.
  - ➤ The resting place of Countess Dolingen of Graz is well known (p. 227) — still, spotting a portrait of her painted before she became a vampire can aid the Agents in identifying her.
  - ➤ Countess Ida Varkony may have been an ethnic Avar, judging by her name. Dracula includes the Avars as one of the invaders his ancestors defeated

(**HO46**) — might Ida have been a prize claimed in battle?

➤ The third Bride, Madame Saint Amand (if you're going with the Icelandic edition names as noted on p. 57) was likely French. It might have been a pseudonym — Saint Amand is, among other things, patron saint of vintners, and Dracula refers to Mina as his "wine-press."

■ The Pinakothek's exhibition space regularly hosts collections from other galleries. A retrospective on the works of Francis Aytown (p. 40) isn't a good fit for the Old Pinakothek, but its sister museum across the park, the New Pinakothek, covers 19th-and 20th-century works. The Portrait of Dracula (p. 275), Cameos of Dracula (p. 263), or Aytown's Photographic Studies (p. 262) might be on display, as might works by Linda or Viv Aytown (p. 100).



■ There's also a geological museum in the same complex as the Old Pinakothek, in case you want to trail more telluric vampire (p. 59) hints across the Agents' path.

CONNECTIONS: The Sculptor (p. 100) or the Hungarian (p. 94) at a reception; the Medievalist (p. 122), studying medieval art; any spies, having a quiet meeting in a public place.

DOSSIER REFERENCE: CU8, **HO84**

HONG KONG

For, let me tell you, he is known everywhere that men have been. In old Greece, in old Rome; he flourish in Germany all over, in France, in India, even in the Chersonese; and in China, so far from us in all ways, there even is he, and the peoples fear him at this day.

— Abraham Van Helsing

For over a century, Hong Kong has been the center of espionage in East Asia. From 1949–1980, while the mainland was virtually sealed and Soviet and Western penetration attempts alike ended up with nothing but dead agents and dead ends, the islands offered one of the few back channels into China.

Edom maintained a range of assets in the islands, from safe houses to a tamed jin-gui (p. 68), to pillaged relics of China's occult sciences (p. 265). Daoism has a strong belief in physical immortality; could the resurrection formula used to bring Dracula back in 1940 have its origins in Chinese research? The 1976 Tangshan earthquake, the deadliest of the 20th century, may have been the result of a failed Chinese attempt into telluric vampirism; if so, the 1977 mole hunt may have been prompted by a suspected link to the PRC via Hong Kong. For decades, too, China's only firm ally was tiny Albania, a self-proclaimed Maoist state; their alliance lasted from 1949 to fervent mutual denunciation in 1978 — just one year short of the 30 years that, in Albanian



folklore, is needed for the Un-Dead to transcend from fledgling to master vampire. Did Edom successfully frustrate a Sino-Albanian program to create a rival to Dracula?

MI6 was prepared for the 1997 handover to Beijing years in advance, preparing stay-behind agents in the new administration, thoroughly bugging government offices (both the obvious bugs for the sweepers to find, and the subtle ones for actual use) and erasing signs of its own operations from colonial records; Edom, however, may not have been so thorough.

The Agents are likely to be drawn to Hong Kong by its very distance from Europe. As they begin delving into Edom's secrets, the reaction in the UK will be to close archives, burn records, and eliminate loose ends; Hong Kong is further from their reach, and the process of cleansing slower and less effective. Archives here could reveal secrets Edom has long cleaned the traces of in Europe. As with Edward Snowden, it may also be the first port of call for potential whistleblowers, and perhaps a refuge for "Hopkins" (p. 117) or other defectors.

Part of Hong Kong's relative safety is its tight security, however, and subtlety is the watchword for local tradecraft. The islands are small and crowded and the coverage intense; all Heat gains here are *doubled*. Reckless Agents may find themselves named in the Communist press (specifically the *Ta Kung Pao* and *WenWei Pao* dailies, long funded from Beijing) as MI6 or CIA agents; ironically, possibly by CIA or MI6 assets at those same papers.

Any Edom storage facility or safe house in Hong Kong is located on reclaimed land, which now makes up about six percent of the islands, since it confuses the senses of vampires with its muddle of earth and sea, acting as a block (Difficulty 6). This means they're largely in shorefront areas, but if you anticipate an action scene, locate one in Hong Kong Disneyland (a storage cupboard, locked since the resort was built, or a secret room inside Cinderella's Castle) or at the Hong Kong International Airport (behind the interfaith chapel), both built on territory clutched back from the sea.

Other assets, Edom or otherwise, might be located in other Hong Kong backdrops.

THE HONG KONG PROTESTANT CEMETERY: Built on a series of terraces in the comfortably rich "Happy Valley," with the oldest graves at the bottom and remains removed for space reasons kept in an ossuary nearby. The Conspiracy may arrive here before the Agents, looking for necromantic assets; a 1940 or 1977 source may offer to meet them at his own "grave." The horses at the nearby racecourse make for terrifying vampiric assets, fed blood and let out to chase Agents down through the graves.

THE DRAGON GARDEN: Eight acres of privately owned, prestigiously maintained traditional gardens in the center of a crowded district, used to shoot the backdrop for the Bond film *The Man With the Golden Gun*. Is the intricate maze of hedges and small streams intended as an anti-vampiric ward? Why do the animal guardians carved into each corner sometimes seem to move? Why did the eccentric philanthropist who created it insist on using cedar and rowan wood for the houses, and what services was he knighted for in 1949?

THE 18 LEVELS OF HELL: Conveniently locatable in any Daoist pagoda you care to name — the massive Wong Tai Sin Temple doesn't have one in reality, but it *could* — this traditional diorama depicts the suffering of souls in Daoism's 18 hells in lurid detail, complete with striking amounts of blood. The weapons clutched in demonic hands may not be fakes, nor may some of the demons; the plaster victims might conceal very real bodies, living or dead.

DOSSIER REFERENCE: CU87, **CU191**

HUNGARY

The nation of Dracula's blood kin (**HO46**) occupied Transylvania from 1003 to 1526, from 1867 to 1918, and (partially) from 1940 to 1944.

HOSPITAL OF ST. JOSEPH AND STE. MARY, BUDAPEST –

COOL: The hospital is quiet and restful. Elderly nuns shuffle to and fro, caring for equally elderly patients. Disinfectant and incense from the dark chapel combine to almost mask the smell of death; this place is a hospice for the dying now. Votive candles burn low until their flames gutter out, one by one. Crucifixes on the wall hold the Savior frozen in a moment of agony. A younger nun asks who you've come to visit in a tone that conveys her sympathy at your impending bereavement.

WARM: A high stone wall surrounds the hospital's gardens, and you get a strong smell of garlic as soon as you arrive — it grows wild in the grounds here, it seems. The door to the hospital is sturdy and reinforced with iron. An old nun peers at you suspiciously from the threshold and mutters something under her breath in Hungarian; as you troop past her, she touches each of you with holy water, but offers no blessing to go with it.

Alternatively — Dracula's minions tracked Harker here in 1894, and the hospital was subverted by them, in which case there's no garlic and the old nun is suspiciously warm and welcoming, and bids them enter freely and of their own will; the vampire attacks come later in the night.

CONNECTIONS: Sister Agatha, the nurse who tended Jonathan Harker (**HO161**), kept a journal in which she dutifully transcribed all of Harker's ravings during his "brain fever"; that journal is safely locked away in the hospital's archives, but contains information about Castle Dracula (p. 207), Exeter (p. 167), and



anything Harker knew about Hawkins (p. 39) and his own involvement, if any. (In the Icelandic edition of the novel, Sister Agatha is extremely well informed about Dracula's goals and allies; the good fortune that brought Harker to this hospital may not have been at all accidental.) Permission to access the archives is obtained through a **Reassurance** spend and a letter from a Catholic Church official; breaking in isn't too hard — unless you're a vampire, as the hospital is a spiritual fortress against the Un-Dead.

DOSSIER REFERENCE: HO161

ICELAND

This most northerly NATO nation comes into play if the Agents are chasing down the anomalous Icelandic 1901 edition of *Dracula*. Like that edition, adventures in Iceland make up in wildness what they lack in seeming connection to the original 1894 operation.

BARNAFOSS

Located around 100 km north of Reykjavik, Barnafoss is one of many famous waterfalls in Iceland. The rushing waters emerge from the lava tunnels beneath the field of Hallmundarhraun and plunge into the river Hvita.

Barnafoss translates as "the waterfall of the children." According to the sagas, there was once a natural stone arch across the falls. Two children tried to follow their parents to Mass on Christmas Day by crossing the arch, but grew dizzy, fell into the waters, and vanished. Their distraught mother placed a curse on the arch so that the same fate would happen to anyone else who tried to cross; this curse endured until the arch was destroyed by an earthquake.

These days, it's on the tourist trail that also takes in the nearby village of Reykholt, home of 13th-century scholar and politician Snorri Sturluson.

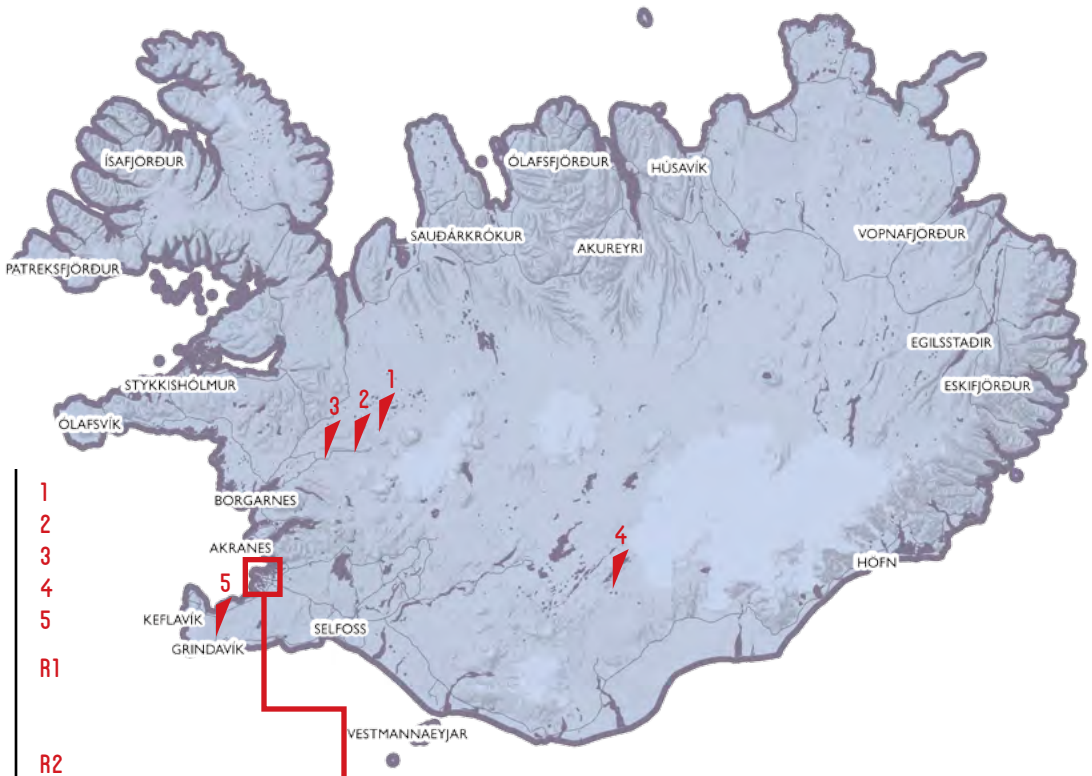


Vampirology suggests a connection between Barnafoss and the vampires — between the mysterious deaths, irresistible psychic commands, earthquakes, and religious elements, all you need is blood loss and bats for the vampire full house.

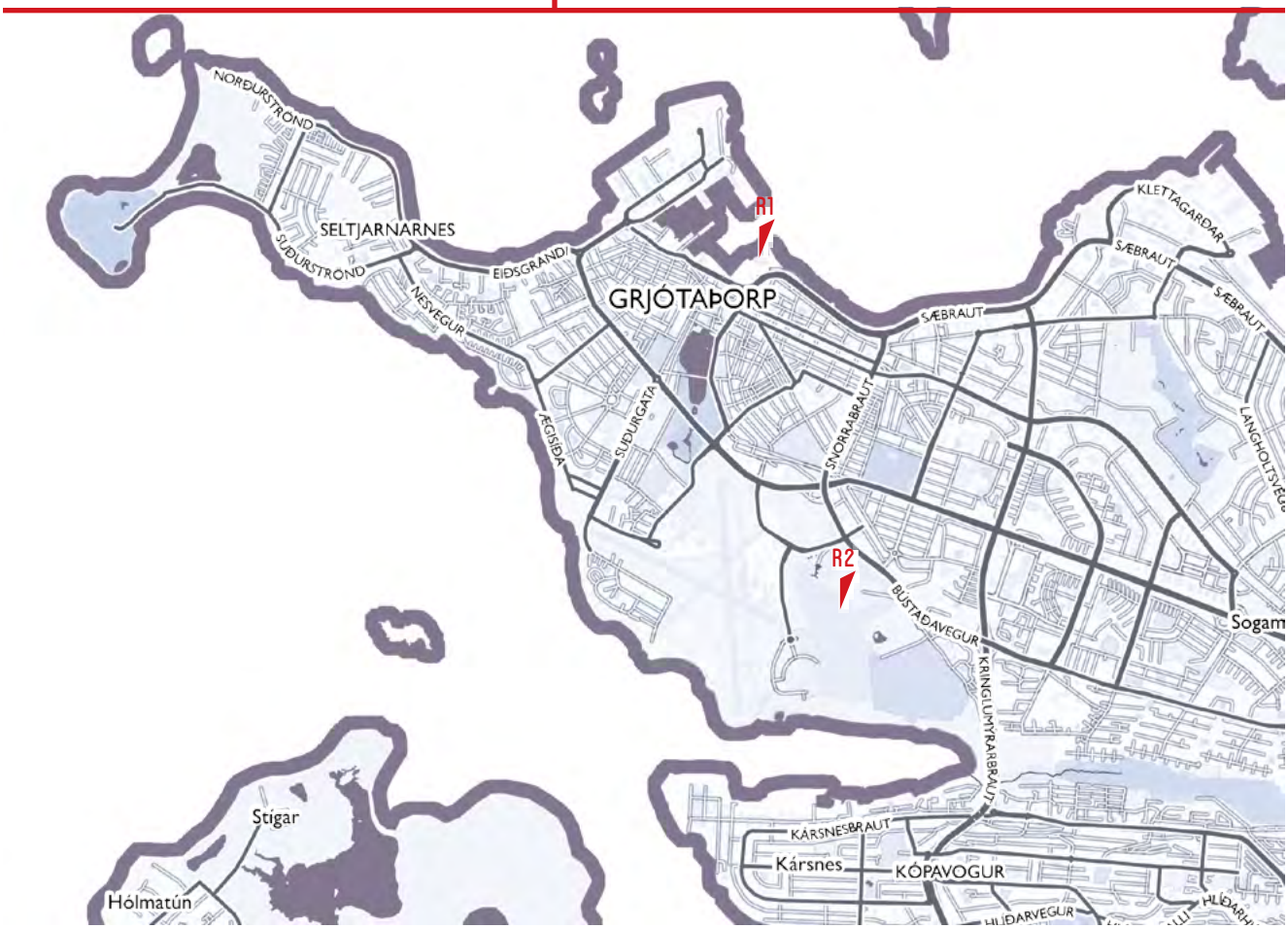
Electronic Surveillance or **Geology,** along with a **Preparedness** spend, let the Agents use ground-penetrating radar to map the network of lava tunnels behind Barnafoss. There are plenty of caves in the surrounding area, including the former bandit hideout of Surtshellir. They're still finding **(Archaeology)** medieval remains and bones in the caves — could there be a long-buried vampire coffin resting somewhere in the darkness?

Telluric vampire enthusiasts might wish to take samples of the Barnafoss water (**Chemistry**) — perhaps the mother's grief exposed her to vampiric infection, resulting in both the "curse" on the arch and the earthquake that later toppled it. Of course, the water running through the

ICELAND



Surtshellir caves	1
Barnafoss	2
Reykholt	3
Laki	4
Blue Lagoon	5
Harpa – Reykjavik Concert Hall and Conference Centre	R1
Perlan	R2



REYKJAVIK: QUICK AND DIRTY

Reykjavik is the capital of Iceland — two-thirds of the country's population live in or near the city. It's a modern European capital, with unusually low rates of crime or corruption — at least, until the recent financial crisis, when Icelandic banks crashed hard because they were overexposed, threatening to take the country's economy with them. The building boom has slowed, but it's still a prosperous and thriving city.

POPULATION

120,000 (about the same as Abilene, Texas; if you take the greater Reykjavik area into account, it's more like Des Moines, Iowa)

CONFLICT

The financial crisis shattered the faith of many Icelanders in their government, leading to the splintering of established political parties and sharper divides between pro- and anti-European union groups. Despite this upheaval, conflicts in Iceland remain civilized and peaceful — the country has virtually no violent organized crime.

BACKDROPS

- **BLUE LAGOON:** A geothermal spa and one of Iceland's most popular tourist attractions. It's halfway between Kelflavik airport and the city. Swim around in the warm, mineral-rich, milky-blue waters, have a drink at the bar, leave a package in one of the dressing-room lockers — or have an explosive shoot-out at the nearby methanol processing plant.
- **PERLAN:** The Pearl can be seen from anywhere in central Reykjavik — it's a cluster of geothermally heated hot-water tanks on a hill. In the 1990s, the government added a revolving restaurant, several high-end shops, and an exhibition space. Perlan's in the middle of a large park, making it an excellent venue for high-security meetings or large public events.
- **HARPA:** Iceland's national opera house, started at the height of the financial boom and left unfinished for several years after the crash. It's now complete (but the process was chaotic enough and the structure big enough for Edom or Dracula to build a secret vault or Red Room into the design). Again, perfect for high-society events and/or unholy Black Masses under the midnight sun.

THREE HOOKS

- In 1974, a young man named Gudmundur Einarsson vanished on his way home from a party. A year later, another man, Geirfinnur Einarsson (no relation) also disappeared. Police investigation focused on a group of four people who knew Gudmundur. Over many months of intense interrogation, including water torture and sleep deprivation, the four eventually confessed they murdered both Gudmundur and Geirfinnur — but these confessions remain questionable. Were the suspects made to remember false memories of the crimes? Where are the bodies? Who telephoned Geirfinnur Einarsson at home and convinced him to drive to the café near the airport where he abandoned his car? Why call in a German police interrogator to handle the investigation? Was Edom testing a new variant of the Seward Serum on Icelandic kids? Or was this some ghastly psychic echo of Dracula's evil, driving people to commit terrible acts?
- Drawing a connection between vampires and Icelandic legends of *huldufólk* is trivial — the "secret folk" live underground, hate crosses and churches, and are connected with the volcanic landscape of the island. Some stories even connect them to Lilith (p. 69). If you're going with telluric vampires (p. 59), then the huldufólk might be evidence of a secondary strain of the infection.
- Iceland's combination of low crime and high wealth makes it a tempting target for organized crime outfits looking to expand. The weak link in any such operation is usually their local contacts — Icelandic criminals are amateurs compared to their continental counterparts. Find the goon in the wooly jumper and use him to break into the Romanian mafia.

lava tubes makes this place a natural prison for vampires, much like HMS *Proserpine* (p. 169) or Slains Castle (p. 176).

If there have been vampire outbreaks in the past, then the archives at Reykholt (**Research**) might contain some clues — the church at Reykholt has been a center of Icelandic scholarship for centuries.

COOL: The milky-blue waters of the falls are wild and beautiful, but you passed five other equally dramatic waterfalls on your drive up here. The bleak desolation of the lava fields is unbroken by any sign of activity — there's no one here.

WARM: A few unexplained tourist deaths heat Barnafoss back up. Is the Conspiracy digging up vampiric relics in Surtshellir? Fire giants destroying the world with earthquakes and flaming swords could foreshadow the rise of Zalmoxis (p. 291), or a poison cloud rising from Laki (p. 234). Or has the vampire of the waterfall woken again? Perhaps, in her madness, she's dragging tourists to their deaths and feeding on them as they drown — a vampiric take on the myth of the *rusalka* or siren? (If you go down this route, use the incident at Dracula's castle where Harker encounters the mother of a stolen child as a reference — play her as a pathetic, broken monster, not a seductive horror like Dracula or his Brides).

There's also the Scandinavian myth of the neck (*nykr*, in Icelandic), a usually male water spirit that lured women or children into the waters with entrancing music — and was said to be especially active on certain feast days, including Christmas Eve. Offer one a gift of "three drops of blood," and he'll teach you his hypnotic music, so perhaps the children were payment for some devil's bargain. Now, the Conspiracy has made

the same offering, and the Agents must face off against a water-vampire *and* a Conspiracy operative who's obtained mind-control powers.

Of course, if there are vampires here, then there needs to be a scene where the Agents must resist the compulsion to throw themselves into the rushing waters, before they pursue the monsters through the lightless labyrinth of the lava tubes. Fighting the compulsion requires a Difficulty 6 **Stability** test (or maybe the compulsion is irresistible unless the Agents make an offering of blood, or pour holy water into the river, or somehow get the churchbells at Reykholt to sound at just the right moment to break the spell).

Traffic Analysis or **Interrogation** of Conspiracy assets at Barnafoss may point the Agents toward bigger operations at Reykjavik (above) or Laki (below).

CONNECTIONS: The Icelandic Diplomat (p. 119) could "coincidentally" show up here; the Seismologist (p. 100), Archaeologist (p. 292), or Volcanologist (p. 136) could be doing research in the caves or lava fields. The Medievalist (p. 122) might be at Reykholt nearby for that matter; perhaps the fabled *Makt Myrkranna* letters (p. 275) somehow ended up in the archives there.

DOSSIER REFERENCE: HO7, HO114

LAKI

The craters of Laki are a volcanically active region in Iceland. Head east from Reykjavik on the road — there's only one road in most of Iceland — and you'll arrive at the village of Kirkjubæjarklaustur, named for the monastery that once stood here. From the village, travel north into the national park, and you'll arrive at the sulfurous fissures of Laki. The fissures are part of the Grímsvötn volcano complex, although most of that is buried under the nearby glacier.

Why is Laki so infamous? Back in 1783, Laki erupted, spewing clouds of hydrofluoric acid and sulfur dioxide that killed half the island's lifestock. The resulting famine killed thousands of Icelanders; the global cooling triggered by the eruption is estimated to have killed six million people across the world (some historians argue that the bad harvests and hunger caused by Laki were a major trigger for the French Revolution).



If you're using the telluric vampire theory (p. 59), then Laki's a doomsday weapon waiting to be activated. Direct telluric energies this way, and it belches out a cloud of poison gas big enough to kill everyone in Iceland. Push another way, plunge the world into a new ice age. And, of course, if you just want to intimidate the governments of the world and show them you can do what you threaten, then another ash cloud like the 2010 Eyjafjallajökull eruption can ground air traffic throughout Europe for weeks.

Even if Dracula's a straightforward occult horror, there's got to be some supernatural mojo soaked into the volcanic soil here. The wrath of God vomited out of the depths here, smiting the world like the angel of death. This is a sacred and terrible place.

COOL: You drive up the trail through the national park, tires crunching the icy ground. The air smells of rotten eggs, and steam clouds billow into the sky from bubbling pools. You have to scramble over broken ground to reach the fissures themselves, like scars gouged in the earth. In the distance, orange parkas bright against the green-and-black of the ground, you spot another band of hardy tourists, exploring the craters. Are they watching you?

WARM: How important is Laki to Dracula? At medium-heat, there might just be a Conspiracy agent or two here, blending in with the tourists or locals. A scientist taking samples from the vents, or mapping lines of telluric energy. A mystic, muttering about elves and spirits. A tourist with a thick Romanian accent — *"This place is much like my homeland, yes?"* The Conspiracy can carry out low-key rituals or operations here without attracting too much attention — Iceland is big and empty, so you can sacrifice a victim or unearth a buried coffin covertly without worrying about being spotted.

If Laki's a site of major importance to the Conspiracy, then they'll secure the area more thoroughly. Triggering a volcanic eruption or gas plume with telluric powers or an Earthquake Device (p. 266) is one option, as is smuggling in a bunch of armed goons and just invading the park. Iceland has no army, and although the Police and the Coast Guard are armed and could both put up a fight, neither is set up to deal with this sort of crisis. Once Laki is secure, the vampires can swoop in and do whatever they're planning. Some sort of geological upheaval is certain, one way or the other — the Agents must deal with sulfurous clouds and gushes of boiling steam as well as armed gunmen as they race to thwart Dracula.

CONNECTIONS: The Volcanologist (p. 136) and Seismologist (p. 100) both know about Laki, or might be found here doing research. The Medievalist (p. 122) has also heard about the 1783 eruption. The United States had an air force base in Iceland for decades;

the CIA Agent (p. 91) or one of her minions might be running around here. Isolated parts of Iceland have been used for scientific purposes — the Apollo astronauts trained here before going off to collect moon rocks (p. 60), and if you wanted to test an earthquake device, here's the place to do it. The Ahnenerbe sent three expeditions here, and the British invasion of Iceland in 1940 pre-empted a fourth.

DOSSIER REFERENCE: HO192

IRELAND

Home to Bram Stoker, and ancestral land of the Westenra family, Ireland has also been a long nightmare for Britain's security services. Agents drawn to the emerald isle may simply be looking for heavy weapons from disused IRA caches, or investigating the background of Edom's scribe.



BRAM STOKER

Some players may try to end-run around Edom by investigating the supposed author of *Dracula*, Bram Stoker himself. The facts of his life are well known — he was the son of Abraham Stoker, and followed him into the civil service. He was an avid theatergoer, where he met the famous actor Henry Irving. Irving convinced Stoker to become his manager, and so Stoker and his wife Florence moved to London. In addition to his work in the theatre, he wrote numerous books of weird fiction, along with the riveting bodice-ripper *Duties of Clerks of Petty Sessions in Ireland*. He died of a stroke in 1912; he may have suffered from syphilis.

In between all that, he wrote *Dracula*. Stoker's Notes (p. 280) for the novel were auctioned after his death, and are now stored in the Rosenbach Museum in Philadelphia (p. 253). We drew on these notes when unredacting *Dracula*, so the notes might be genuine documents from his work with Edom, but they could equally be more disinformation — the idea of forcing Stoker to falsify his own working notes that would be released only after his death is the sort of overcomplicated malice that characterizes Edom. If there are more notes that haven't been made public, then use the *Makt Myrkanna* Correspondence (p. 275) as a guide when describing them. (The actual original manuscript of *Dracula* turned up in a barn in Pennsylvania some time around 1982 and is now owned by Paul Allen of Microsoft, in case you were wondering.)

In addition to Edom strongholds like Ring (p. 172) or Exeter (p. 167), there are places in Ireland where the Agents might find Stoker's trail:

- **Ely House, Dublin:** Formerly the residence of Bram's elder brother Thornley (who's a candidate for either "D," p. 49, an early Duke of Edom, or the real identity of Van Helsing, p. 33), this Georgian house in the heart of Dublin has been the headquarters of the Irish Knights of Columbanus, a.k.a. the Catholic Freemasons, since the 1920s. **Theology** or **High Society** gets access; any of Stoker's notes here are in an attic archive. They haven't been touched in decades, unless the Knights are a front for a Vatican vampire-hunting operation (p. 76), in which case this is probably a trap for Edom.
  - ➤ If you do go with the Thornley-as-Van-Helsing twist, then move the contents of Van Helsing's House (p. 243) here, minus the Dutch lesbian couple.
- **Dublin Castle:** Formerly the seat of British power in Ireland, now used mostly for ceremonial purposes by the Irish government. Stoker worked here as a clerk in his younger days, and if Edom had him working on Dracula-related material while in Ireland, they doubtless kept the documents in a secure room here. Getting access requires a suitable **Cover** or a **Bureaucracy** spend.

DOSSIER REFERENCE: VS2, **HO106**, HO110, HO167, HO254

DUN DREACH-FHOLA

Droch-fhola literally translates from Irish as "bad blood"; it refers to feuds between families. However, in 1961, the registrar of the Irish Folklore Commission, Seán Ó Súilleabháin mentioned a place called Dun Dreach-Fhola, the "castle of bad blood" or, as he put it, the "Castle of the Blood Visage." He claimed that it was inhabited by blood-drinking fairies, and was located somewhere in the Magillycuddy's Reeks mountains in Kerry, in the southwest of Ireland. Ó Suilleabháin never provided any further references or sources for this legend, and he never mentioned it again — nor have any other scholars been able to find any other references to the castle. The Irish Folklore Commission collected stories and oral traditions from across Ireland, so they might have inadvertently found a rumor about something much more sinister.

George Stoker (p. 10) was married to Agnes, the daughter of the clan chieftain Magillycuddy, whose family owned large parts of Kerry. The castle full of vampires might not have been a legend at all, but a misunderstood rumor about an Edom research facility in the largely unpopulated

mountains, similar to the facility in Argentina (p. 225). The name might have been a coincidence, or Stoker's private joke. Either way, it's obvious that Edom warned Ó Súilleabháin not to mention Dun Dreach-Fhola again.

COOL: On a dreary, damp hillside, you find a few ruined buildings. They look like farm buildings, maybe shelters for sheep. There are faint scorch marks on some walls, suggesting the place was burned down long ago. Closely examining one section, you find the faded remnants of a familiar badge — *PERVENIET CALIX*. The cup was fumbled here.

A little digging with **History** suggests the facility was destroyed during the Irish War of Independence in 1919.

WARM: As above, but the Edom research site was captured intact instead of being destroyed by the Republican forces. The contents were seized and locked away until after the war, when they were sent to nearby University College Cork (UCC) for analysis. The Irish government lacked the resources or desire to continue Edom's vampiric research — did they lock the Edom files and relics back up in the mountain fortress, or are the files from Dun Dreach-Fhola buried in the archives of the university? Or did they hand them over to the Vatican (p. 76), trusting in Rome to deal with what was clearly Protestant blasphemy and occult madness?



If the files are still in Dun Dreach-Fhola, the facility may be lightly guarded by the Irish Army, requiring a Difficulty 4 **Infiltration** test to sneak into the mostly derelict facility. If they're in UCC, then all that's needed is a suitable **Cover** and some **Research** fu to get into the restricted archives.

All that, of course, assumes that George Stoker just had blood samples and corpses in his laboratory. If he had an actual vampire (or live bacterial cultures, if you're going down that vein), then a monster may still be lurking in some cave or crypt in Kerry.

CONNECTIONS: The Edom facility at Dun Dreach-Fhola might have contained anything from some of the ***Hawkins Papers*** to a Vial of Blood (p. 284) or Sealed Coffin (p. 278), or even Renfield's Journal (p. 277). The Human Rights Activist (p. 118) might be visiting University College Cork to give a lecture, or to raise concerns about treatment of Romanian immigrants in Ireland. The Retired MI6 Computer Boffin (p. 99) attends the annual gaming convention in the university, like all good gamers.

DOSSIER REFERENCE: HO106

ISRAEL

Visiting Israel means the Agents are likely either on the trail of Lilith (p. 69) or of the Sayeret Aluka, Mossad's anti-vampire operatives (p. 75). The Hildesheim Legacy (p. 116) might point toward the Holy Land, or an ex–Shin Bet agent might just be looking for Safety.

BLACK SITE KHOSHEKH —

Buried deep in the Judean desert south of Beersheba lies a cluster of tents and stone buildings, camouflaged to melt into the red, dusty surroundings. From a distance one might think it inhabited by Bedouins, but a closer look and **Military Science** show this to be a well-armed, secret Israeli military installation. A 1-point **Military Science** spend notices the slightly more level spots of a mine field before the Difficulty 6 **Sense Trouble** tests need begin.

Named after the Hebrew word for "darkness," the black site buildings are well fortified against attack by humans or vampires: nothing but open sand and hawthorn scrub surrounds the compound, a clear field of fire (+2 to Suppressive Fire results thanks to enfilading fire lanes; heavy machine guns, +2 damage). The outer buildings house a platoon of Israeli Defense Forces personnel armed to the teeth, while the single main tent lies over the entrance to a sealed archaeological site below.

The dig permission records in the Hebrew University of Jerusalem (pulled up on a laptop or smartphone with **Research** or **Archaeology**) talk briefly about archaeologists entering in 2011, but no further digging has been allowed. (Who were those guys? Whoever you think they should be — use them to point to another vampire project, or to finger Edom's Middle East assets.) After a set of latitude and longitude coordinates,



the site record reads in full: "Unnamed. Poss. Essene or Samaritan. Ist-IIId CE. *AJ* 79:2. Unsafe. Permission needed from IDF Rescue." The *Archaeological Journal* citation is from 1922, and describes a hasty survey carried out the previous year "by permission of the Mandatory Trans-Jordan authority." (**Archaeology, History**, or **Military Science** identifies the British resident in Amman at that time as the archaeologist, mystic, and soldier T. E. Lawrence, "of Arabia.") It mentions a tomb built of stone blocks, carved with owls and "avian forms" and "an atypical Aramaic inscription," and identifies it as possibly Essene or Samaritan, from the 1st to 3rd centuries CE. It ends with the Biblical tag Isaiah 34:14 — the "Edom" prophecy, and the one place in the Bible to mention Lilith. It's therefore possible that this enigmatic record, pointed out by a helpful stranger in the British Library (p. 184) perhaps, is what drew the Agents into the desert in the first place.

If the Agents can pass the IDF guards and enter the tent, they see a prefab building next to a pile of reddish stone blocks — the tomb. The entrance has been restored or replaced, once more showcasing intricate carvings of owls and night birds as well as a single word in ancient Aramaic: *LILITH*.

COOL: The black site is an unsettling militarized location, with itchy soldiers ready to face down any comers. Agents require a **Network** contact high up in Mossad or the IDF — or, depending on the administration, the CIA or BND — to get access.

Once clear of the soldiers, the inside is similar to the "Black Light" Black Site (p. 204) in its state of the art, if smaller, detention facility dug out underneath the prefab building. Inside are a few Hezbollah, Hamas, and similar prisoners, as well as records of those who were detained there. A 2-point **Tradecraft** spend (or a very risky Difficulty 6 **Digital Intrusion** test) calls up this connection between Mossad and the CIA, who cooperatively manage the site as a fallback location in the "Black Light" network. The site's location is a coincidence, as far as anyone knows, and nobody goes into the tomb — nobody alive, anyway. That's where the bodies of "disappeared" prisoners go.

Agents allowed access can, with a bit of **Negotiation** (American cigarettes? Belgian chocolate?) and **Military Science** to ease the way, talk to the IDF troopers and get a sense of the psychic unease built up by years sitting on top of an ancient tomb, prepared for a battle that hasn't come.

WARM: Khoshekh has more in common with "Black Light" than its name — it's the vampire prison used by Sayeret Aluka, Israel's anti-vampire special operations team (Special Operations Soldiers; ***NBA***, p. 70). It has the same sorts of information, precautions, etc., as "Black Light" does, for much the same reason. The "fully interrogated" vampires aren't tossed into the tomb, however — they're staked out in the desert at dawn and set afire, to burn under the Eye of G-d. (Add some twisted and carbonized black bone fragments to the sand and hawthorn outside the base; a 2-point **Notice** spend sees them against the red rocks, and **Forensic Pathology** identifies them as burned human skeletal remains, possibly picking out an elongated canine tooth.)

The Sayeret Aluka loadout includes magazines of hawthorn ammunition (loaded into 9mm discarding sabots) and stakes milled to fit the under-barrel grenade launcher of their IMI Tavor X95 submachine guns (+1 damage, −1 for hawthorn) as well as more conventional ordnance. Their Glock 19 pistols can use the same ammunition.

Sneaking past a trained anti-infiltration unit in these close quarters is nearly impossible, but, if the players come up with some madly plausible scheme, give the **Infiltration** tests Difficulty 9 and let the dice fall where they may. Agents with **Explosive Devices** may be discouraged from sneaking into the tomb when they notice it's wired to blow with a brutal combo of Semtex and thermobaric artillery rounds. A 1-point spend notes the blast is all channeled inward. Trading information (**Negotiation** spends) with the CO is more likely to work.

Snaking between the stone blocks, and stepping over a shallow wooden bowl cemented face down in the path (1-point **Vampirology** spend notes it as an anti-Lilith measure), the Agents emerge in a low, beehive-shaped space lined with bluish rocks. **Geology** identifies the stone as marble, perhaps crushed from a pagan temple nearby (**Archaeology**). In the middle of the tomb is the mummified body of an ancient female vampire, either sleeping or dead or something worse. If the vampire is even roughly contemporaneous with the tomb (or with the Aramaic language), she's not old enough to be a Babylonian goddess — unless she "died" at a very old age. She is, however, old enough to be horribly dangerous if awakened — *don't* bleed on her. From the walls of the tomb hang vestments inscribed with Lilith's names; in niches reside scrolls full of the stories of the Goddess of Night.

These are all artifacts sought out by the modern Lilith (p. 69), daughter or wife to Dracula, and she will do or trade almost anything in her power to get her hands on them.

DOSSIER REFERENCE: CU173

ITALY

Sitting at the heart of the Mediterranean, Italy is a natural port of call for travelers to and from the Balkans. Its proximity to the mountainous core of Europe, created through the thrusting conflict of the European and African tectonic plates, leaves it prone to frequent and violent earthquake activity.

Seat of both the Roman Catholic Church and of several notorious crime syndicates, Italy runs the gamut of reputations. Agents may visit any number of archival and governmental establishments to gather information, seek out obscure records and esoterica, or secure evidence in pursuit of minions and masters of the Conspiracy.



CLASSENSE LIBRARY, RAVENNA

Near the center of Ravenna, along a one-way street frequented by bicycles and buzzing scooters, you face the imposing warehouse-like structure of the Classense Library, once a monastery and now the city library. A mosaic rectangle outside reads *Biblioteca Classense*, and a sign displays hours of opening. Heavy bars and shutters cover ground and second-story windows, somehow in conflict with the signs of welcome. The facing apartments sport colorful paintwork, bill posters, graffiti, and shuttered store fronts; the library appears solid and somber, somehow ageless.

COOL: You enter through a heavy black door into a reception punctuated with elegant decorations, paintings, and sculptures. Finely crafted bookshelves brim with hundreds of thousands of antique volumes, printed works, manuscripts, etchings, and maps. You can smell the unmistakable aroma of aging parchment and books, in spite of the carefully controlled humidity and air conditioning.

WARM: The expansive premises of the Classense Library hold in excess of 650,000 books, with volumes stretching back through ten centuries. The collection includes 12,000 items by Dante and a collection of correspondence from and to Lord Byron, who lived in Ravenna between 1819 and 1821. Byron's correspondence (**Research**) mentions and describes his encounters with vampires (possibly giving 1 rating point in Vampirology to an Agent without any) and points to the "suggestive Pliny" held in this very library.

A 1-point spend from a suitable Academic or Interpersonal ability provides access to the private collections. Scouring the stacks uncovers a copy of Pliny the Elder's *Naturalis Historia* printed at Venice by Johann and Wendelin of Speyer in 1469.

RAVENNA

Perched on the eastern extremity of Romagna — a modern interpretation of the Vulgar Latin name Romandìola, or "Little România" — the small port city of Ravenna has served as a passing point for poets, seers, and provocateurs.

Nostradamus mentions Ravenna several times in his 16th-century prophecies. Most significant to Agents with **Occult Studies**, Nostradamus' quatrain II:32 states that:

Milk as blood; vermin
will enshroud Dalmatia,
Conflict given,
plague from the Whale.
A great cry will sound
through all Slavonia,
Then a monster will be born
near and within Ravenna.

Nostradamus' word *grenouilles*, translated "vermin" above, literally means "frogs." From the context, this refers to the Biblical plague of frogs, seen in the Renaissance as self-renewing immortal beasts connected with secret knowledge.

The Emilia-Romagna region has experienced dozens of earthquakes over the last century, with the last Ravenna-specific quake a short distance offshore in 2012. The prediction may refer to some final vampiric apocalypse, the birth of a son and heir to Dracula (by Elizabeth Báthory (p. 65) or Lilith (p. 69) or Mina Harker), or some other final scheme of the Count.

Another possibility, of course, is that Nostradamus was referring to the Slovenian town of Ravne na Koroškem, a possible location for Castle Dolingen (p. 212).

This is the first printed copy of the uncorrected work that Pliny died (inside the crater of Vesuvius) before completing, and has since been described by scholars as "distinctly imperfect." The material in the sections on Roman mining works, ill-revised or perhaps outright apocryphal, make reference to conditions that result from accidents and tremors. Pliny references the consumption of human blood as a curative to the "sacred disease," a sickness noted to occur in those who survive the collapse of mines. Later editions more closely associate this condition with modern epilepsy.

Agent access to this rare volume provides a 2-point dedicated pool for Astronomy, Art History, Geology, Occult Studies, Pharmacy, or Vampirology, where a historical or classical perspective might offer insight.

CONNECTIONS: The liberal scattering of churches, libraries, and museums in Ravenna make the Classense a favored stomping ground for the Sculptor (p. 100) and Medievalist (p. 122), locked in passionate battle with shattered mosaics and fever-sketched letters.

A 1-point spend in **Military Science** highlights strong connections between Ravenna and the partisan movement of the Second World War. A tenuous trail of unrest, terrorist activity, and suspicious accidents might introduce Agents to the existence of, and possible threat posed by, Operation Gladio (p. 163).

DOSSIER REFERENCE: CU190

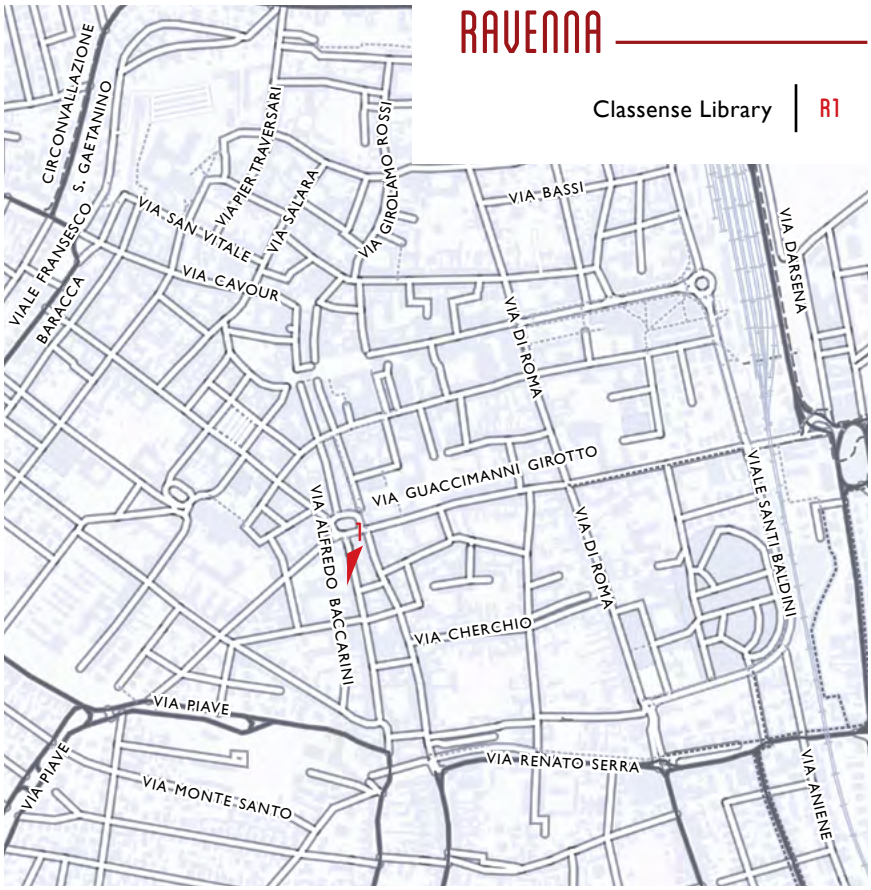
SANTA MARIA LA NOVA, NAPLES

A church in the center of Naples filled with elaborate architecture and meandering tourists might not seem a place of interest to Agents. But in the shadow of Vesuvius, it cannot be pure coincidence that a controversial historian claims to have discovered the burial place of Vlad Tepes in an unassuming stone tomb. (For details of this claim, see p. 309 in *Finding Dracula's Tomb*.)

COOL: Away from the main roads, buzzing with traffic, you follow a narrow inclined path between bars and restaurants, overlooked by tall apartments, yellow paint cracked and blistered by the sun.

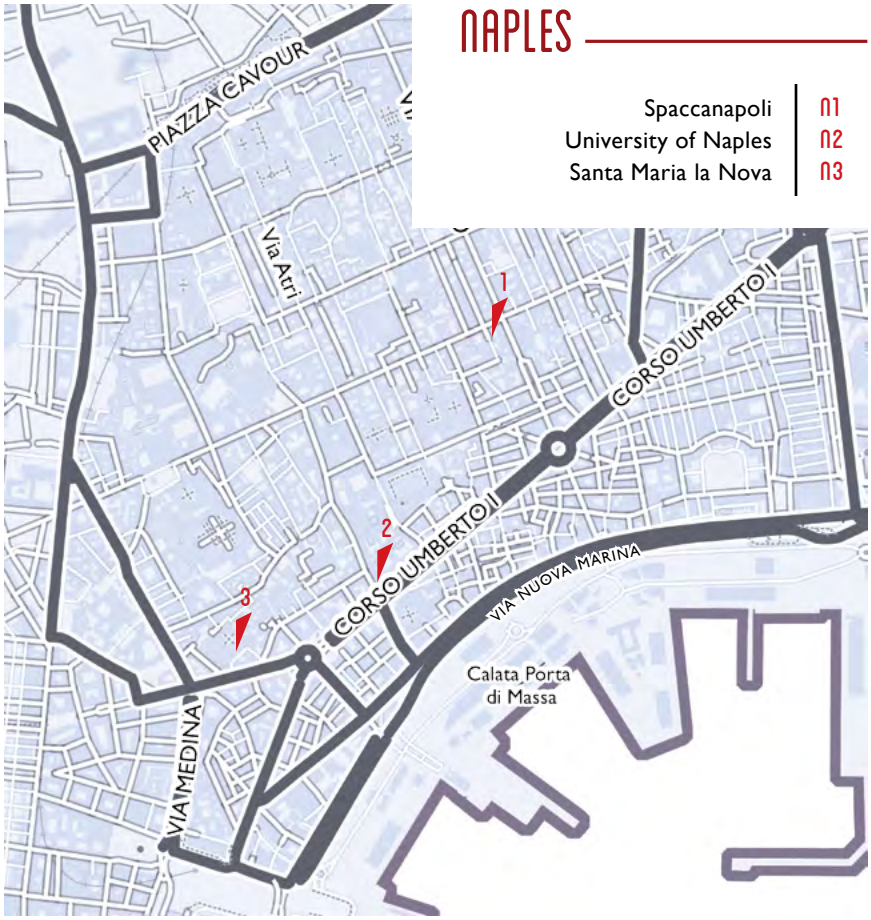
RAVENNA

Classense Library | R1



NAPLES

Spaccanapoli	N1
University of Naples	N2
Santa Maria la Nova	N3



Tourists and locals alike gather over fresh fish, green salads, and strong coffee. The throng makes everyone another part of the crowd, no matter how conspicuous. On the walls you see adverts for mobile phones, restaurants, and scrawled gang tags. Compared to its surroundings, the exterior of the Santa Maria la Nova appears somber and clean. A gray stone-faced ground level with whitewash above, surrounded by a spike-topped fence. Sparse windows hint at the interior, and those near the ground display a narrow crisscross of iron bars.

Inside, the church appears less unassuming, with a tomb-ringed courtyard, and exquisite formal gardens and interiors filled with rich trappings and sacred art, from wall-spanning paintings to elegant statuary.

WARM: Nicola Barbatelli, the director of Italy's Museum of Ancient Populations, would hardly compromise his reputation by endorsing a crank "tomb of Vlad Tepes" theory in the normal course of things. With **Tradecraft**, a suspicious Agent deduces that Barbatelli was trying to blow some Conspiracy or Edom operation involving the tomb, or at least give hunters a lead to work from.

Possible activities at the tomb include:

- Dracula did visit the tomb some time between his rebirth as Un-Dead and 1894, possibly even ordering the dragon carved on the tomb in 1499. Naples has long been a key node in his Conspiracy, either Satanic (p. 55), telluric, or both. It's used as a rendezvous point by Conspiracy members in Naples to this day.
- The tomb's actual inhabitant, Matteo Ferrillo, Count of Muro, is a vampire, and Barbatelli is clearing out the opposition or trailing a coat to see who comes by with stakes.
- The tomb is sacred to the cult of Abandoned Souls (see sidebar opposite).
- Edom harvested the vampire (or box of Dracula's earth) from this tomb in 1944 after Naples fell to the Allies. Or it has no connection to vampires, and Edom just uses the tomb as a dead drop.



- The tomb is a Gladio (p. 163) arms cache or hideout, used by the CIA vampire program (p. 76) to stash renditioned vampires.
- The tomb provides access to Napoli's *sottosuolo* underworld by a frighteningly tight staircase.

CONNECTIONS: **Urban Survival, Photography**, or **Notice** offers practical means of ingress to the church without resorting to the public entrance, over which several CCTV cameras gaze. The nearby cafés draw undesirables for nefarious deals and agreements, which generally means an undercover cop (use Bucharest Street Cop, p. 108) will never be far away.

During opening hours, the interior throngs with tourists on guided tours and the occasional Medievalist (p. 122) taking notes or wax rubbings. The prospect of finding the final resting place of Dracula and the controversy surrounding the theory makes the church an ideal spot to find a jobbing Tabloid Journalist (p. 134) keen to fill a few inches with gory history and innuendo.

Leaning on Barbatelli (**Intimidation**) also leads you to his handler in either Edom or the Conspiracy.

DOSSIER REFERENCE: HO52

NAPLES: QUICK AND DIRTY

Located at the ankle on the leg of Italy, facing the Tyrrhenian Sea, Naples is the third largest city in Italy. One of the oldest continuously inhabited cities in the world, it suffered the worst bombing of any Italian city during the Second World War. In recent decades, Naples has drawn increased interest as a center for business, despite its high level of political and economic corruption.

Outwardly welcoming, Naples has an underbelly of squalor and corruption. While the smell of fresh bread, strong coffee, and sea-salt tang fill the ancient streets, fractious criminal clans vie for control, willing to explode into open and public violence to settle accounts.

POPULATION

1,000,000 (comparable to San Jose, California, or Birmingham, England)

CONFLICT

The Camorra crime syndicate calls Naples home. More than a dozen clans within the wider organization feud in random acts of violence that litter tabloid headlines and local media. In 2009, a hitman gunned down Mario Bacio Terracino outside a bar in broad daylight, in front of many witnesses. A clan of the Romanian Mafia (p. 157) runs the blighted Scampia district in northern Naples.

Naples has frequent supernatural sightings. In 2011, world press reported that builders renovating the National Archaeological Museum had downed tools due to the presence of an angry apparition that haunted the halls of the building at night.

BACKDROPS

The **SPACCANAPOLI** is a kilometer-long street splitting the heart of old Naples down the middle, like a dark scar. The ancient street runs tall and narrow, lined with restaurants, shops, churches, palaces, and tourist accommodation. A microcosm of Naples history, architecture, wealth, and culture, the street provides an ideal spot for café encounters, dead drops, crowd-choked chases, and displays of parkour amid laundry lines and across cluttered rooftops.

The ***SOTTOSUOLO*,** a network of ancient Greco-Roman streets, crisscrosses the foundations of the city. A complex of tunnels, shafts, tombs, and aqueducts runs alongside the municipal sewers, which have expanded continuously for the past two centuries to accommodate expanding demand. The clans of the Camorra use the underworld passages for access, escape, and concealment. Work on the sewers commissioned after the Second World War means the city has capacity for a population of 1,500,000, far greater than current demand.

THREE HOOKS

- The volcanic rock used to build many buildings in Naples came from neighboring hills. The excavated caves became a favored burial place for victims of plagues and disaster, with corpses numbering in their thousands, most interred without proper burial rites. A cult called the Anime Pezzentelle (the "Abandoned Souls") cared for and prayed over the bones until barred by the archbishop of Naples in 1969. Unconsecrated burials and uncounted victims of telluric eruptions seem prime territory for Agents to investigate. Do the Abandoned Souls owe their allegiance to the Church, or do they serve another purpose in their careful guardianship of the unhallowed dead?
- During the 17th century, a few hardy individuals, called the *schittamorte*, held responsibility for preparation of the dead in the city's catacombs. This involved draining the bodily fluids by drilling holes, then removing the head for installation in wall niches. Once done, the schittamorte disposed of the bodies in mass graves. The tradition and use of the catacombs fell into disrepute, but never out of favor. Guided tours offer tourists limited access to parts of the eerie underworld, but most remain undisturbed and off limits.
- Talented scientist Ettore Majorana was professor of theoretical physics at the University of Naples in 1937. A brilliant man who had worked with Nobel winners Niels Bohr and Werner Heisenberg in the early 1930s, he returned to Rome in poor health in 1933, avoiding even close family. At that time he wrote several small unpublished works, including essays on geophysics. Having accepted the academic role in Naples, he took a boat trip in March 1938 to Palermo, leaving letters of remembrance to colleagues, but never returned. Considerable mystery surrounds Majorana's disappearance, including one hypothesis he escaped to Argentina (p. 225), though from what remains unclear. He left many unfinished works and papers in the hands of the university that might help Agents, perhaps leading them to the odd geophysical phenomenon at the site of the Vesuvius Observatory or stranger theories on exotic particles or telluric resonance.

VESUVIUS OBSERVATORY, NAPLES —



Ferdinando II di Borbone, King of the Two Sicilies, funded construction of the Vesuvius Observatory in the mid-19th century to provide early warning of the volcano's eruption.

Macedonio Melloni, a physicist whose liberal ideas had seen him dismissed from the University of Parma, led the team at the observatory upon its opening. In a speech he gave in 1845, he said he feared mankind's ignorance of the mysteries beneath our feet and yearned to raise this dark veil, though he acknowledged others with more vigorous hands had perished in their pursuit.

This desire to grasp the unknown continued with Melloni's successors. In 1872, Dr. Luigi Palmieri put his life in danger by staying at his post in the observatory to take detailed records of an eruption. Lava flows ran close, but Palmieri stayed put and kept taking readings using a device of his own devising. Those records, which Palmieri updated until his death in 1896, survive as part of his *Vesuvius Observatory Annals*.

Palmieri's diligence, bordering on fanaticism and fatalism, might simply single him out as a truly devoted man of science. However, Van Helsing was Palmieri's friend (**HO247**), and Stoker deleted a reference to Palmieri's wondrous device from the novel's text. Van Helsing's favored seismograph smacks of foreknowledge, or of something else springing from Palmieri's dogged determination to fine-tune the device in the midst of the devastating eruption of 1872.

The observatory is now part of the wider network controlled from the Istituto Nazionale di Geofisica e Vulcanologia (INGV) in Rome, providing excellent handles for **Cover** and **Bureaucracy**.

COOL: The road to the observatory winds tortuously up the slopes of Vesuvius, looking down more than 600 m to Naples harbor. Scrubby trees and vegetation blanket the hillside, and encroach upon the cracked tarmac road. The angular, square-brick observatory, built on the southern border of the Somma caldera, sits in a secure, gated compound (**Infiltration** Difficulty 4) with an illegibly labeled intercom. Painted in dull red and gray, the building exudes a sense of restrained decay. You find several hired cars sitting in the tree-sheltered parking lot around the side, with a few dazed tourists gazing down the mountain toward Naples or picking over dog-eared travel books waiting for the next guided tour. The atmosphere around the building feels uncomfortably heavy and still, like the calm before a storm.

WARM: The University of Naples possesses several collections of Palmieri's papers on matters of telluric science, most catalogued in the institutional computer network, which make reference to his "wonderful seismograph." While the observatory's website makes no mention of it, a **Research** spend finds inventory records that suggests the site may still hold Luigi Palmieri's original mercury seismograph, an intricate device of brass cogs and dials.

The device does not sit with the rest of the collection of antique scientific instruments cluttering the interior. Instead, it rests in storage in the basement, apparently due to superstitious concerns — though it might be more than that. Palmieri's creation might be a primitive, but effective, conglomeration of sensor and Earthquake Device (p. 266).

Practically, the allegiance of the observatory might swing either way. **Architecture** or **Research** finds that Melloni made changes to the location

of the observatory late in the planning stages, and **History** or **Geology** shows that without these changes the building would have been swept away by eruptions of the volcano on more than one occasion. The observatory sits in a geological null zone, rendering it immune to the ravages of volcano or earthquake.

If Edom has a presence here, it makes use of the observatory as a research facility and has extensive labs and research facilities in the basement. **Electronic Surveillance** or **Tradecraft** spots security technology that outstrips the demands of what is, at best, a site of historical interest (**Infiltration** Difficulty 6). Agents evaluate such precautions as high-tech security overkill given that the "real" work goes on in the INGV building in the heart of Naples.

If Dracula had influence over Melloni and his choice of site, the special interest lies in the fact the observatory lies upon a concentration of burial caves, serviced by the cult of the Abandoned Souls (p. 241). Those who still follow the path of the cult now serve the purpose of the Conspiracy, knowingly or otherwise. The presence of the Conspiracy on-site clouds awareness of the observatory's presence in the minds of locals, such that Agents will need to make active spends in Interpersonal abilities to find out anything about it.

Investigation of the exterior of the building (**Art History** or a 1-point spend of **Chemistry**) finds that the dull red paint, applied and reapplied like clockwork since the 1840s, has the same distinctive mixture of red lead, caput mortuum, and vermilion as the Red Room at Carfax (p. 185). In the building, vampiric healing and powers of persuasion experience beneficial enhancement, and vampires enjoy a direct link to the most powerful telluric forces.

CONNECTIONS: Both the Seismologist (p. 100) or Volcanologist (p. 136) might visit the observatory to access physical archives. While the university and INGV in Naples have digital records, many originals remain in the observatory basement, some scrawled with annotations and peripheral notes not appended to the electronic copies. **Cryptography** combined with **Traffic Analysis** and **Geology** might allow a determined and open-minded Agent to decipher Palmieri's dense records and scattered marginalia to triangulate the location of Castle Dracula.

DOSSIER REFERENCE: HO247

NETHERLANDS

Van Helsing's ostensible homeland, the Netherlands also hosts the busiest port complex in Europe — an excellent place from which to track Axel Logistics (p. 141), HGD Shipping (p. 145), and covert flows of coffins, people, and worse things. Geerd Hoorn (p. 45) can put Agents onto such tracks — or sink them anonymously in Rotterdam harbor.

Van Helsing obtained his indulgences through the archbishopric of Mechelen-Brussels (p. 141), in Belgium to the south.

VAN HELSING'S HOUSE, AMSTERDAM



COOL: You make your way through a warren of side streets near the university. The address is hard to find, and you discover that you have to go through what looks like a private door into an old medieval courtyard, the Begijnhof. A narrow alley brings you to an old townhouse. A weathered brass plaque on the door still bears the name Van Helsing. The new residents are both lecturers at the university; Marijn teaches international law, and Alida is a biochemistry researcher. Though genial and welcoming, they can tell you little about the house; it used to belong to an old woman whose grandmother was the housekeeper of a professor. He vanished, leaving the house to her. The house was in need of considerable repairs when they purchased it; little of the original interior remains.

WARM: Digging into the history of the house with **Research** or **Law** gets a fuller account of Van Helsing's last days; the professor left hurriedly for Bucharest in October, 1908, and never returned. (**Geology, History**, or **Research** remembers there was a sizeable earthquake in Romania on the 6th of October that year.) As Van Helsing

had no living heirs — his wife and son both predeceased him — his will specified that his housekeeper Nissilda should inherit the house, on condition that she and her heirs undertake not to sell the property for 101 years. That condition elapsed in 2009.

Architecture or **Notice** spots a little round window on the topmost story of the house that doesn't correspond to any of the internal rooms. There's a small hidden chamber up there. The characters can gain access by finding the original entrance, which was bricked up, or by climbing across the rooftops and forcing the dusty window open. **Architecture** confirms that this little space extends into the attic of the adjoining building, an old chapel, which is why it went undiscovered for so long.

Inside is Van Helsing's study. The papers are as intact or rat-eaten as you need them to be; they might be mostly concerned with medical and legal matters, or contain vital information about Dracula and vampires, possibly including a wax cylinder recording. A Vampire Hunting Kit (p. 281) or Portrait of Dracula (p. 275) might be hidden here too.

Once the study is discovered, Marijn and Alida intend to donate the papers to the university, but a **Reassurance** spend lets the Agents take a look first.

CONNECTIONS: The papers almost certainly contain correspondence with Vanderpool (right), the Archdiocese (p. 141), and Luigi Palmieri of the University of Naples, whose papers are in the Vesuvius Observatory (p. 242). There might also be letters from the X Club (p. 184), from John Seward (p. 35) — and possibly the rest of the original hunters. Van Helsing's research can point to virtually any node or location, but should definitely push the Agents up to the next rung on the Conspyramid.

If Van Helsing was working for the Nachrichtenabteilung (p. 75) — or for Dracula — a hidden packet of letters (**Notice** finds the secret compartment in his desk) reveals his true allegiance.

The Medievalist (p. 122) or the Balkans Specialist (p. 91) might show up at the house; either could be an academic contact of Marijn.

DOSSIER REFERENCE: CU119



VANDERPOOL GLASS-HOUSE, HAARLEM

COOL: An almost palpable wave of bourgeois prosperity emanates from this bright, well-stocked greenhouse and nursery store. The *Vanderpool Oranjerie* sign glows from the roof in a sleek, fun font; Indonesian matrons buy string bags bulging with herbs and tropical fruit, young Dutch couples look at each other between sweet-smelling trees. The garlic does look lovely, in bulbs or glorious pale flowers … but then everything here looks lovely. The Sri Lankan manager is happy to talk about her store, but doesn't know anything about any Vanderpool: she bought it from the son of the man who bought it after the war ("totally burnt out by the fighting and the starvation"), and kept the name because she liked it and because people are more willing to buy from an East Indian if the store has a Dutch name.

WARM: The postwar concrete storefront looks unassuming enough, and some trick of perspective keeps you from realizing how large and dominant the greenhouse is until you're right underneath it. *BROEIKAS* in massive wrought-iron letters runs the length of the structure. The glass is old, opaque, and even mirrored in places — you have no idea how this place could have survived WWII, but it palpably did; it's possibly 200 years old. The ironwork wraps in cruciform patterns around all four sides, casting cross-shadows on the sidewalks. Inside, the vegetation is almost overgrown: the smell of roses and garlic predominates.

Herr Vanderpool is happy to sell garlic to anyone — his special family varietal garlic costs more, but it's worth it, he explains. "It lingers. You like that in garlic, *ja*?"

If the Agents get into the growing rooms, they see the garlic plants suspended in murky reddish water, with what look like car batteries humming underneath the tanks. Vanderpool's methods are his own, apparently.

CONNECTIONS: Once Van Helsing's (p. 33) supplier of garlic, Vanderpool (or his grandson, one hopes …) likely sells his special varietal (p. 283) to anyone: the more Vanderpool garlic, the fewer vampires, and no questions asked. Spends of **Vampirology** and **Reassurance** gain his confidence and trust.

If he does ask questions, he might also give answers: pointers to Van Helsing's possible successors in the BND or FSB (p. 76), for example. He might also know Van Helsing's true identity or agenda, if those are mysterious elements in the campaign.

DOSSIER REFERENCE: HO120

SLOVAKIA

Relatively poor and isolated, Slovakia does not border Romania directly. Smugglers, spies, and others must pass through either Hungary or Ukraine to reach it. Agents may venture here looking into Dracula's Slovakian river pirates — use the Romanian Mafia (p. 157) as your guideline for creating his servant clan.

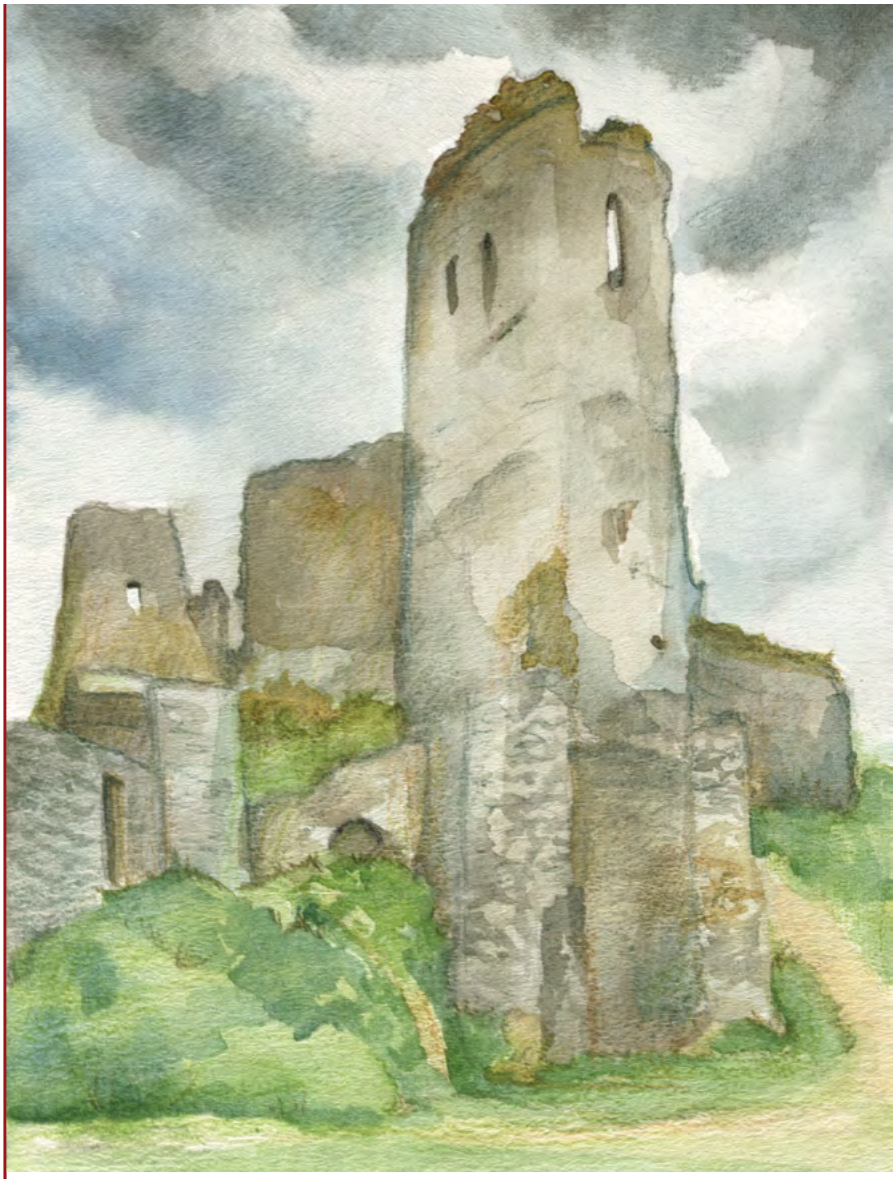
They may also come here seeking the Blood Countess, Elizabeth Báthory (p. 65), walled up in Cachtice Castle in 1611 and never heard from again. Or so they say …

CACHTICE CASTLE

Tourists rarely visit this derelict castle near the Czech border, and locals are wise enough to stay away from the ruins. This is where the Countess Báthory lived, where she committed her crimes, and where she was imprisoned after her trial. Parts of the building are still standing, while the rest lies in a crumbled open air ruin, as it has since 1708 when the prince of Transylvania, Ferenc II Rákóczy, destroyed it (**History**). The town below the castle is small, and few ever make the trek up to the castle grounds. In fact, the ruin has been suspiciously left alone by the government — ostensibly, to safeguard the rare plants that grow on the hillside, including (1-point **Outdoor Survival**) the Slovak mountain ash tree, ideal stake material (**Vampirology**). No attempts have been made to rehabilitate the space for tourism.

Geology remembers that the whole valley is the warmest in Slovakia, heated by deep geothermal — telluric? — springs and currents.

The castle is a Ruin (p. 216), a few high Battlements (p. 214) jutting upward from one end of a deserted Courtyard (p. 214). The Crypt (p. 214) and Dungeon (p. 214) might be reachable with two days of work, but the Blood Countess was immured in a Hidden Chamber (p. 215) where perhaps her calculations (or some other clues) survive, scratched into the living stone.



COOL: You approach the castle on foot, at night so that none of the locals can distract you from your task. While it's certainly unsettling being here under cover of darkness, you find nothing of import. Despite the unseasonably warm air, the space itself is chilling; the feeling of being watched never leaves you. Despite your best attempts, there is no way to enter the few intact, but walled-off, portions of the castle. You leave feeling as though someone is watching your back, waiting for you to disappear into the dark.

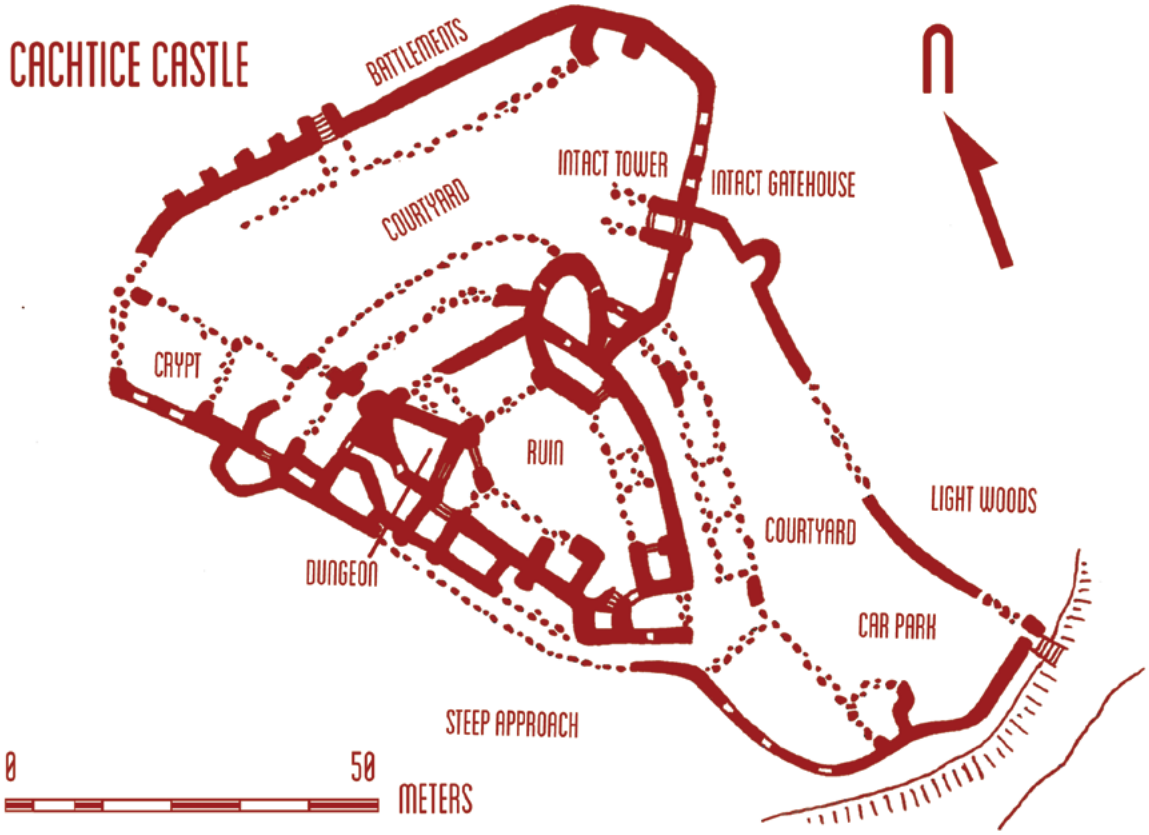
WARM: The importance of the castle depends on the importance of the Countess Báthory. If the Countess Báthory is a Bride of Dracula, then the castle is guarded by Dracula's minions — perhaps the Ruvari Szgany (p. 147) or the Slovakian mafia. It overlooks the River Váh, a tributary of the Danube, if you want to bring in Slovak river clans or the Smuggler (p. 131). **Streetwise** or **Human Terrain** spots the difference between locals and sinister outsiders; **Reassurance** or **Cop Talk** gets recent rumors about missing girls and abductions.

If the Countess Báthory is her own representative, and thus her own faction, the situation differs significantly. With enough data on the adversary map, **Military Science** or **Traffic Analysis** suggests the Conspiracy is deliberately avoiding the area (or massing forces for an invisible siege). **Criminology** coupled with **Traffic Analysis** might correlate disappearances with Báthory's old crimes, confirming that the Blood Countess is still active.

CONNECTIONS: János Ujvary (p. 135) may be the groundskeeper here. Thad Morris (p. 46) might be here, busy photographing the ruins. The Medievalist (p. 122) knows all about this place. The Psychic (p. 96) or the Online Mystic (p. 126) sees the stones running with blood. The Human Trafficker (p. 118) might be encountered delivering a victim to the Blood Countess. The Hungarian (p. 94) has a villa not too far away.

Parts of the original *Nosferatu* were filmed here, suggesting a connection to Orlok (p. 70).

DOSSIER REFERENCE: CU127



TURKEY

Dracula's ancient enemy still stands, holding the gateway to the Balkans and the seas in fee. A major player in post–Cold War energy politics and espionage, Turkey currently balances its pro-Western military and its increasingly Islamist rural population. All this while watching the Kurds build an army next door and ISIS build a caliphate. Agents might enter Turkey looking for traces of Vlad the Impaler, or leads on al-Qaeda targets, or anything in between.

MONASTIC CAVERNS HOTEL, MUSTAFAPASA —

Located in central Turkey near the village of Mustafapasa in Cappadocia, the hotel is in walking distance from dozens of other cave monasteries, carvings, and paintings. For generations, the same family has welcomed guests to the hotel as the monasteries bring people from all over the world to marvel at their beauty. The Monastic Caverns provides a unique and immersive experience for its guests in a way no other place can.

Tourists enjoy the moderate temperatures, exquisite wine, and shade of beautiful vine-covered walkways of the hotel. Spellbinding music is often played around town by local musicians, and, at the end of a long day of sightseeing, the guests can go back to the comfort of one of the hotel's 13 exclusive cave rooms, carved from solid stone. With all those amenities, it's hardly needful to dwell on the lurking vampiresses in the darkness.

Vampiresses or no, it remains the staff's goal to have visitors leave with a smile on their face and a longing to come back and visit again one day.

COOL: You get dropped off at the edge of Mustafapasa and make your way through the quiet town on foot. Someone nearby is playing traditional *saz* music, but the sound echoes off of the many carved-stone walls and entryways obfuscating the musician's true location. As you get closer to the hotel you can feel that you are being watched by the locals, but you can't tell if there is danger waiting for you. When you check into the hotel, the friendly staff members give you enough space that you can explore the monastery without an escort, but, if you wish to visit some of the surrounding sites more thoroughly, they suggest you purchase a private tour.

WARM: The Monastic Caverns Hotel is a feeding ground for an earlier clutch of Dracula's Brides (p. 57), or for a vampiric cult of Lilith (p. 69). They have been using the hotel and its beautifully covered walkways as a trap for unsuspecting tourists. The family who runs the hotel has had a relationship with Dracula spanning back generations. When the monastery was converted into a hotel, the Brides saw it as an opportunity to gain a foothold in Central Turkey.

At medium-heat, the manager of the hotel takes an interest in the Agent with the highest **Flirting**. She oversees this stronghold in Turkey and could have some valuable information about Dracula's personal whereabouts, but is the Agent willing to give a little to get a little? She might be a Bride, or a Renfield.



If the Monastic Caverns Hotel is a site of major importance to the Conspiracy, the Agents have checked in at a crucial time. Even at the height of the season, the tourists are all gone and they are the only registered guests at the hotel. They can feel the hot breath of the Brides as they walk through the halls. The threat is clear — join the Conspiracy or die. It's a honeyed trap.

CONNECTIONS: The Turkish Agent (p. 136) works for the hotel industry, and has brochures for the hotel among his effects. The Medievalist (p. 122) might be a guest here; so too might a high-society Legacy like Tabitha Holmwood (p. 44) or other wealthy traveler like the Petroleum Executive (p. 127). Minions of the Conspiracy set death-trap meets here; those investigating the Conspiracy might suffer informative deaths here.

DOSSIER REFERENCE: CU173

ISTANBUL: QUICK AND DIRTY

While not the capital city of Turkey, Istanbul is by far the biggest — by population of the total urban area, it's the second largest city in the world.

Istanbul is an ancient trading center, straddling the Bosphorus strait in the northwest of the country between the Sea of Marmara and the Black Sea, a strategic position on the Silk Road and connecting the Black Sea with the Mediterranean. Originating as Byzantion six centuries before the birth of Christ, the city became Constantinopolis during late antiquity and changed to its current name with the foundation of the Turkish Republic in 1922.

Modern Istanbul is a center for culture and tourism and is one of the fastest growing metropolitan economies in the world.

POPULATION

14,100,000 (bigger than New York City and Los Angeles combined)

CONFLICT

Istanbul is a relatively affluent and stable city. A Kurdish separatist group — the PKK — has thousands of guerrilla fighters inside Turkey and is responsible for scores of bombings and ambushes since the mid-1980s, including a double bombing in Istanbul in 2008 that killed 17 and injured 154. Massive antigovernment protests in 2013 started in Istanbul's Taksim Gezi Park, and continued for months despite violent police crackdowns.

An Al-Qaeda in Rûm (p. 148) cell operates here, possibly headed by the Radical Imam (p. 129).

BACKDROPS

The **GRAND BAZAAR** is one of the biggest and oldest covered markets in the world. Located within the walled city, and comprising 3000 shops and 61 covered streets in a mazelike pattern. Parts of the bazaar were permanently abandoned after the destruction of the earthquake of 1894. This would be a great place for a chase scene and a perfect place to dry-clean a tail.

The **BASILICA CISTERN** is a huge, underground lake, beneath the city streets, complete with fish and lined with hundreds of marble columns. Now a tourist site, it was originally built as a secure source of water for the elite of Istanbul. It is a mystery why, in the northeast corner, there are two columns with Medusa's heads as bases, one on its side and one upside down.

TOPKAPI PALACE on the shore of the Bosphorus was the royal residence of the Ottomans until the mid-19th century. It is now a sprawling museum of Turkish history and art with many courtyards and fine examples of Ottoman architecture. It houses some of the most precious relics of Islam.

THREE HOOKS

- In 2011, doctors described a 23-year-old Turkish man as suffering from "vampirism" after he was caught several times trying to stab people and drink their blood. Beginning with his own, he moved onto drinking blood bags and then stabbing people in order to satisfy his urges. He also claimed to have an "imaginary companion" who tormented him and gave commands that he felt compelled to obey.
- In August 1999 an earthquake centered on nearby Izmit struck Istanbul, with devastating and tragic consequences. Could this have been an attempt by Edom to awaken or harness a vampire?
- There are a number of Islamic holy relics in the collection at Topkapı Palace, including Muhammad's mantle, standard, seal, and weapons; Moses' staff; and the keys of the Kaaba. The Sword of the Prophets, al-Battar, is said to have been used by King David to decapitate Goliath and taken in turn by Muhammad. According to legend it is the weapon that will slay the Antichrist. Could any of these artifacts have the power to harm (or intimidate) Dracula?

THE ORIENT EXPRESS

The Orient Express was a regular passenger train service running between Paris and Istanbul; the 1894 team took this train from Paris to Varna to outflank Dracula's sea journey. High-speed trains and low cost air travel gradually edged out the original rail service, until the Orient Express finally shut down in 2009. Now an occasional, privately owned service, it provides luxurious nostalgia trips aimed at high-end leisure travelers. There are annual runs between Paris and Istanbul in both directions, and other journeys that include Bucharest, Budapest, Prague, Vienna, Venice, and London.

The train uses original 1920s and '30s carriages and is finished to a high level of luxury in an Art Deco style. This isn't a way of getting somewhere, so much as a luxury overland cruise, for well-to-do holidaymakers with a penchant for romance and nostalgia. Typical passengers are wealthy, middle-aged Europeans, especially French and British.

COOL: You are on a journey into an opulent yesteryear. Art Deco cabins furnished to highest level of luxury and historical detail; dining cars serving gourmet cuisine and decorated with the finest Turkish wall hangings; well-presented and observant staff attending to every need; this resembles a vintage, luxury hotel more than anything you recognize as a train. This is a place for nostalgia, romance … and intrigue. Who are you sharing your journey with? Are they all the wealthy honeymooners and holidaymakers they appear to be? If so, this train ride counts as a haven (***NBA***, p. 92). Assuming everyone's **Cover** tests survive both embarkation and detraining, riding the Orient Express lowers Heat by −1; relatively slow, very expensive tourism is not the usual way malefactors cross international borders.

WARM: Exsanguination on the Orient Express? The Orient Express is presented here not as a source of clues in



ISTANBUL

Haydarpasa Train Station	1
Grand Bazaar	2
Topkapı Sarayı	3
Basilica Cistern	4





itself, but as a flexible venue for intrigue. **High Society** traces a Legacy or other high-value person of interest to a trip on the Orient Express. Pick someone from the *Connections* section below, or any other plausibly wealthy NPC you have your eye on. Whoever this target is, they are probably well-off — or if merely middle class, they are on a once-in-a-lifetime trip. **Tradecraft** identifies this as a good place to observe or approach this otherwise hard to access contact. A 1-point **High Society** spend, or excessive funding (or blowing all the steady funds for a while), is necessary to get tickets at short notice and allows the Agents to spy on or approach the subject.

To add to the intrigue, a third party is on the train, with their own agenda. There are three main possibilities here:

If the target is an Edom asset, Dracula tries to turn them into a thrall, via one of his Brides (p. 57). **Diagnosis** or **Vampirology** detects the signs of blood loss. A spend in a suitable Interpersonal ability secures cooperation. A Difficulty 4 **Hypnosis** test allows recovery of memories of the attacks (p. 31). **Vampirology** reveals that a vampire onboard for a significant length of time would depend on having a secure resting place on the train. A thorough search locates a large crate in the baggage car, but accessing it requires deception (Difficulty 4 **Disguise** or **Cover**), stealth (Difficulty 4 **Infiltration**), or persuasion (a **Reassurance** or **Bureaucracy** spend). The Bride is vulnerable in daylight, but is very dangerous if cornered here at night. She also travels with a Renfield bodyguard and factotum, and possibly a besotted but influential Russian oligarch, to keep things interesting.

If the connection is already a minion of Dracula, a Duke of Edom who intends to interrogate the target is tracking them. Elvis (p. 50), Hound (p. 51), Oakes (p. 52), Osprey (p. 52), or Tyler (p. 53) would be suitable for this job.

An important but unaligned figure might attract both a Bride and a Duke of Edom troubleshooter!

Finally, and possibly in combination with any of the above options, this is an ideal place for an event from either the Edom reaction pyramid (p. 20) or Dracula Vampyramid (p. 18).

CONNECTIONS

- Dr. Jacqueline Seward (p. 47) might be here with her partner, on a rare break from work. This might be cover for research work on the Seward Serum (p. 51).
- Lord Godalming (p. 43) might be having a few days off with his wife and perhaps some friends or colleagues from the British security apparatus. If any of the party is either Edom or a minion, he leaves a dead drop at a station en route.
- Tabitha Holmwood (p. 44) could be here on a romantic trip with her current boyfriend.
- Thad Morris (p. 46) might be photographing the trip for *National Geographic* or a travel magazine.
- The Hungarian (p. 94) might be on a luxury outing with business partners. If he's a minion, the vampire intends to intimidate him into proper cooperation, or take him to her Master.
- If the Turkish Agent (p. 136) is here, it's because he's spying on another connection. This would be an excellent place for his eventual inevitable demise.
- The Balkans Specialist (p. 91) might be here if she's a minion, attempting to fulfill an old woman's unrequited desires, on a nostalgic journey to join her Romanian cultural attaché in Bucharest.
- A luxury train ride is an ideal break for the disabled MI5 Deputy (p. 95) and his family. If he and the Agents already have each other's trust, he might actually invite them here to meet discreetly. If he's secretly a minion, an Edom agent such as Tyler (p. 53) might ambush him here. This would be a perfect place for the conspiracy to frame the Agents for his murder (whichever side he's on).

DOSSIER REFERENCE: VS230

TOKAT CASTLE

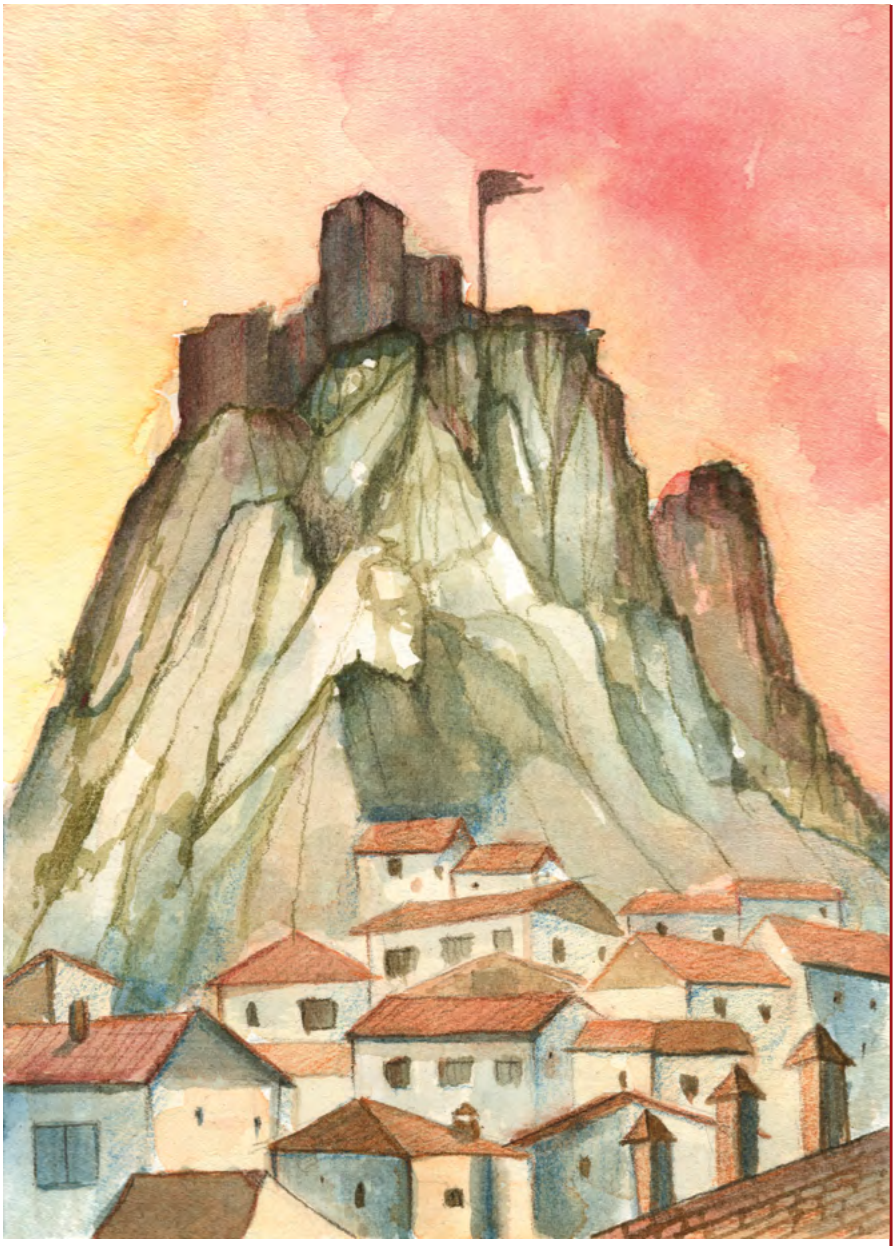
Tokat is 12 hours' drive east of Istanbul and 6 hours from Ankara, with the Black Sea coast to the north and central Anatolia to the south. This historical city has a population of 130,000 and a university. A ruined, many-towered Ottoman citadel overlooks the city. Vlad Tepes and his brother Radu possibly languished in Tokat Castle as prisoners for several years when he was a youth. The significance of this fact depends on whether Vlad Tepes is your Dracula. (Other sources indicate the Turks held Vlad and Radu in now-ruined Egrigöz Castle, above the town of Kutahya in west-central Turkey. Feel free to move this segment appropriately, if you wish.)

COOL: A steep outcrop of gray rock, hundreds of feet high, overlooks the city. Red-roofed buildings cling to the sides as high as gravity allows. At the top, a Turkish flag flies proudly over the crumbling walls and bastions and the city beneath.

Archaeology indicates that the upper works are being repaired. Near the base of the outcrop, wheelbarrows and large piles of stone next to vaulted stone tunnels indicate the restoration of secondary fortifications.

WARM: This is where Dracula originally became a vampire. He despises this place and does not want it investigated. However, to Edom, it has potential research value.

Agents familiar with the **History** of Vlad Tepes (or with a 1-point spend of **Research**) know that the Turks may have held him as a political hostage here some time between 1444 and 1448, along with his brother Radu. A resentful prisoner, Vlad directed most of his sadistic cruelty toward the Ottoman



Turks. His brother joined the Ottomans, and Vlad came to hate him too.

With **Archaeology**, an Agent notices that there is an active archaeological project restoring the tunnels at the base of the outcrop and the walls and bastions of the castle itself. The Medievalist (p. 122), Memet Lucsai, accompanies an expedition from the University of Bucharest. He's here to uncover evidence for his personal theories about Vlad III. If he's a minion of Dracula (perhaps with a Renfield team member assisting him), he's also here to ensure that the excavation of the tunnels makes little progress. If he discovers the nature of the Agents' investigations, he'll arrange a cave-in or similar for them. If he's innocent or an Edom asset, then someone else within the team is sabotaging the project. There are two senior team members: Ionel Funar and Sorina Petran — both graduate students — and four undergraduate volunteers assist them. **History** or **Flattery** gets Lucsai talking about Vlad Tepes and the dig. **Archaeology** or **Flirting** works on the others. They offer to show the Agents photographs of a stone found in the dungeons, which might be linked to Vlad Tepes. With a 1-point spend in one of the abilities above, the Agents learn that collapsing tunnels, food poisoning, and lost data have caused serious delays.

The scratches on the stone seem to be medieval Romanian, written in Cyrillic letters. **Languages (Romanian)** translates it (mysteriously) as: "The kind lady gives us milk and blood, but my brother hates her. Radu."

With **History**, the Agents recall that Vlad Tepes' brother was called Radu, that he joined the Ottoman cause, and that they were lifelong enemies.

If the Agents investigate the collapsed tunnels, a 1-point spend of **Architecture** or **Explosive Devices** suggests sabotage. A leveraged clue from **Chemistry** matches the explosive used with the expedition's own supplies. Examining the team leader's laptop with **Data Recovery** indicates that the data on the hard drive has been scrambled by a powerful magnet. A successful Difficulty 5 **Surveillance** test may be enough to catch the culprit (see Connections below for who that might be).

At the Director's option, a dormant clan of Byzantine vampires still dwells in an underground city beneath the rock. If so, the team soon breaks through to deeper catacombs (successful **Mechanics**, **Explosive Devices**, or **Athletics** tests speed this up). The catacombs prove to be extensive, with many passages, chambers, and stairways. **Archaeology** or **Architecture** indicates that the catacombs have features similar to those of the underground cities of nearby Cappadocia. A 1-point spend locates a heavy, round, mill-wheel door in one of the deeper chambers. **Notice** or **Archaeology** locates markings scratched onto the surface; **Occult Studies** identifies these as apotropaic Byzantine Christian symbols meant to protect against demons. A successful Difficulty 6 **Athletics** test is required to roll it aside (the vampires can reach the outside world while it is open). Beyond is a maze of tunnels and chambers, including a temple and crypts. These are haunted by several feral vampires (***NBA***, p. 150). Their "Queen" — perhaps the vampire that infected Vlad and Radu — could be as powerful as one of Dracula's Brides (p. 57). She might be a get of the "Lilith" buried in Khoshekh (p. 236), and hence under the protection of the current Lilith (p. 69). These vampires are ravenous, virtually impossible to communicate with, and independent of

Dracula's Conspiracy. Dracula would certainly want them destroyed.

CONNECTIONS: The Volcanologist (p. 136) or Seismologist (p. 100) might be a team member, keeping an eye on progress or on the Medievalist. The Archaeologist (p. 292) might also be here to stymie the expedition, or cover up dangerous truths. Elvis (p. 50) or Pearl (p. 52) may have infiltrated the team (or flipped one of its members) in order to spy on progress and steal evidence; a 2-point **Tradecraft** or **Streetwise** spend allows the Agents to discover news of "the English stranger" in Tokat.

DOSSIER REFERENCE: VS230

UNITED STATES

Agents may come to America looking for answers or architects for the CIA vampire project (p. 76), to dig into *Dracula*'s past (the novel, that is, p. 253), or to meet with a crucially vulnerable contact in relative safety. Dracula's Conspiracy should make that safety not just relative but risible.

True, unless the CIA or Quincey Morris plays a major role in his Conspyramid, the Count doesn't have a lot of high-level nodes to deploy across the Atlantic. But he can perhaps call on the Chicago Iron Guard (p. 83), branches of the Romanian Mafia (p. 157; active in Montreal, Seattle, Los Angeles, Chicago, Detroit, Cleveland, New York, Toronto, and south Florida), Axel Logistics (p. 141) bonded warehouses in ports or air hubs, or SIE agents (p. 155) operating out of the Romanian consulates in Chicago, New York, or Los Angeles.

CAMP MIDNIGHT

The US government is not (or at least is no longer) in the business of keeping vampire prisoners over the long term: terrorists and Guantanamo raise more than enough ruckus domestically without running unnecessary risks. (Unless you really like the vampire Gitmo in Argentina, that is; p. 225.) The Un-Dead have no civil rights. Interrogation-worthy "black" targets go to the "Black Light" site (p. 204) or its equivalent elsewhere, trustworthy "green" assets (such as the American Vampire (p. 63)) stay on secure military or CIA bases, and the useless, dangerous "red" rest become grist for the experimental mill, fed into Camp Midnight.

This is the American vampire project's holding and processing area, a small and highly secure medical facility somewhere in the United States' vast black projects landscape. Since 2001, the US military-intelligence sector has constructed 33 top-secret building complexes, over three Pentagons' worth of space. Ten thousand discrete facilities fall under various top secret or higher classification, from Area 51 in the Nevada desert to single rooms somewhere in the Portland, Maine, federal building. And that's just in America. As the "Bright Light" program demonstrated, there is no shortage of foreign real estate that can fall at least briefly into the American shadow.

The actual facility is a medical ward, or technically a medical prison, or more technically yet a medical factory. Built into a cutting-edge US military DEPMEDS (Deployable Medical Systems), it comprises two standard "40-foot" (12 m × 2.5 m × 2.5 m) conex intermodal shipping containers — one for containment, one for processing. These can anonymously load onto virtually any cargo ship, train, semi-trailer, or plane in the world, be they covert "black transports," cover companies, military shipments, or totally deniable civilian platforms. (A 2-point **Traffic Analysis** spend eventually burns through the layers of phony data for the conexes' ISO 6346, BIC, and ILU reporting numbers, allowing the Agents to track them as commercial cargo; a 1-point **Chemistry** spend notices the metal walls of the containers are thick titanium-steel alloy, not regular steel.) The CIA or whoever runs the American vampire project can install the equipment, hook it up to mains power or generators, and have it up and running in eight hours — and take it all apart in six.

The standard personnel complement for Camp Midnight is two CIA officers, three to six biotechnicians, two doctors, six CIA paramilitary guards (Special Operations Soldiers; ***NBA***, p. 70), and ideally one Catholic chaplain. The guards may also be Qs (for "Quinceys," the American term for "Jacks"; use Renfield statistics from p. 57), using Serum V regularly and without major complications … so far.



There may in fact be more than one Camp Midnight facility shuttling around the world — or semipermanently installed in a forgotten air-raid shelter, or the basement of a big-city hospital, or beneath an anonymous biotech office building like Nox Therapeutics (p. 162), or even on a military base.

COOL: The facility is abandoned, or was never here. Traces of its existence — or at least of its expense and inaccessibility — remain in the record with an **Accounting** or **Bureaucracy** spend, perhaps. Possibly a smear of blood on the back of a filing cabinet (**Notice**) or the telltale signs of electrical power outlet upgrades (**Mechanics**) provides confirmation … but no proof.

WARM: The first container resembles a hospital, except with UV lighting and more security. Its air recirculation systems are entirely internal: no mist gets in or out. It holds eight medical beds with restraints (including magnetized-core ceramic or ash-wood stakes), elaborate IV systems rigged not just for glucose and plasma but to garlic oil, holy water, silver nitrate, and other emergency dispensers, and a modified cardiopulmonary bypass machine with a reinforced titanium-kevlar weave line that feeds into the second container. **Diagnosis** lets an Agent understand that this system is designed to sustain an unconscious human (or any Un-Dead) subject for long periods of time while harvesting blood products.

The second container contains the biotechnology facilities. Here, the blood products from the first container are combined into a series of large stainless steel bioreactors, then fed into a purification and distillation system, and then into packaging. A separate computer system completely maps the DNA and biochemistry of every sample, and flash-saves it onto hardened drives. This system is entirely automated, although a manual override program exists (Difficulty 3 **Digital Intrusion** to reprogram the system; 2-point spend each of **Diagnosis,Vampirology**, and **Chemistry** to deduce the effects of the resulting serum.) This process results in Serum V (p. 162) or regular Seward Serum (p. 51) or something else horrible you've invented. At some point the US government intends it to produce a true super-soldier serum, or a perfect mind-control drug, or the elixir of immortality — but they're not there yet.

Any attending personnel in the first container wear rubberized Kevlar biohazard gear designed to resist punctures (−4 armor against bites, claws, etc.; −2 against blunt force; −1 against bullets) with a self-contained 20-minute air supply. Regular biohazard gear (−1 armor against punctures) suffices for the second container.

Both containers are Faraday cages, requiring a hard landline to send data out (and interrupting connections with the earth for telluric vampires; p. 59). Containers are obviously locked, sealed, and barred from the outside; interior keypads (with a closed-circuit camera) only signal the guard outside — with the correct day code, or he doesn't open up. He doesn't open up at all after local sunset.

CONNECTIONS: Finding out about Camp Midnight probably means poor operational security by a CIA asset, or following records from the "Black Light" site (p. 204) or Nox Therapeutics (p. 162). The Pharmaceutical Researcher (p. 128) may have heard rumors, or the Tabloid Journalist (p. 134) may repeat a clandestine-world urban legend. And if Edom (or a third force like the FSB, or even Dracula) knows about the CIA project, they might spill some chicken feed to distract the Agents and send them haring all over Europe after a mobile American DEPMEDS or an anonymous shipping container like some sanguinary game of three-card monte.

DOSSIER REFERENCE: HO118

THE ROSENBACH MUSEUM, PHILADELPHIA —

The Rosenbach Museum & Library is located in a pair of 19th-century townhouses near Rittenhouse Square in Philadelphia. This museum was initially curated by the Rosenbach brothers, collectors and sellers of rare manuscripts and books. Within the brick walls of the townhouses are 100,000 rare books and manuscripts, including an extensive collection of American and British literature. (The collection also



includes impressive holdings in decorative arts, and the original of William Blake's watercolor *The Number of the Beast is 666*. If you can work William Blake into your campaign, then you are sheerly magnificent.) The museum boasts the "original" copy of the Stoker Notes (p. 280). Other rare British or American manuscripts within the collection may contain information of interest to those investigating the Dossier.

Agents with suitable **Network** contacts or *ratings* of 2+ in **Art History** or **History** can use the library, although no copies may be made. (Difficulty 3 **Conceal** or Difficulty 4 **Filch** to snap photos of key documents surreptitiously.) It provides a 2-point dedicated pool for Art History (especially literature), History, and Research concerning Britain or America.

COOL: The museum is a fine collection of rare books, but it does not contain the real Stoker Notes. The other rare books in the collection may contain some mildly useful supplemental information, but nothing that will be of serious value. While it lacks any information directly useful to the Dossier, an Old World bibliophile contact (Philip Holmwood (p. 43) or the Bookseller (p. 106) for instance) may be interested in "obtaining" a rare copy of a book in return for a favor. The Extraordinary Objects Department (p. 161) may be interested in subcontracting the Agents for such a heist, for one session's worth of excessive funds or for something special in its own vault.

WARM: The museum is a honeypot for the CIA or Edom. An MI6 Lamplighter (p. 123) works here under cover (Difficulty 5 **Surveillance** test to spot her), noting who takes any interest in the Stoker Notes or other rare and relevant documents. The museum has been wired with a variety of cameras (**Electronic Surveillance** spots the anomalous level of security) feeding to a safe house in the adjacent townhouse, where a small watch team (three Security Police; ***NBA***, p. 69) and big facial recognition software look for potential persons of interest. They're wired into the Philadelphia FBI office and can task as much surveillance as needed; or, if need be, the team can arrange a rapid black-bag on the Agents' hotel or even a domestic rendition to somewhere delightful like Camp Midnight (p. 252).

CONNECTIONS: A CIA honeypot Rosenbach reports, eventually, to the CIA Agent (p. 91); an Edom honeypot reports to Osprey (p. 52). With its collection of rare American literature, the American Vampire (p. 63) might be around, visiting the museum for nostalgic reasons or for potential research. With an interest in Dracula, the Medievalist (p. 122) might be interested in seeing the Stoker Notes. Both may arrange off-hours access, through government or academic connections. The Medievalist may even be a guest lecturer at Temple or UPenn. The museum still curates rare books, and they may not be above employing the Smuggler (p. 131) to move books out of Europe and into their collection.

DOSSIER REFERENCE: HO110, HO175, **HO254**

ESTABLISHING SHOTS

These are generic locations where spy thriller adventure scenes tend to happen, provided for the convenience of the Director. She can set scenes in these instant locations, run the thriller action montage right through them, or just sprinkle them into her subconscious. Each Establishing Shot includes a quick "stock footage" description, followed by some "extras" (and any supporting characters) you might run into there, three possible clues, and any sensible rules effects. Then follow three elements of the location to use in a fight, and three elements of the location to use in a chase. (The type of thriller chase appears in parentheses: Open, Normal, Cramped.)

For two dozen more generic locations, see the *Establishing Shots* on pp. 98–105 of ***Double Tap***.

By and large, these descriptions assume a location in Romania, but generally work for other European countries. If an establishing shot "looks" different in London, Munich, etc., the entry notes these changes.

ARCHIVES OR LIBRARY —

Endless rows of metal racks hold dusty case files (or civil archives, or Securitate surveillance reports, or dissertations on medieval Romania). Strata of labels, each one stuck over its predecessor, trace the development of the filing system, from handwritten notes to typewritten ones to bar codes. Some files are boxes, dusty or bulging or stained when something inside leaked, decades ago. Scraps of paper, colored blue or yellow or green according to some cryptic and forgotten schema, mark where particular files were removed and never replaced. Secrets are mummified here, embalmed; you can't shake the odd thought that you might turn a corner and find some previous visitor wrapped in cobwebs and filed neatly on a shelf.

EXTRAS AND SUPPORTING CAST: Distant footsteps and low coughs that don't seem to belong to anyone, bored filing clerks pushing carts, undergraduate student or new assistant sent into the depths on some obscure errand; in an academic context, the Medievalist (p. 122) or the Balkans Specialist (p. 91), or even the Journalist (p. 120). If this is a restricted archive, then the Bureaucrat (p. 108), SRI Agent in Charge (p. 133), Chief of Station, Bucharest (p. 109), or some other spy might be lurking down here.

CLUES: **Research** is obviously one way to go — find the specific document you need, or grab a copy of the archive's master index to get an overview of the contents. **Forgery** lets you plant your own convincing fake document, or just hide your theft or something sensitive. **Notice** spots that a particular obscure file was recently consulted or updated. **Photography** finds rolls of film — they kept the negatives of their surveillance photos from the old case, and you can develop and enhance them with modern techniques to obtain new insights into old data. Few people ever come down here, so your shadowy contact holds a whispered meeting with you from the next aisle over.

RULES EFFECTS: Provides a 2-point dedicated pool for the topic of the archive: Romanian history, or secret police activities under Ceausescu, etc.

IN A FIGHT: A rolled-up file or the metal spine of an old binder is better than nothing when it comes to improvised weapons. Bring a stack of documents down on an enemy by spending **Athletics** instead of **Hand-to-Hand**. Long corridors mean long fields of fire and no cover — in some archives, **Shooting** is at −1 Difficulty. Back in the reading room, heavy tables and desk lamps make for cover and improvised bludgeons, respectively.

IN A CHASE: Duck and roll through a gap in the documents into the adjoining isle; catch your opponent between the rungs of a rolling ladder and shove him away. You remember the path you took to get in here, right? The sooner you get out of this maze, the better. (Cramped)

CEMETERY

Rows of gravestones stretch off in every direction, the pattern of gray faces broken only by the occasional larger tomb. Snow and neglect render all the dead anonymous; you have to scrape away debris to find a specific grave marker. Flowers on tended graves hang lank and dead; their whites turning to rust and their greens to browns. Discolored, crumbling headstones remind you that life is not the only thing that passes away.

EXTRAS AND SUPPORTING CAST: Old woman visiting her husband's grave, middle-aged Goths or feral kids (preyed on, perhaps, by a "bloofer lady"), man walking a trio of mastiffs, caretaker/gravedigger (hunchback, morbid wisdom or peasant folklore optional), desperate heroin addict looking for a quiet place to shoot up; spy from Station Bucharest (p. 159) meeting with an Agent.

CLUES: Names, dates, or motto on a headstone conceal a secret message to the initiated; graffiti warns of a tomb where the Un-Dead sleep lightly, and there might even be (**Notice**) the rotting remains of some old blocks like wild roses or garlic placed across a threshold. **Occult Studies:** Come here on St. George's Eve (April 22nd) to see flickering blue flames dance above certain graves — buried treasure, victims of the Un-Dead, or just where unseen telluric currents intersect.

RULES EFFECTS: If the cemetery contains the vampire's native soil, he can refresh 2 Health per round during combat.

IN A FIGHT: Duck behind a gravestone for cover in a firefight (+1 to Hit Threshold), or spend 2 extra points of **Hand-to-Hand** to smash your foe into one (+0 Damage). Break off a decorative cross from an ornate tomb for an improvised crucifix.

IN A CHASE: Get grabbed by unseen dead hands as you flee across a line of old graves (+1 chase contest Difficulty), or scurry from one hiding place to the next when you're being hunted (−1 Difficulty for **Infiltration** or **Surveillance** to stay out of sight). Jump over that freshly-dug open grave you **Noticed** earlier, and escape when your opponent falls into it. (Normal)

CHINESE MARKET

This labyrinthine collection of stores and stalls is one western end of the long overland route for Chinese goods, with hundreds of Asian traders, mostly Chinese or Mongolians, selling an often random collection of cheap goods or brand knockoffs. Non-Asians are treated with suspicion unless obviously looking to buy something.

A dozen dialects are spoken on every block, overloaded stalls look to be on the brink of collapse, and a constant flow of people block the narrow alleyways. The original Four Tigers Market in Budapest was closed by the police in 2014, but similar locations exist across Eastern Europe. Investigators may well be given only a name for a contact ("Old Wang") and have to sort their way through a dozen people with the same surname.

EXTRAS AND SUPPORTING CAST: Elderly locals looking for bargains, Triad members shaking down stallholders, European businessmen trying to buy wholesale and off-book, undercover police officer taking notes, traders in heated argument; the Journalist (p. 120), Smuggler (p. 131), Human Trafficker (p. 118), or Drug Boss (p. 113)

CLUES: The Earth-Disturbance Urn (p. 265) on sale amid a pile of fake antiques, unrecognized by the seller (**Art History** spend). A young woman desperately signals the Agents with her eyes, recognizing them as some form of authority: her sister has gone missing but the new controllers of the market forbid any mention of it (**Bullshit Detector; Intimidation** detects its use on her). An elderly man talks openly of the supernatural in his home village and the signs of it he's seen nearby, in a Chinese dialect he doesn't realize the Agents understand (**Languages**). Crates of unusual materials in the warehouse reveal the needs of the Conspiracy locally, from foreign soil to antique clothing. Likely to be a component of Axel Logistics (p. 141) or HGD Shipping (p. 145) if in a port town.

RULES EFFECTS: An afternoon's shopping gives a 2-point Preparedness pool, Asian-appearing watchers receive a 4-point Surveillance pool if tracking Europeans through the market.

IN A FIGHT: Clusters of antique weapons to grab, cheerful disregard for safety makes for easily flammable or even explosive surroundings, stalls are cheap and easily breakable into stakes, everything is so crowded that a smash attack (***NBA***, p. 76) requires only a 1-point spend.

IN A CHASE: The Hong Kong movie scene of your dreams without ever leaving Europe; stallholders yell after Agents for breaking their wares, piles of heaped goods to push on pursuers, locals watch in fascination or scatter in fear. (Cramped)

DIVE BAR

Either the air is thick with eye-watering cigarette smoke, or, if in England or somewhere else with a ban on indoor smoking, the smell of spilled beer and piss from the toilets. The walls are dark wood or painted concrete; you sit on bar stools with ripped cushions. During the day, it's dark as a cave and quiet as a grave as older customers drink without talking; at night, it's crowded, sweaty, and loud. This bar has dived so far it's hit the dregs.

EXTRAS AND SUPPORTING CAST: Shaven-headed bartender trying to fix the broken old TV above the bar, town drunk muttering to himself, depressed housewife with a sobbing toddler in tow, gaggle of sloshed students; bouncer kicking a pair of Ruvari Szgany (p. 147) out (*"their kind, always trouble"*), Smuggler (p. 131) stashing cartons of cigarettes in a back room.

CLUES: Overheard conversation; cryptic note scribbled on your beer mat, setting up a meet; dead drop in a toilet cubicle; the town drunk used to be someone, or has seen things no one should see.

RULES EFFECTS: Getting people drunk can make them open up to **Flattery** or **Flirting**; a 1-point **Streetwise** or **Disguise** spend lets you disguise the fact that you're drinking one for every five of theirs.

IN A FIGHT: Grab a bar stool, pool cue, pint glass, broken bottle, or town drunk for an improvised weapon — have a 2- or 3-point Weapons pool, and discard your broken weapon when it's exhausted. Avoid gaining Heat by mugging targets or stealing key items from drunks who'll be slower to report the loss.

IN A CHASE: During the day, dodge into the bar and run out the back, or spend **Urban Survival** or **Network** to have the bouncer be an old pal of yours who'll slow down your pursuers; at night, lose your pursuers by plunging into the crowd, possibly using **Flirting** to blend in; **Urban Survival** spends counts double for chases or TFFB. (Cramped)

FOREST

The air should be refreshing, but somehow stifles, never rustling the leaves. Dust hangs over the gravel roads; mist drifts down from the tops of the beeches, firs, and oaks. Visibility seems to stop and bend; no sound comes from where you think it does. If you follow a trail of dead leaves and mushroom rings into the woods, it stops at a rippling creek or a sudden cliff, trees sidling down the fractured face. Birds call, but don't sing, insects hum and stick to your sweat but never flit past. The trees press in on every side, and if you lose the trail you will be inextricably lost.

EXTRAS AND SUPPORTING CAST: Local tourist guide, hunter, ranger in dirty uniform with dirtier rifle, traditional native shaman, superstitious peasant; Romanian Mafia (p. 157) burying a body or making a buy, Ruvari Szgany (p. 147), probably lost Seismologist (p. 100) or Volcanologist (p. 136).

CLUES: A trail blazed with an Edom call sign; a significant geocache; stones piled and shaped into a five-pointed star (**Occult Studies** identifies it as marking maleficent buried treasure; see **HO32**).

RULES EFFECTS: Visual and auditory Difficulties (especially including **Sense Trouble, Surveillance**, and Hit Thresholds) increase by +1 at any range greater than Close.

IN A FIGHT: Tree branches of rowan, ash, hawthorn, hazel, or any other supernaturally effective wood (2-point **Outdoor Survival** spend to find nearby); vipers (use snake venom; ***NBA***, p. 81) under rocks or in otherwise perfect ambush nests; climb trees to get the drop on a foe.

IN A CHASE: Strange mist and visual effects add +1 to all chase contest Difficulties for the (non-supernatural) pursuer; sudden low cliff (5–10 m) to fall over; **Outdoor Survival** spends count double for chases or TFFBs. (Normal)

HOSPITAL

Disinfectant can't quite mask the smell of dying geriatrics. The waiting room's crowded — the waxy faces of chronic illness, worried parents with sick or injured children, accident victims cradling broken limbs, and lone patients waiting quietly, eyes fixed on the scuffled linoleum floors. Off behind closed doors, the murmur of nurses. Porters push carts of cleaning supplies, monitoring machines, or even cooler cases of blood. Patients in dressing gowns shamble slowly up and down the halls. Doctors are rarely seen.

EXTRAS AND SUPPORTING CAST: Formidable head nurse who knows everything and everyone, young student nurses, patients and visiting family members; in England, "Mr. Hopkins" (p. 117) asks the front desk if a patient matching his girlfriend's description was ever brought in; in Romania, perhaps the Human Rights Activist (p. 118) visits the victim of a racially motivated beating.

CLUES: Thefts from blood bank or series of hypovolemic (low blood volume) patients suggest vampiric activity; sneak into the morgue to examine the corpse of a murder victim, or into the critical care ward to talk to the dying survivor. The old spy in the palliative care clinic unburdens himself to you; a clued-in nun brings garlic flowers to certain patients. **Diagnosis** spots patients with unusual symptoms.

Stolen hospital records point in the direction of the NHS Haematology Research and Treatment Centre (p. 195). In Romania, they say the Securitate used to bump off inconvenient dissidents by having doctors give them repeated unnecessary long-exposure chest X-rays until the patients got lung cancer; if that's true, **Forensic Pathology** finds some guilty old radiographer ready to talk about Radu (p. 276).

RULES EFFECTS: **Filch** or a 1-point **Pharmacy** spend raids a supply room, letting you refresh 3 points of Medic.

IN A FIGHT: Grab a scalpel or syringe as an improvised weapon, or a drip stand as a bludgeon. Oxygen masks or heart monitor cables work as garrotes (+0 damage with **Hand-to-Hand**, but victims get half the Health lost from strangulation back with a 1-point **Medic** spend if they survive). An alarm bell brings burly porters running. Some hospitals use powerful handheld UV lights to disinfect rooms.

IN A CHASE: Spill wheelchairs, empty trolley beds, and zimmer frames into the path of your pursuers. Leap down a stairwell (**Architecture**) or duck into a maze of offices (**Urban Survival**) to increase your Lead. Duck down to the ambulance bay and steal one to make your escape. (Normal or Cramped, depending on whether you're in the wards or corridors.)

HOTEL, TOURIST

From outside, the 19th-century façade promises Old World charm; inside, it could be anywhere, all fake marble and glass and potted ferns. Corporate travelers try to remember which country they're in; all airports and hotels look alike these days, and the artificial light makes this place weirdly timeless. It could be two in the afternoon or two in the morning outside, and you wouldn't know.

The lobby or hotel bar offers booths for quiet-but-public meetings, conversations, and exchanges.

EXTRAS AND SUPPORTING CAST: Receptionists and porters, well-off tourists moving in packs, business travelers sharing corporate gossip or tapping at expensive laptops. During the afternoon, the cleaning staff sweeps the rooms; at night, the bar never quite gets crowded, but it does stay open all night for residents. Possible guests (or those here to meet guests) include the Bureaucrat (p. 108), Petroleum Executive (p. 127), Turkish Agent (p. 136), Journalist (p. 120), or any of the spies, active or retired. Maybe the Arms Runner (p. 102) too, if he's doing well for himself.

CLUES: The newspaper rack has both local and foreign papers. **Notice** spots a significant headline, or **Tradecraft** for the cryptic classified advertisements left by old-school spies who don't use the Internet.

Grab the guest registry with **Flirting** or **Filch**, then turn over a target's room while they're out. While you're at it, get their credit card from the hotel computer with **Data Recovery** and follow their credit trail with **Accounting**. Get into the expensive restaurant with **High Society** and eavesdrop on conversations, or spot the call girl (or honeypot) in the bar with **Streetwise**, then blackmail your target with **Photography** and **Intimidation**. Paranoid contacts might ask to meet in the hotel lobby — no one's going to kill them in public, right? — then invite you up to their rooms to show you the real evidence or merchandise.

RULES EFFECTS: This place is a vampire that feeds on credit cards; Agents staying here had better have a source of cash, or else skip out on the bill. Local governments really hate it when the tourist industry is threatened, so violence or criminal activity here may draw extra Heat.

IN A FIGHT: In your hotel room, muffle your gunshot with the luxurious memory-foam pillow, smash the television over the head of the intruder, or just break his skull on the marble bathtub. Downstairs, the attached health spa and gym offers more opportunities to drown an enemy in a swimming pool, beat him to death with dumbbells, or dump holy water on the sauna coals and see what happens to the vampire.

IN A CHASE: Pull the fire alarm to fill the corridors with panicked guests (**Urban Survival**). Duck into the service corridors and back rooms or flip cleaning carts in their path to slow down pursuers. Climb out along the narrow ledge outside your ninth-floor hotel room to avoid the goons lurking in the corridor. There's a wedding or other high-class function in the ballroom, so stroll in there with **High Society** like you belong.

HOTEL, TRANSIENT

There's no one at the front desk when you arrive; after a few minutes, an old woman emerges from some gloomy back room. Cash only, pay by the night. It's a family-run hotel; the only things the staff members seem to despise more than their guests are each other.

The room key is attached to a block of wood that looks like it's been gnawed. The room itself is at best functional; the bedclothes are threadbare but most of the stains have been boiled out of them. The floor of the bathroom manages to be sticky. The television works but only gets two channels. There's no bar or restaurant, just a breakfast room. Your window looks out on the car park; vehicles come and go all night.

Through the thin walls, you can hear distant, muffled voices and other noises. Sometimes, breathless gasps or maybe sobbing; sometimes, the scratching scuttle of vermin in the crawlspace.

EXTRAS AND SUPPORTING CAST: Sullen hotel staff (who might press a crucifix or rosary into a departing Agent's hand), guests who vanish in the night, prostitutes and clients, Turkish migrant workers heading for Western Europe, lost or clueless backpackers; BND Agent (p. 105), working undercover; the Dissident (p. 112) might rent a room here, as might "Hopkins" (p. 117); the Human Trafficker (p. 118) or Drug Boss (p. 113) could be here, especially if the hotel is a cover for Romanian Mafia (p. 157) activity.

CLUES: There's no guest registry, but a 1-point **Flattery** spend or a bribe (**Streetwise**) gets stories about people who've come and gone. If a guest leaves anything behind, it's taken as a gratuity by the staff; they sold the Englishwoman's camera and laptop, but these old documents are worthless, right? You can have them for 20 euro. Surveilling the car park and alley gets a snapshot of the local crime scene (**Criminology**). That guy's traveling with a fake passport (**Forgery**). The pale man swaying by the breakfast buffet isn't hungover or exhausted by his night of passion — **Diagnosis** confirms the call girl took more than his money.

RULES EFFECTS: This anonymous hotel might count as a haven (***NBA***, p. 92) regardless of the Agents' current Heat if they are on the run, allowing a full refresh of any three General abilities other than Health or Stability.

IN A FIGHT: Clear an escape route and do some damage by throwing (***NBA***, p. 76) an intruder against the bars on the window. Improvise a shiv from a bedspring, or grab the one remaining fire extinguisher from the hallway and bludgeon a foe.

IN A CHASE: A dirt-encrusted skylight leads to a flat roof; hide in some other guest's room when he goes to the communal bathroom down the hall, or kick down a door with **Athletics** and hope they've got an open window. The car park's right next to the hotel, so grab the fastest car in the lot with **Infiltration**. (Cramped)

MOTORCADE

A carefully orchestrated parade of limousines wind through cordoned-off streets, their presence announced by the flashing lights of police escorts. Commuters momentarily inconvenienced honk at the faceless windows either in tribute or out of frustration. The sounds of the street are drowned out by whirring helicopters overhead. It's probably raining; it always seems to be raining.

Clogged main thoroughfares lie nearby; cramped side streets that often have parked cars, dumpsters, and even wares piled just a bit too far out. Pedestrians mill about. Traffic lights and police officers try desperately to regulate the traffic, but there's always someone in a hurry or finishing a turn that imperils the chaotic tranquility of the crossroads.

A motorcade is a great place to ambush a higher-up Conspirator, either to ferry him out during a chaotic mob scene or to stake him within the vehicle while bodyguards outside believe they are protecting him.

EXTRAS AND SUPPORTING CAST: Bystanders with large signs, possible protesters blaring messages through smuggled bullhorns, mounted police struggling to keep barriers secure, motorcycle officers surrounding the motorcade and ensuring that nothing gets in the way. The Bucharest Street Cop (p. 108) or equivalent works crowd control; the MI5 Agent (p. 122) watches; the MI5 Deputy (p. 95) overwatches; the Sniper (p. 131) waits for an opening.

CLUES: **Urban Survival** tips off an Agent when the mob plans to storm the motorcade. **Electronic Surveillance, Research**, or simply staking out the dignitary's hotel lets you know which vehicle he is in. Certain bodyguards aren't showing up on camera.

RULES EFFECTS: The crowd and resultant noise makes seeing, hearing, and even moving difficult; add +1 to **Athletics, Surveillance**, and related Difficulties. Creeping up on a vehicle in a motorcade is next to impossible without appropriate gear and uniforms, and even then the altered pattern raises flags with expert bodyguards — add +2 to **Infiltration, Disguise**, and related Difficulties.

IN A FIGHT: Well-armed police and bodyguards; crowds provide human shields; vehicles can provide cover.

IN A CHASE: Plowing through crowds or barriers to slip down side streets; using sidewalks or running the wrong way through traffic; makeshift police blockades. (Cramped)

RIVER DOCKYARDS

Oil on the stagnant waters glistens with an unwholesome rainbow. If the dockyards are still in use, then barges carrying coal, rock salt, or iron ore come through here; more likely, this is a postindustrial wasteland of derelict warehouses and rubble. There's a caustic tang in the air, a chemical smell that clings to your skin and the roof of your mouth. The mud underfoot is strangely gritty and metallic; chemicals dumped in the river, maybe, or leeching out of rusting drums in some padlocked warehouse. Birds circle overhead, even though you're sure there isn't anything living in that black river.

EXTRAS AND SUPPORTING CAST: Barge pilots — lightermen, as they're called in London — watching the docks suspiciously as they go past, street kids playing in the ruins, bored security guards patrolling the few warehouses still in use, homeless vagrants looking for a place to sleep; the Smuggler (p. 131) might use the docks to offload illegal goods, as might the Drug Boss (p. 113) or Human Trafficker (p. 118); any criminal activity might warrant the attention of a surveillance team working for the Romanian Police Inspector (p. 130).

CLUES: A body found in the water by a dockworker has familiar bite marks (**Forensic Pathology**); graffiti conceals an Edom call sign, marking a warehouse used by the Conspiracy, maybe to store boxes of native earth; the street kids see everything, but keep their mouths shut (**Streetwise** gets them to confide in you). **Outdoor Survival** notes that the river was deliberately clogged with filth, robbing the flowing water of its vitality. **Chemistry** tells you that it's toxic red sludge, a byproduct of aluminum production, that turned the river to blood, but what earth tremor or disaster caused the sludge spill upstream?

RULES EFFECTS: No animals and no traffic make it deadly quiet at night, raising the Difficulty for **Infiltration** by +1 if there's anyone listening. Similarly, modify non-supernatural bad guys' Stealth Modifiers by −1.

IN A FIGHT: A length of rebar or a crowbar makes an excellent improvised bludgeon; kick an enemy into the river with a throw attack (***NBA***, p. 76), or fling mud into the eyes of a monster for a moment's reprieve (spend a point of **Outdoor Survival** to raise the Difficulty of your foe's attacks by +2 for one round). High roofs combined with long open approaches along the river (**Architecture** or **Military Science**) make for good ground for a sniper.

IN A CHASE: Scramble over piles of rubble or up muddy ramps — **Outdoor Survival** lets you pick the easiest climb, widening your Lead over your pursuer. That warehouse door isn't securely locked (**Notice**). Dive into the river and swim for it if all else fails, but don't drink the water. (Normal)

SAFE HOUSE

A terrace house in a godforsaken housing estate from the 1960s; you're amazed the property developers haven't descended on this place like vultures. Check the exits first — access to the street from the front, through the overgrown garden at the rear, or via the shared attic space that runs along the whole row. Inside, it reminds you of student housing; cheap or secondhand furniture, fridge full of microwavable food, scuff marks on the floor or faint impressions on the mattress that remind you that other people have stayed here before you, and will be here after you.

EXTRAS AND SUPPORTING CAST: Nosy neighbor clipping the hedges (agency watcher or Conspiracy spy), pretty girl next door, taxi driver down the street who works nights; if it's a British safe house,

then either the MI6 Lamplighter (in Romania, p. 123) or the MI5 Agent (in the UK, p. 122) might be the housekeeper. If it's a safe house established through **Network** or **Preparedness**, then maybe the Human Trafficker (p. 118) or Tabloid Journalist (p. 134) provided the Agents with the house keys. This safe house may be an old one that was in use in the 1970s; the Defector (p. 93) or MI5 Deputy (p. 95) might be familiar with the place, or maybe the Informant (p. 95) uses it to meet with the Agents.

CLUES: **Urban Survival** spots the grease-splattered takeout menu in a drawer — if someone was staying here long enough to order takeout from the same place repeatedly, questioning the delivery driver gets a description of the previous resident. When decoded with **Cryptography**, crazy scribbles on the underside of a bunk bed reveal a message left by some long-dead spy on the run.

If the house gets blown, **Tradecraft** or **Traffic Analysis** identifies the neighbor who called in the Conspiracy; if the Agents survive the door being kicked in by Conspiracy assassins, they can double back and have a nice neighborly chat with **Interrogation**.

RULES EFFECTS: See the core rulebook (***NBA***, p. 112) for notes on safe houses in the abstract. This is definitely a haven (***NBA***, p. 92: refresh any three General abilities, other than Health and Stability). There could well be a cache (***NBA***, p. 94) buried in the cellar or concealed in the water tank.

IN A FIGHT: The front door's unusually thick and heavy, giving the Agents the edge if someone tries to bust or shoot through it. The upstairs bedroom windows give excellent lines of fire (−1 Difficulty to **Shooting** tests made from there), and the kitchen's well stocked with steak knives and maybe even actual stakes. If the housekeeper knows about vampires (or if the Agents just get lucky), then a 1-point **Outdoor Survival** spend finds garlic or wild roses growing in the garden.

IN A CHASE: Spend **Electronic Surveillance** (concealed alarm systems or CCTV) or **Architecture** (a concealed exit) to boost your starting Lead by +2. (Cramped)

STRIP CLUB

The blood heat of the dark room is disconcerting after the cold outside. Three women — two dark haired, and one pale and blonde — dance on a stage to a throbbing beat that resonates up your legs and spine. Other shadowy figures move through the gloom of the club, but only those three women seem real as they whirl and writhe.

A bouncer breaks the spell slightly as he moves past you to the door. You find your way to a table, order drinks from the waitress, who seems dowdy and crude compared to the beauties on stage.

EXTRAS AND SUPPORTING CAST: Lonely men sitting by themselves, a bacchanalian stag party leering at the girls, drunken Romanian Navy sailors on shore leave, bouncers that materialize out of the darkness at the first hint of trouble; the Petroleum Executive (p. 127) or Turkish Agent (p. 136) might be entertaining clients; the Human Trafficker (p. 118) or Drug Boss (p. 113) might run (or supply) the place if the Romanian Mafia (p. 157) doesn't.

CLUES: **Tradecraft** tells you that the guy who followed you in is watching you, not the dancing girls; **Criminology** or **Traffic Analysis** identifies the owner, and you can bug his table with **Electronic Surveillance** or use **Data Recovery** on his phone after **Filching** it to get all sorts of useful info. Get hold of their internal CCTV archives and use **Data Recovery** or **Photography** to spot your target — or the suspicious *absence* of your target when she doesn't show up on cameras!

Streetwise or **Cop Talk** gets the skinny on local troublemakers from a bouncer. **Criminology** plus **Accounting** tells you if this is a front for money laundering.

One of the girls offers a private dance — afterward, you might find a note in your pocket setting up a meet, or maybe bite marks on your neck and no memory of what happened …

RULES EFFECTS: The loud noise and darkness increases the Difficulty of perception-type tests (some forms of **Surveillance** or **Sense Trouble**) by +1.

IN A FIGHT: If you haven't finished your drink, it goes in your opponent's eyes. Kick over the table for cover. If this is a brawl, then you've only got a brief time before the bouncers show up, so decide quickly if you want to escalate matters or let it drop. If it's something more lethal, then any missed shots are going to hit civilians, so get in close. **Urban Survival** spends count double for TFFBs.

IN A CHASE: Plunge into the crowd with **Urban Survival**, start a brawl then slip out with **Intimidation**, or hop up on the catwalk and rush backstage past the shocked girls. Or, if you've got the nerve, use **High Society** to get a private champagne room and hide out in style. (Cramped)

SUBWAY STATION

Down into the modern underworld, riding an escalator into the gloom past the whirl and rush of humanity.

Bucharest: They built the Bucharest Metro after the 1977 earthquake, like they were digging a grave for a city.

London: The black globes of security cameras everywhere — 40 per station, on average, 11,000 across the whole network.

The hot breath of an approaching train blows through the platform, like some exhalation of the earth. As you step on, you watch your fellow passengers — are they watching you from behind their newspapers or recording you with their tablets? How many of those headphones are actually feeding them instructions from some controller? You glimpse a pale face through the window as the train rattles down the dark tunnel; reflections of some other passenger, or was there really someone out there in the darkness?

QUICK SUBWAY REFERENCE

GOING TO "	LONDON UNDERGROUND STATION	BUCHAREST METRO STATION
Commercial district	Piccadilly Circus	Piata Romana, Piata Victoriei
Spy HQ	Vauxhall	Batistei (tram stop; SRI) Otopeni (suburban commuter rail; SIE)
Government buildings	Westminster	Izvor
University	Euston Square	Universitatii
Museum	Holborn	Piata Unirii 2 (Curtea Veche Museum, National History Museum) Piata Victoriei (National Geology Museum)
Financial district	Bank	Piata Sf. Gheorghe (tram stop)
Wealthy area	Sloane Square	Pipera, Aviatorilor
Middle-class area	Clapham Common	Parc Bazilescu
Poor area	Mile End	Eroii Revolutiei, Berceni
Airport	Heathrow	Henri Coanda (train from Gara de Nord)
Quiet nowhere	Mornington Crescent	Mihai Bravu

EXTRAS AND SUPPORTING CAST: Depending on the time of day, you've got tired commuters, shoppers with bulging bags, or drunk kids on the way home from a club. Transport police, station workers, and tourists at any time. Buskers, beggars, boozers, and ranting madmen too.

In Bucharest: Bucharest Street Cop (p. 108), Medievalist (p. 122) carrying a bundle of papers (**Notice** or **History** spots a mention of vampire folklore), Tabloid Journalist (p. 134) sniffing for a scoop, Dissident (p. 112) or Human Rights Activist (p. 118), either of whom might be followed by goons sent to silence them, Black Site Interrogator (p. 104) on a day trip with his daughter.

In London: Journalist (p. 120), any of the MI5/MI6 spooks on a tube to Whitehall, "Mr. Hopkins" (p. 117) followed by Edom or Conspiracy lamplighters (p. 52).

CLUES: Tradecraft, Electronic Surveillance, or **Urban Survival** spots another passenger covertly photographing you with her phone while pretending to read. Bump into another passenger and receive a brush pass message. **Notice** or **Vampirology** spots the absence of a reflection in the window. **Research** or **Geology** identifies abandoned/unfinished subway stations that might be Conspiracy lairs, secret bases, or places to hide out. **Filch** someone's Oyster card, scan it with **Data Recovery**, and return it without him noticing — now you can get a list of his recent journeys.

RULES EFFECTS: A **Traffic Analysis** or **Urban Survival** spend lets you instinctively time your movements to match those of the subway. Need to jump onto a train just as it departs? Or do you want to have a few minutes alone with your target on a deserted platform? Like a fisher knows the tides, you know the ebb and flow of the city crowds.

IN A FIGHT: (On the platform) Curb stomp a downed foe or slam his face into an elevator. Throw a foe onto the electrified rails (moderate shock, ***NBA*** p. 79) or in front of an oncoming train (+2 to +8 damage, and delays due to an incident at ...). (On a train) Do a spinning kick around a stanchion, or grab onto two hanging straps for leverage. Pull the emergency brake lever to throw your opponent off balance.

IN A CHASE: Hop on or off a train to shake a tail. Hop on, run along inside a carriage, and hop off again as it departs to lose a persistent follower. In a foot chase, don't take the escalator — run down the metal slope between the up and down stairs. When really pressed, try sprinting across the tracks just before a train arrives — if your opponents hesitate, the train blocks their line of pursuit, but if they follow, there's a chance they get smeared across the rails. Of course, there's also a chance you get smeared across the rails (**Athletics**, Difficulty 4 for you, Difficulty 6 for them, +2 to +8 damage if the test's failed, and you have to test first).

WAREHOUSE

Looming stacks of crates and containers, with a rat-run maze between them. Big roller-doors on the loading bays for the trucks that show up here in the dead of night, but you sneak in by the padlocked side door. Animals scurry away from you, or stare insolently at you, eyes gleaming red in the beam of your penlight or eerie green if you're wearing night vision goggles. Something — a lost pigeon, maybe — flutters in the darkness of the ceiling.

EXTRAS AND SUPPORTING CAST: Warehouse workers, night security guards, truck drivers; the Petroleum Executive (p. 127) doing a spot inspection; the Human Trafficker (p. 118), Arms Runner (p. 102), Drug Boss (p. 113), or Smuggler (p. 131) might all have business here, business that might draw the Bucharest Street Cop (p. 108) or Romanian Police Inspector (p. 130).

CLUES: **Traffic Analysis** or **Data Recovery** to find out where these crates came from; **Electronic Surveillance** to hide a tracking bug and find out where they're going. **Bureaucracy** lets you pose as a health and safety inspector or customs official. **Notice** spots the damaged crate so you can check out the contents, while **Outdoor Survival** or **Geology** notes the unusual volcanic mud on the truck tires.

RULES EFFECTS: Difficulty of all cache rolls lowers by -1.

IN A FIGHT: The crates offer plenty of cover, so firefights may come down to sneaking around to get a clear shot. Suppress your enemies to keep them from moving, while you climb over stacks or sprint along a catwalk. Take control of a bridge crane with **Mechanics** and use it to swat bad guys or topple containers, or steal a convenient forklift and go for ramming speed with the forks.

IN A CHASE: Run through a maze of containers, toppling stacked bales or drums of chemicals behind you to slow pursuers. If there's a truck waiting in the loading dock, it might be restrained with a hook (called a dock lock) or wheel chocks — you can still jump in and floor the pedal, but it'll be a messy and loud getaway. (Cramped)

OBJECTS

This chapter contains descriptions of the various and miscellaneous photographs, objects, items, and possible artifacts mentioned in the Dracula Dossier. The 27 items referred to in those annotations may be useful anti-vampire gear, forgeries, or items of merely antiquarian interest. Like the other story elements presented in this book, you decide which version of any item to use depending on your narrative needs of the moment.

Each object is presented using the following format:

Appearance: This entry describes the item in its default condition.

Supposed History: An account of the object's origin and provenance, along with its appearances in historical references, if any. Agents can uncover these facts and rumors with their abilities: usually **History, Occult Studies, Vampirology**, or **Research**. Such investigation only requires a few minutes with their smartphone or at a handy Internet café if they don't have the answer on the tip of their tongue. If you decide that the object is wholly fabricated, a 1- or 2-point spend of **History** or **Occult Studies** finds crucial inaccuracies calling the veracity of these facts into severe question.

Major Item: Describes the item as if it is a genuine article of crucial significance: it provides great insight into the plans of Dracula or Edom, or serves as an effective anti-vampire weapon. It might serve as a core clue, moving Agents who possess it through one layer of mysteries into an even deeper threat. It almost certainly attracts Edom or Conspiracy snatch-and-grab teams to get it back — which can be a source of more clues, of course.

Minor Item: The item is a genuine article connected to the larger history of the vampire struggle, but does not fully live up to the suggestive implications in the Dossier. It may have value as an antique or objet d'art, or be useful as bait for Edom or Conspiracy actors who believe it to be a major item. It might provide a flavor clue leading to a core clue. It does not grant any specific information about the current plans of the Conspiracy or Edom, nor does it provide any useful anti-vampire capability. Certain impressionable souls (including the players!) might believe that it grants them some advantage, but a spend after combat (e.g., of **Weapons** or **Vampirology**) or further analysis (e.g, of **Occult Studies, Tradecraft**, or **Vampirology** again) will reveal its generally nugatory state.

Fraudulent: The object is either a fake or, in rare cases, an innocent, non-esoteric object mistakenly believed to have a connection to Operation Edom or to Dracula.

Connections: This entry suggests ways to connect this item to supporting characters, nodes, other objects, or locations elsewhere in this book. Treat these as suggestions to choose from: an item is usually only found in one location, if only to preserve the drama and excitement of the discovery. (Multiple items like the Dracula cameos are the exception, of course.) As always, these connections are suggestions and inspirations, not hard-and-fast truths. They're also not necessarily complete: items, by their nature, are portable and easily transferred from owner to owner.

Dossier Reference: Tells you which annotation, if any, in ***Dracula Unredacted*** mentions the object. If the item has a main reference, it is given in ordinary text and secondary references are italicized.

AYTOWN'S PHOTOGRAPHIC STUDIES —

Appearance: This set of images consists of several portrait photographs, one staged group photograph, and a dozen shots where the subject was clearly taken unawares. The portraits and the group photo are framed and protected



by glass; the impromptu photographs are stored in a green folder, and have faded and crumbled. Penciled notes on the back of each photograph note when each was taken, and in some cases identify the subject.

The portraits are of "Jonathan, Mina, and Q Harker" (9th May, 1897), "Lord Godalming" (9th May, 1897), "Van Helsing" (10th May, 1897) and "Jack" (10th May, 1897). The group photograph was taken on the 10th; all of them show Carpathian mountains in the background.

The impromptu shots are all dated "Mar '94." Most of them are of the portrait subjects, although there are also several shots of other men, including Quincey Morris. In most cases, the subject is caught in a characteristic moment — reading a book or letter, in animated conversation, loading a gun or brandishing a weapon, or staring out a dark window. The background in most of the photographs appears to be the living room or hallway of a house or flat in London. Neither Mina Harker nor Lucy Westenra is present in any of the impromptu photographs.

A few blurry, dark shots appear to depict the inside of a ruined building, but they are so damaged little can be

discerned. Other photographs appear to have been incorrectly developed, and just show strange radiating patterns (**Photography** or **Chemistry** notes their curious resemblance to photographic plates exposed to strongly radioactive materials). One set of blotches eerily resembles a skull. Again, these are dated Mar '94.

SUPPOSED HISTORY: These photographs were taken by the artist Francis Aytown (p. 40), who was a member of the band who thwarted Dracula, but was not included in Stoker's final account of the affair. The date on the portraits suggests they were taken in the spring when the band returned to Transylvania (**HO254**). The impromptu shots were taken during the hunt for Dracula in the summer of 1894, possibly in Seward's rooms at the asylum or in a house rented by the Harkers.

Photography or **Research** can determine if the photographs come from the right period. If genuine, the smaller impromptu shots are on 10 cm × 13 cm prints, consistent with a flat folding Kodak, while the portraits are on 13 cm × 18 cm prints taken with a No. 5 Cartridge Kodak.

MAJOR ITEM: The portraits clearly identify their respective subjects, who doubtless bear clear resemblances to any descendants (see *Legacies*, pp. 40–48). The real treasures, though, are the backgrounds of the portrait and group shots, and the folder of impromptu shots.

The portraits were taken on "the old ground which was, and is, to us so full of vivid and terrible memories" — in other words, near Castle Dracula. The background is slightly different in each photo, so they can be cross-referenced with other images of the Carpathian Mountains (**Photography** or **Data Recovery**) to determine exactly where the Castle can be found.

Examined with modern techniques (**Data Recovery** again, and maybe requiring access to specialized scanners or image-analysis software), the impromptu photographs might reveal vital clues. Several show the subject reading or examining documents, and enhancing the image makes some the text from these documents legible. Other photographs capture the streetscape outside; **Research** and a little **History** let the Agents work out exactly where the photograph was taken in London.

As for the "incorrectly developed" photos, they're doubtless failed attempts to take a photograph of a vampire. Perhaps running them through some sort of filter (**Data Recovery**) or chemical process (**Chemistry**, maybe **Vampirology**) could reveal details that are otherwise invisible to the eye, allowing the Agents to see who or what Aytown was trying to photograph.

MINOR ITEM: The portraits accurately depict the original band, and can be used to identify Legacies, but the mountains in the background are too shrouded in mist to be of any use. The loose impromptu shots in the green folder are very poorly preserved, and crumble when touched. It's impossible to get any useful information out of them.

FRAUDULENT: **History** notes that the clothing depicted in the portraits is consistent with the 1920s, not 1890s or 1900s; these photographs actually depict an outing of several members of the Geological Society of London to Dartmoor. The photographs in the green folder all depict preparation for this expedition. The penciled annotations were made much later (**Forgery**) — either by some fan of the novel who noticed a vague resemblance between the descriptions of the characters and the stalwart geologists, or by someone trying to sell the collection to a Stoker enthusiast.

CONNECTIONS: The Sculptor (p. 100) might have a set of these photographs in the storeroom of her gallery, and they might be hanging on the wall in Ring (p. 172) or in the home of any of the Legacies (p. 40). A vengeful Conspiracy might have stolen a set; perhaps they show up in the hands of the Smuggler (p. 131) or in the SRI files (p. 156) or just in a dusty corner of one of Dracula's safe houses (p. 194) or even a bank vault (p. 143).

DOSSIER REFERENCE: HO99, CU251

CAMEOS OF DRACULA

APPEARANCE: Several of these cameos exist. Each consists of two photographs, showing the two faces of the Portrait of Dracula (p. 275). The photographs were miniaturized and pasted inside a variety of cases and keepsakes, as described below. The Agents might find a single cameo, or discover that someone has gathered some or all of the cameos together in a collection.

- *The "Murray" cameo:* A small heart-shaped silvery locket. The locket is made of tin covered in a thin coating of silver, and was probably purchased cheaply as a souvenir.
- *The "Harker" cameo:* A gold pocket watch, inscribed *to J.H, with every possible confidence, from P.H.* on the interior. The mechanism has stopped at 6:38 (1-point **Astronomy** spend: that's about the time of sunset in Transylvania on, say, 31 August 1894).
- *The "Holmwood" cameo:* An oval locket made of solid gold, engraved with the image of a rose. The images of Dracula were inserted over two other photographs, one of Lucy Westenra, the other of Arthur Holmwood.
- *The "Morris" cameo:* Contained inside a dented cigar case, along with several other keepsakes, including a silver dollar, a lock of blonde hair, and the tooth of a vampire bat. (A 1-point **Outdoor Survival** or **Research** spend identifies the species as an unusually large common vampire bat, *Desmodus rotundus*, probably coming from western Argentina (p. 225)).
- *The "Seward" cameo:* Kept in a leather wallet, the photographs in the Seward cameo have suffered the most damage over the years, and the features can barely be discerned. The wallet is stuffed with crumbling papers, mostly medical scrips and notes.
- *The "Van Helsing" cameo:* Pasted inside the covers of a small German book of the *Roman Ritual*, stamped as coming from the offices of the Archdiocese of Mechelen-Brussels (p. 141).



Due to the small size and relatively poor quality of the photographs, it is very difficult to tell anything about the original painting without examining it directly.

SUPPOSED HISTORY: After completing his Portrait of Dracula (p. 275), Francis Aytown (p. 40) took photographs of it and made copies for the original band of hunters. When investigating Dracula, they were able to show the photographs to witnesses and ask if they recognized either of the faces. After Dracula's death, the cameos were kept as mementos by the survivors, and passed down as heirlooms to the Legacies (p. 40).

MAJOR ITEM: There are two ways for the cameos to take major significance in your campaign. First, the cameos might be of huge importance to the Legacies, especially if the original hunters suspected that Dracula might one day return. Possession of a cameo implies that you are a Legacy, or that one holds you in enough esteem and confidence to entrust you with this most precious treasure. In this scenario, possessing a cameo and understanding what it signifies is worth a 6-point pool that can be spent on any Interpersonal ability when dealing with a Legacy. It's a sacred tradition that no request from the bearer of a cameo can be refused by another Legacy.

Alternatively, maybe it's the face of Dracula that's important. If Dracula's masquerading as someone else in your campaign, then finding a cameo lets you discover that your trusted advisor is actually the immortal Count! Possible identities for the Count include the Romanian Police Inspector (p. 130), the Hungarian (p. 94), the Human Trafficker (p. 118), or someone connected with the Romanian Mafia (p. 157) or the Romanian Government (p. 151).

MINOR ITEM: Possession of a cameo is worth a 2-point Interpersonal pool when dealing with a Legacy.

Obsessive study of the image in the cameo prepares the Agent to spot Dracula at a moment's notice, but also heightens paranoia — the character can now spend Stability on **Sense Trouble** tests to spot Dracula.

FRAUDULENT: The other cameos might be real, but this one's a fake. Minions of Dracula replaced the original photograph with a doctored image, implicating someone else as the vampire. Agents who rely on this photograph may mistake some innocent for the dread Count. Ideally, use it to sow paranoia among the players by suggesting that some ally or key informant is Dracula in disguise.

A 2-point **Photography** or **Forgery** spend discovers that while the fake photograph was prepared using equipment and techniques from the right period, the physical photograph is too well preserved to be more than a hundred years old. It's a fake.

CONNECTIONS: Any of the Legacies (p. 40) might possess a cameo, unless some ancestor lost or sold the family heirloom. A missing cameo might turn up in the possession of Edom at Ring (p. 172), HMS *Proserpine* (p. 169), in the files relating to the 1977 mole hunt kept by the MI5 Deputy (p. 95) or Oakes (p. 52), or as a souvenir from the 1940 expedition in the hands of "Van Sloan" (p. 87).

DOSSIER REFERENCE: CU195, CU205

CRYPTIC LOCKBOX

The nature, but not the function, of this object varies depending on when it was made. In every case, it's a secure box containing something valuable, with precautions to prevent it from being tampered with or opened by the wrong person.

APPEARANCE: Depends on its provenance.

1890s: It's a heavy box of oak and brass. The keyhole is especially large and ornate, suggesting it was custom made. The box lid contains a specially made glass vessel filled with sulfuric acid. If the wrong key is inserted, or if the box is jarred or dropped, the vessel breaks, releasing the acid over the contents. Opening the box without the key requires a Difficulty 6 **Mechanics** test; a 1-point **Notice** or **Art History** spend spots the hidden button that must be pressed as the lock is opened to stop the internal mechanism from releasing the acid. If the acid does spill, then a nimble Agent can grab the contents of the box before the acid destroys them (minor exposure to acid, page 78 of ***Night's Black Agents***).

1940s: It's a metal ammo box; **Military Science** identifies it as once holding 75mm ammo for a Vickers-Resita Model 1936 anti-aircraft gun. It's wrapped in chains and a layer of waterproof cloth, but it's not otherwise trapped or locked. The trick is *finding* the box — it's buried somewhere in the Carpathians. Whoever buried it carefully marked the location by sighting certain key landmarks such as mountain peaks, church spires, and other monuments, along with precise measurements and compass bearings (or telluric readings). Once you're in the right spot, a metal detector and a shovel gets you the box.

1970s: It's a metal safe with six independent dials. A thick black electrical wire connects it to the mains, suggesting it's drawing a small

amount of power. One of the dials is a clock; another shows the current date, determined by an electric calendar device inside the box. The other four dials can be rotated. **Cryptography** suggests that the combination for the safe changes depending on the current time and date, and that it can only be opened on certain auspicious days. Enter the wrong combination or cut the power, and a small electrical element inside sets fire to the contents.

SUPPOSED HISTORY: The lockbox is a long-buried secret. Someone in the past is trying to get a message — or a vital weapon — to the Agents. But who?

1890s: The box was clearly made at great expense by a skilled locksmith. **Art History** identifies the maker's mark as Hobbs Hart & Company, which was based in London at the time. Any wealthy Londoner with a secret to hide might have ordered a custom lockbox — Lord Godalming (p. 36) is the obvious candidate, but it might equally have been a guilt-ridden Dr. Seward (p. 35), Peter Hawkins (p. 39), Albert Singleton, or a member of the Satanic Cult of Dracula (p. 55), locking away some treasure until the Master returns.

1940s: The box was buried by the SOE unit parachuted into Romania. According to a story that circulated among both British commandoes and Romanian villagers in the mountains, the members of the SOE team stole some immensely valuable treasure that was too heavy to carry. They buried it, intending to return after the war, but the Iron Curtain fell before they could recover it.

"Van Sloan" (p. 87) was part of the team who buried the box, as was the father of the Balkans Specialist (p. 91). The Late Con Artist (p. 84) or the Pensioner (p. 86) might have helped them.

1970s: The box has become part of MI5 folklore — a cache of secrets buried within the walls of the establishment. The story claims that the box was deliberately walled up during renovations of some government building or secret installation. The alleged contents of the box vary depending on who's telling the story — anything from compromising photographs of then–Prime Minister Harold Wilson or John Profumo to captured red mercury or the formula for a nerve agent that "makes VX look like the sniffles."

MAJOR ITEM: The box contains something of vital importance to the Dracula case. Some possibilities:

1890s: A Vial of Blood (p. 284) or Jeweled Dagger (p. 270). Kate Reed's Diary (p. 271) or Renfield's Journal (p. 277) are also possibilities, as is the Golem Parchment (p. 268). A sheaf of Aytown photos or maps that shows the precise location of Castle Dracula (p. 207) would also be worth all the fuss. The Spirit Board (p. 279) is another possibility.

1940s: Again, maps showing the location of Castle Dracula (p. 207) might be in here. If the 1940 team had an Earthquake Device (p. 266), Knife Set (p. 272), or other vampire-hunting weapon, maybe they buried it for future use. The box might hold some treasure liberated from the Count's possession, like a copy of *Le Dragon Noir* (p. 273) or a scroll pointing the way to the fabled Scholomance (p. 219).

1970s: Documents pointing at the real mole. Proof of American involvement in Edom after 1977, incriminating the CIA Agent (p. 91). A list of all known Legacies, with enough information to track them down. Moon-rock bullets (p. 60).

MINOR ITEM: The box contains something useful but not critical to the investigation — or something dangerous.

1890s: The Harker Rosary (p. 268) and Harker's later diaries (possibly answering one question about the original hunters). The keys to the Westenra tomb at Kingstead Cemetery (p. 191). The Westenra Brooch (p. 284), and the inside of the case is lined with wild roses, so by opening it, you've exposed the brooch for the first time in a century. It's like sending up a flare that only vampires can see.)

1940s: Gold coins, liberated from the cellars of Dracula's castle — can be sold on the black market for enough cash to fund the next phase of the operation or to buy that rocket launcher you've always wanted. A jenglot (p. 67). Files from the German vampire program. An Alraune (p. 62) seed.

1970s: The box is actually an antique but still-functional computer server that's been sitting on the MI6 network for nearly forty years — it's running the tripwire program built by the Retired MI6 Computer Boffin (p. 99). A bunch of papers stolen from Edom during the mole hunt. A knife containing the spirit of Red Jack (p. 73).

FRAUDULENT: The box contains two empty gin bottles. Somebody call Geraldo.

CONNECTIONS: The Madman (p. 121) is obsessed with the box.

The 1890s box might be in a vault at Burdett's Private Bankers (p. 143), or turn up for auction at Sotheby's (p. 198).

The 1940s box might be discovered by the Volcanologist (p. 136) or the Smuggler (p. 131) in the wilderness.

The 1970s box might be hidden in the home of "Cushing" (p. 92) or the Balkans Specialist (p. 91) or the MI5 Deputy (p. 95).

DOSSIER REFERENCE: VS35



EARTH-DISTURBANCE URN –

APPEARANCE: The vase was made during the 10th century under the Song Dynasty, but the booming trade in imitation antiquities at the time means it was faked to look like a Han Dynasty urn (206 BCE–220 CE). A swiveled ring around the middle has eight protruding dragon heads; the supposedly Chinese dragons have a bizarrely twisted, alien look, and prominent fangs. A pendulum swings inside the urn, and a tube running around the center, connected to the heads, is designed to hold metal balls. These are missing but easily replaceable with modern components.

SUPPOSED HISTORY: **Archaeology** or **History** recognizes this as a version of the seismological measuring device described by Han Dynasty inventor Zhang Heng (78–139 CE), which shot balls from the dragon's mouths when the pendulum was disturbed, indicating the direction of the earthquake. A 1-point **Occult Studies** spend reveals that Daoist exorcists supposedly used similar devices to indicate evil spirits.

As needed, the urn might have been pillaged by British forces during the looting of the Summer Palace in 1860, taken to Hong Kong or Taiwan following the Communist takeover in 1949, or simply sold by a millionaire in need of cash today.

MAJOR ITEM: The device, originally designed by Chinese sorcerer-scientists, detects the use of vampiric (or telluric) powers, shooting a ball out of the appropriate direction-head with a force proportional to the distance and strength of the power, within 50 km. (A distant use of a strong power — e.g., a high Aberrance spend — registers similarly to the close use of a weak power, such as a free power.) Using **Occult Sciences** or **Mechanics** may give more precise results; smart Agents might also rig the device — which is clumsy and heavy — to **Electronic Surveillance** equipment allowing it to be used remotely.

The secondary use of the device is less obvious, and may indicate that a vampire was involved in the manufacture of the item, perhaps as a weapon against rivals. If blood is poured into the tube, vampires within 50 km will be drawn *to* the device. (Aberrance tests to resist depend on the freshness and volume of blood used, and the distance to the vampire). The compulsion also leaves the vampire disoriented and hungry, imposing a +2 Aberrance cost (or a +2 Difficulty) on the use of nonphysical abilities, natural or supernatural, until it has fed, preferably from the jar. This makes for excellent potential traps, but may also result in the jar being broken into teeny pieces if the Agents aren't careful.

MINOR ITEM (TELLURIC): The urn is a successful replica of Zhang Heng's original design, with no supernatural intent. However, it detects both natural and unnatural seismic movements, meaning that major vampiric activity, especially the "pre-shocks" that accompany a buildup of power for ritual purposes, cause the device to go off.

FRAUDULENT: The urn was built for sale to a gullible 10th-century antiquarian by people working off secondhand descriptions of Zhang Heng's original model; it doesn't work in the slightest but is nevertheless a valuable antique in its own right, and could be sold as such to secure at least a session's worth of excessive funds for the Agents if they can find an appropriate buyer.

CONNECTIONS: The original Van Helsing may have acquired the item himself during his mysterious 1904 trip to Chungking, or Quincey or Holmwood might have picked it up in their earlier adventures. In the latter case, it might simply sit as a neglected antique in Ring (p. 172) or the Korea Club (p. 192). Alternately, Edom operatives might have sourced it through their Hong Kong (p. 229) connection in the 20th century — the 1977 mole hunt comes just after the 1976 Tangshan earthquake. The National Institute for Earth Physics (p. 151) may have it on display as part of an exhibition of seismological items of the past, or the Seismologist (p. 100) could have acquired it during his or her travels. Its great value makes it a natural for an auction at Sotheby's (p. 198).

EARTHQUAKE DEVICE

APPEARANCE: This object resembles a set of pistons held together by a ring around a central shaft. It rests on a set of splayed feet, allowing the central shaft to rise and fall when fed electrical power. Leads for a truck battery are visible in a recess on the side of the ring. On the ring and the bottom of the central shaft appear tiny symbols and words in another language: Serbo-Croatian, perhaps? An Investigative use of **Mechanics** can tell that this device was not mass-produced, but it may not be unique.

SUPPOSED HISTORY: Agents with **Occult Studies** (or **Fringe Science**, if the campaign uses that possible version of the ability) or a 1-point **Mechanics** spend recognize this device as a version of Nikola Tesla's oscillator. In 1893, Tesla patented a machine intended as



a steam-driven electrical generator, but soon realized that its regular oscillations actually tuned themselves to the resonant frequency of the building — or country — it operated within. During one test in 1898, so the story goes, he accidentally triggered an earthquake centered on his laboratory, and had to demolish the prototype with a sledgehammer before the whole building came down around his ears.

MAJOR ITEM: This device, as Tesla feared, can actually trigger earthquakes. Edom bought or stole a prototype from Tesla's laboratory (or Morris brought one over from America) and used it to awaken Dracula in 1893 — and to trigger the volcano that put him back to sleep a year later. This specific device was issued to the 1940 Edom team in Romania; Edom (or Dracula's mole within Edom) may also have used it (or another like it) to awaken Dracula (or leave a false seismic trail) in 1977. By now, the British government has far more sophisticated truck-mounted (or satellite-mounted) earthquake machines, which explains why the Agents can misappropriate this one.

To operate the earthquake machine requires a continuous supply of electricity for three days (three truck batteries is sufficient) and a successful Difficulty 6 **Mechanics** test each day. The severity of the earthquake that results depends on the tectonic instability of the machine's location. Getting out of the earthquake zone with the machine may be a bigger challenge than starting the earthquake in the first place!

In a campaign emphasizing the sorcerous, necromantic aspects of Dracula, the device is actually a Seal

of Agares, a demon given power over earthquakes. The tiny symbols are the Name of Agares and certain geomantic emblems; the strange words *UUSUR* and *ITAR* channel Agares' power into an earthquake. A 1-point **Occult Studies** spend (or a 1-point **Research** spend in a well-stocked occult library; or a 2-point **Research** spend and a good Internet connection; or a 0-point spend of **Occult Studies** while consulting *Le Dragon Noir* (p. 273)) recognizes all of the above.

To activate the earthquake device requires a simple battery discharge (Difficulty 3 **Mechanics** test, replacing the traditional lightning strike), a supply of blood (at least 4 Health) decanted into the "pistons" each night, a specialized pentacle containing the Seal and the caster, three nights of spell casting, and a successful Difficulty 7 **Stability** test each night. The severity of the earthquake that results depends on the amount of blood sacrificed, and perhaps on the tectonic instability of the Seal's location. Dracula can cast the spell more rapidly, if he needs to.

The specific spell is *not* available online; discovering it requires a week's **Research** (3-point spend) or two days' **Occult Studies** (2-point spend) in a well-stocked occult library, or access to *Le Dragon Noir*. With a 1-point **Occult Studies** spend, an Agent knows that the spell is in *Le Dragon Noir*. The Director may well rule that only *Le Dragon Noir* (and possibly an Edom field manual somewhere) has the spell, and no amount of research outside the Scholomance (p. 219) can uncover it.

MINOR ITEM: The device is actually a field seismometer dating back to 1893, used by the Harker team to find Castle Dracula by triangulating on temblors. Its design is more rugged and portable than a standard Milne seismograph. The central shaft holds the heavy pendulum; the other "pistons" hold mercury bubbles (viewed through a glass underneath the piston cap) and a battery: the "battery leads" are actually intended to connect to a telegraph key and line. A 1-point **Geology** or **Mechanics** spend recognizes it for what it is, and can even "read" it, although without a telegraph hookup, its output is less useful.

FRAUDULENT: The object is a fake "Tesla" device built by the mole to send Edom on a wild goose chase through the worlds of seismology: there is no direct connection between Dracula and earthquakes, except for the 1940 quake knocking the stake loose from his chest. Dracula used the 1977 earthquake as disinformation during the mole hunt to return to his deeper incognito. The 1893 and 1894 quakes are just two of many that rocked the Balkans during that decade, after all.

If the Director would like to keep the Dracula-earthquake connection alive, the device was left out in the Romanian countryside long enough to get broken and rusted beyond repair.

CONNECTIONS: The Former Gehlen Org (p. 82) and the Seismologist (p. 100) know of the device's existence, as does "Van Sloan" (p. 87); the object itself might be in his house, or in a neglected corner of the HMS *Proserpine* (p. 169), Ring (p. 172), or the Vesuvius Observatory (p. 242).

DOSSIER REFERENCE: HO37, VS244

ELIZABETH BÁTHORY'S JOURNAL

APPEARANCE: Ten octavo daybooks on good-quality rag paper, bound together between flaking black morocco covers. The pages are stained a dark brown, rendering them almost illegible, but they appear handwritten in Latin, in an educated female script of the 16th century. It is worn, old, bloodstained, and yet somehow the pages still stay together as one whole.

SUPPOSED HISTORY: During the ten years prior to Elizabeth Báthory's trial, she kept a journal documenting the atrocities she committed, each and every single one of them. Each murder is recounted within those pages, the blood on the countess's hands mixing with the ink as she wrote. She bound up all of her energy and murderous intent within the very pages of that book. During Countess Báthory's trial, the journal was used as evidence to convict the countess. Afterward, the influential Thurzó family kept it, then the Hapsburgs, storing it away in Vienna



until it disappeared between the First and Second World Wars. No one is quite sure what happened to it after that.

MAJOR ITEM: Countess Báthory was convicted on only 80 counts of murder during her trial. However, the journal indicates that she committed at least 600 murders, each one linked to an occult ritual that drained the victim of blood and life. The details included torture as part of the process, and the blood of each victim has soaked into the very pages of the book. This item is not just a journal: it is a weapon.

That much occult power soaked into the pages of the book has turned it into an item that can inflict trauma from being read. Each page has been suffused with the fear of the victims. Reading the journal lets you relive the lives — and deaths — of Báthory's victims. It's worth a 7-point Stability test, but afterward, you get the answers to any three questions about Báthory's historical activities, the nature of her vampirism, and her connection to Dracula, and may permanently increase your History and Languages ratings by 1. A reader Shaken by the text may develop multiple personalities (***NBA***, p. 86) or schizophrenia (***NBA***, p. 87), as the echoes of Báthory's victims become lodged in the Agent's mind.

MINOR ITEM: The rumors of the power of Elizabeth Báthory's journal are considerably more powerful than the actual object. The diary is just a diary — but Báthory wants it back. The Agents might **Negotiate** with the countess using the diary as a bargaining chip, or use it to lure her into a trap.

FRAUDULENT: The journal is just a journal. It was used as a prop for an Italian vampire film, and copious amounts of cow blood were used to make it look bloody and unpleasant. Using either **Forgery** or **Forensic Pathology** will show it for what it is — an ancient, creepy journal someone threw a lot of blood onto.

CONNECTIONS: The Neo-Nazi (p. 85) is likely interested in the journal's information on occult uses for blood. The Medievalist (p. 122) or Psychic (p. 96) is interested in it as a historical resource. The journal might show up in the Bookseller's (p. 106) shop or in the library at Dracula's Castle (p. 207). An extremely creepy *Ipcress File*–style Edom might use its pages to break down its operatives' personalities before transforming them into Jacks; the journal is likely in Seward's Asylum (p. 195) in that case.



GOLEM PARCHMENT

APPEARANCE: A small piece of tattered parchment, bearing a kabbalistic inscription of the name of G-d (a *shem*) around the Hebrew word *emeth,* or "truth." This shem is rumored to be the one taken from the mouth of the Golem by the rabbi Judah Loew ben Bezalel in Prague during the late 16th century. The shem began circulating in the black market in 2003 after the National Museum of Iraq was looted. The parchment has not been authenticated, beyond being genuine 16th-century parchment and ink.

SUPPOSED HISTORY: Jewish folklore speaks of a golem made of clay from the Vltava River that can be animated to protect the one who controls it. Some legends say that a golem will come to life only if an inscribed piece of parchment is placed inside of its mouth. The shattered body of the Golem of Prague was stored in the attic of the Old New Synagogue, but in 1883 the attic was renovated and no remains were recovered.

The shem has made it back to the black market twice since the museum looting in 2003. Rumors that "demons from the shadows demand its destruction" have made some conservative buyers weary, while intriguing other, more "interesting" prospectors. But with no golem to protect them from such "demons," it is understandable why the previous collectors would wish to be rid of such a troublesome artifact.

MAJOR ITEM: The shem is an interesting artifact, but if reunited with the Golem of Prague, it could wreak havoc for Dracula and his minions. If you bring the full Golem onstage, use the vorthr stats (***NBA***, p. 154) with Stony armor and only the power of Strength and Grab (as camazotz; ***NBA***, p. 149; automatic crushing damage +1 rather than Drain). The Golem is, of course, immune to all vampiric powers and most vampiric attacks.

Why is the Conspiracy seeking to destroy or recover the shem?

- *Dracula fears its power.* He does not know where the Golem is, and he has dedicated some resources to destroying the shem to insure that it cannot be resurrected and turned against him. Dracula has trusted one of his Brides or other Level 5 troubleshooters to investigate the shem in Iraq and find a way to destroy it.
- *To prove one's self.* Dracula doesn't always make joining his ranks easy. One of his followers is trying to prove himself and Dracula has tasked him with recovering the shem. Every few centuries he has room for a minion with ambitions to move up, and take a seat by his side. One of these times was in the early 1880s, when he had the remains of the Golem moved from the attic of the Old New Synagogue. Now, he's just finishing what he started, by collecting the last piece of the puzzle.
- *Twisted romance.* A student of ancient lore at the University of Baghdad heard of the artifact and has been trying to track it down. Dracula wants to reach out to the student, help her obtain the object of her desire, help her find the Golem … help her find their way to him. Such obsession proves easy to subvert, and delicious.
- *The Hand of G-d.* Inscribed with the word "truth" by the Rabbi Loew, the shem can end the blasphemous false life of the Un-Dead. Laid in a vampire's mouth, it crumbles him to dust.

MINOR ITEM: As above, but the shem is too fragile to last for more than one night in the Golem's mouth, before turning to dust.

FRAUDULENT: The shem has no magical properties, holy power, or divine work. **Forgery** can determine that it was made at the same time period, but there is no evidence that it was the one used by Rabbi Loew. Edom might trail it across the Agents' path as a false lead (p. 21).

CONNECTIONS: The shem might be a prize sought by the Hungarian (p. 94), Medievalist (p. 122), Psychic (p. 96), Petroleum Executive (p. 127), or any client of Sotheby's Extraordinary Objects Department (p. 161). The Neo-Nazi (p. 85) wants to destroy or pervert it for his own ends; any occult-minded group such as the Echipa Mortii (p. 149) might want to harness its power. John Dee's Journal (p. 270) might mention it (Dee and Rabbi Loew were in Prague at the same time) and its effect on vampires.

THE HARKER ROSARY

APPEARANCE: A worn brass and olive-wood rosary with attached Sacred Heart and crucifix, constructed with sturdy chains and large, textured beads. Obviously well used, the details of the crucifix and heart are worn almost smooth to the touch from rubbing. It is displayed in a fine mahogany felt-lined box, and to the untutored eye appears entirely generic and undeserving of such display. However, the object was obviously made with great care and appears to have never needed repair despite the long use it has suffered.



Human Terrain or **Art History** identifies it as a Romanian Orthodox rosary and crucifix, based on certain details of the nearly effaced imagery.

SUPPOSED HISTORY: Jonathan Harker noted in his original journal that the old woman who ran the hotel he stayed in in Bistritz gave him the crucifix from around her neck when she learned that he was bound for Castle Dracula. The touch of it was enough to protect Harker from at least one of Dracula's violent outbursts during his stay in the Castle.

After Harker's convalescence and return to England, it isn't mentioned again. This rosary surfaced in a collection of Eastern Orthodox religious artifacts kept by a wealthy Budapest socialite (or the Art Forecaster (p. 103)), along with a handwritten note from a "Sister Agatha" noting that it had been left behind by "a patient with brain fever," but was of such craftsmanship that she felt compelled to conceal it lest it be stolen by another patient in her convent.

MAJOR ITEM: This rosary is no mere token of faith. Though simple in construction, the resonance of it being freely given out of fear for Harker's soul on St. Andrew's Eve has imbued it with significant protective qualities. It counts as a bane *and* a block alongside any other weaknesses a vampire has; if your vampires already have a crucifix bane or block, this specific object adds +2 to damage and Difficulty to overcome it. In addition, any time this crucifix repels a vampire, the bearer refreshes 1 point of Stability, as its protection dissolves the fear and terror generated by the creature.

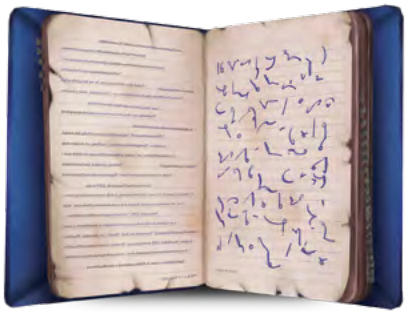
The reason Harker left it behind is a mystery. Did he truly believe that he was done with his ordeal, and as a good Anglican thought it was inappropriate to keep? Or did someone steal it from him as he recovered in that sanitarium in Budapest? It is possible that it only works as long as it remains in the land that birthed it — or that it has some significance to the faithful that's been as yet unrevealed. If it became known that it had been recovered, Dracula himself would recognize it and wish to destroy it as one of the few objects powerful enough to render the bearer untouchable to him. And some say that the old magics have the power to turn such objects of faith into powerful tools of devilry, in the wrong hands.

MINOR ITEM: This is indeed the crucifix worn by Jonathan Harker, but it has no particular powers beyond those of any other symbol of religious faith (it counts as any other crucifix for the purposes of your game). It is fine in craftsmanship, and valuable to those with interest in religious artifacts in that way, but the vampire hunter who relies solely on it for protection is going to be sorely disappointed. However, the mystery of why it was left behind in Budapest may lead investigators to any Conspiracy or vampire-hunting node operating out the Hospital of St. Joseph and Ste. Mary (p. 230), as it could very well have been smuggled out of the sanitarium for dubious purposes, or under a mistaken belief in its power.

FRAUDULENT: It is a 19th-century rosary from the Carpathian Mountains, but, other than the letter (which is undated and easily revealed with **Forgery** to be of more recent manufacture by paper and ink forensics), there is nothing to connect it with the account of Jonathan Harker. The collector may have been fooled or be simply an eccentric dabbler in harmless folklore.

CONNECTIONS: This object could be found in a number of locations — any county museum in Romania, the Art Forecaster's collection (p. 103), the Old Pinakothek Museum in Munich (p. 228), the Sculptor's (p. 100) gallery in Soho, or as part of an auction at Sotheby's Auction House (p. 198). Without the letter, it might be a cherished memento or forgotten knick-knack of any Harker Legacy (pp. 41–40). It could be on the person of the Hungarian (p. 94) or of any asset or minion, depending on whether you want to present the artifact as a tool or as a goal for the Agents to obtain (or destroy).

DOSSIER REFERENCE: CU21



JASPER HARKER'S DAYBOOK

APPEARANCE: Navy cloth- and board-bound notebook. Contents, in an idiosyncratic hand, are a combination of shorthand, abbreviations, anglicised Marathi slang, and ciphers. It is part address book, and part journal. It covers the first couple of years of WWII: approximately Autumn 1939 to Spring 1941.

MAJOR ITEM: This is the wartime daybook of Jasper Harker, Acting Director of MI5 (p. 80) during the reactivation of Edom, and Jonathan Harker's nephew.

Finding the daybook depends on knowing it exists. Agents curiously rifling through the Harker Papers deposited at the Liddell Hart Centre for Military Archives at King's College London discover (2-point **Research** spend for a Major notebook; 1-point spend for a Minor notebook) a photo album, including one shot of Harker standing at his desk in the director general's office dated 11 July 1940. The desk holds an orderly selection of filing trays, a large black-ink blotting pad, the *Times* folded to show the crossword page and some sort of diary or daybook. Further **Research** reveals that the daybook for 1940 is not recorded as being part of either the Kew or Liddell Hart Archives, unlike volumes from

later in the war. And if it isn't in either of those archives … then who has it?

Once found, a **Cryptography** spend shows that the ciphers themselves are quite straightforward — crossword fiend Harker was fond of reordering, reversing letters, and anagramming. Two entries stand out:

VJK01:9kM which is a mirrored reference to a bible verse Mark 9:10 in the King James Version:

"And they kept that saying with themselves, questioning one with another what the rising from the dead should mean."

And the comment, "My friend Tober Marks is up to his old tricks again in Romania," concealed behind a fairly easy anagram. "Tober" is apparently used as a code name for Edom in the daybook.

With the Tober code, Agents can find all manner of information about the Romania operation (answer any four questions), including the real name of "Van Sloan" (p. 87), the location of Ring (p. 172), and (after a meet with the Funnies, experimental weapon-designing boffins) a mention of the Earthquake Device (p. 266). Agents with **Tradecraft** can determine from the daybook entries whether Jasper Harker was turned by Edom or the Conspiracy.

MINOR ITEM: As Major Item, but Harker was mostly shut out of Edom planning. (Or if he was an Edom asset, he was smart enough to leave the details out of his daybook.) Even with the Tober code, the Agents can only confirm the narrative given by "Van Sloan," and perhaps answer one question about the 1940 operation.

FRAUDULENT: It's still Harker's daybook, but it's entirely devoted to his shooting bag, crossword hints, and details of assignation with his mistress.

CONNECTIONS: Who has the diary now? Perhaps Lucy Blythe (p. 41), military historian J. Q. Harker (p. 43), or some new Legacy from Jasper's "Circencester branch" of the Harker clan. An ambitious Journalist (p. 120) or even the NATO Liaison (p. 125) might have acquired it for their own researches.



JEWELED DAGGER

APPEARANCE: An ornate dagger bearing the crest of the House of Basarab. The hilt is made to resemble a dragon, with two small rubies for eyes, one of which is missing.

SUPPOSED HISTORY: This dagger was sold by Sotheby's (p. 198) on behalf of Mr. de Ville, and purchased by Mr. Winter-Suffield shortly before his death. The item was not found among his effects after his death. Attemping to trace the origin of the dagger with **Art History** suggests it was made for Vlad II Dracul (d. 1447) or a member of his family. A 1-point **Archaeology** or **Art History** spend even identifies maker's marks connecting to Jewish goldsmiths.

MAJOR ITEM: The dagger contains a vampiric spirit (possibly even Red Jack, p. 73), or is perhaps entangled or attuned to Dracula himself. Either way, every time the dagger is used to murder a living creature, the wielder gets a brief psychic flash connected to the Conspiracy (similar to Mina's insights into Dracula's movements). The bigger the creature killed, the more powerful the connection. The connection drops off over distance, so if Dracula is far away, only the willful murder of a human will yield comprehensible images.

Can Dracula use sorcery to shield himself? Is the connection bi-directional? Does using the dagger as a murder weapon stain the wielder's very soul with some vampiric taint? All excellent questions, the answers to which will likely be discovered when it's far too late …

MINOR ITEM: It's a genuine antique, and one of Dracula's treasures. He sold it to obtain ready cash in England (you know how it is when you're on holiday — everything's expensive, you spend money faster than you expected, and, before you know it, you're cashing traveler's checks or hawking antique daggers), then murdered the buyer. The dagger's connection to Dracula makes it a useful weapon (+2 damage) against the Count, and it can even wound him when he's in his mist form.

FRAUDULENT: It's a fake dagger, as **Art History** points out. Possession of this gaudy forgery might show that the owner doesn't really know what they're talking about — use it to reveal the bluster of the Psychic (p. 96), Medievalist (p. 122), Neo-Nazi (p. 85), Balkans Specialist (p. 91), or Hungarian (p. 94).

CONNECTIONS: The Sculptor (p. 100) and Bookseller (p. 106) deal in antiques. It might be found as part of the Knife Set (p. 272) — or maybe some mysterious collector wants to find the dagger to complete the set. It could be hidden somewhere in the Piccadilly safe house (p. 194) or in Carfax (p. 185) or Dracula's Castle (p. 207).

DOSSIER REFERENCE: CU123, **CU130**



JOHN DEE'S JOURNAL

APPEARANCE: This is a fine leather codex with a beautifully tooled binding bearing the Cotton family crest in gold leaf. A large number of variously sized papers have been carefully bound into it. The papers are diary entries and letters written in a mixture of English, Latin, and Greek with encoded elements using Enochian (requires an **Occult Studies** or **Cryptography** spend to decipher). The number of different hands at work in the papers clearly shows that some

of it was recopied in the 1600s, with later additions and notes made on the original letters in two different hands. Comparison against the copies of John Dee's correspondence in the British Library (p. 184) or the Ashmolean Library at Oxford confirms that this version contains three long letters missing from the others, along with substantial esoteric commentary. All three letters were composed during the period Dee spent at the court of the King of Poland, Stephen Báthory, from April to August of 1585.

SUPPOSED HISTORY: If Edom is an even older organization than it seems, then it may trace its origins to the 16th-century birth of the British intelligence apparatus under Sir Francis Walsingham. Even if Edom was born in the 1890s, its earliest source of information could be the work of Walsingham's adviser: the alchemist and mathematician Dr. John Dee (1527–1609). Dee took a tour of Central and Eastern Europe between 1583 and 1589 (invited by a Count of dubious character, no less) and had royal audiences at the courts of both the Holy Roman Emperor Rudolf II and the Polish King Stephen Báthory. Báthory also happened to be the Prince of Transylvania (and cousin of Elizabeth Báthory, p. 65). The Poles assumed that Dee was a spy for the British monarch, which of course he was. He collected any information that could be useful to Walsingham, including what he heard on the existence and history of vampires — or even of Dracula himself. Dracula, remember, was "in life" an alchemist; his workings and reputation would reach Dee if at all possible.

Dee's papers were scattered and would have been lost were it not for the efforts of antiquarian Sir Robert Cotton (1570–1631). Cotton bought land at Mortlake on the site of Dee's house and, seemingly knowing where to dig, found documents covering Dee's European adventures. He bound and copied them for his own archives, for the Society of Antiquaries, and for the nascent Royal Society.

Some time later this specific volume passed into the hands of Dee's son Arthur (1579–1651) — perhaps he "borrowed" it from Cotton's library to support a burgeoning interest in his father's alchemical works, or perhaps he was granted it during the time the Crown seized Cotton's archives in 1629–1640. Arthur Dee had moved to Norwich after 1649 as a result of his enforced retirement from the role of royal physician to King Charles I. There he employed one Johannes Banfi Huniades (1576–1646), a noted Hungarian chemist and alchemist as his assistant in a search for the philosopher's stone.

Huniades was born János Bánfihunyadi at Nagybánya in Transylvania, and his local knowledge helped Arthur to supplement John Dee's reports of his homeland with further commentaries and glosses. The resulting volume became the foundation stone of Edom's knowledge of vampires and Transylvania — perhaps supplemented by whatever Arthur and Johannes were really researching in Norwich under the cover of an expensive quest for the philospher's stone.

MAJOR ITEM: This master copy is unredacted and a **Research** or **History** spend gives a powerful core clue as you see fit: major lead to a true location of Dracula's Castle, an alternative name or lineage to identify Dracula if his origins are obscure, Dee's initial thoughts on telluric magic as further refined by Huniades. Detailed study of this codex provides a 2-point dedicated pool for **Vampirology, Occult Studies**, or 16th-century **History**.

Specifics, of course, may depend upon which historical figure you have chosen to be Dracula (p. 29). By 1585, Vlad Tepes is merely a figure of last-century rumor and horror, although Dee could have uncovered records of his Hungarian imprisonment. But John Dracula (p. 30), who received a patent of nobility in 1535, could still have been on the scene, or at least talked about at court as news rather than history, at the time of Dee's visit. Michael II Patrascu (p. 30) is still alive while Dee is in Eastern Europe — perhaps he gets his copy of *Le Dragon Noir* from Dee!

If Elizabeth Báthory is a force in your campaign, Dee's journal definitely mentions her, but, unless she turned before 1585, he mentions her only as a "most wilful girl quite interested in the Art."

MINOR ITEM: This is a colorful assortment of vampire myths and legends collected by the credulous Dee, useful to fill in gaps, but no real meat. However, if it is useless because it is an Edom-redacted version — **Research, History**, or **Forgery** might reveal inconsistencies — then at the very least the players know that Edom has been covering up knowledge of the vampire for a very long time. Reading it might provide 1 rating point in Vampirology to an Agent without any.

FRAUDULENT: The Dee bandwagon draws many fantasists. This document was forged in the mid-1920s by an enterprising con artist who managed to pass it at a provincial auction house. He attempted to boost its value by adding the vampire elements — perhaps he'd recently seen Murnau's film? A **Forgery** spend quite quickly picks out that this is a wrong 'un. In a world where Arthur Dee's true vampire researches have already been suppressed by Edom then the appearance of this document might cause a flurry of panic at Ring; the Agents could use it to bait a trap.

CONNECTIONS: By rights it should be in the Edom bookshelves at Ring (p. 172), but, if not, where is it? The Psychic (p. 96) may have taken it if he was an asset. J. Q. Harker (p. 43) may have surreptitiously copied it. Johannes Huniades was a lecturer at Gresham College in the City of London, and perhaps the volume became mixed with the archive there (**Research** in the British Library, p. 184). Oswald "Jasper" Harker (p. 80) may have kept the copy among his papers, either not realizing its worth or wishing to keep it from returning to Edom's hands.

DOSSIER REFERENCE: CU207

KATE REED'S DIARY

APPEARANCE: An antique leather-bound notebook (made well but inexpensively in the 1880s or 1890s), crammed with notes and diary entries in elegant feminine handwriting. Pasted-in articles from newspapers suggest this particular diary was in use between 1893 and 1894.

SUPPOSED HISTORY: Kate Reed (p. 37), the journalism student cut out of the original published novel by Stoker,



kept a diary in which she recorded both her own personal observations and notes pertaining to her journalistic endeavours. The bulk of the notebook concerns Kate's new job with the *Westminster Gazette* and observations on London's social scene; it is only when she is assigned to investigate the mysterious newcomer, Mr. de Ville, that it becomes relevant to the Dracula investigation. Mina Harker copied most of those entries into the Dossier manuscript.

MAJOR ITEM: Mina copied over everything that mentioned de Ville, but she missed other entries that are even more illuminating. If Kate worked for Edom, then the diary might discuss her elusive uncle James (**HO62**), or "D" (p. 49), or the early Dukes (p. 50) or Edom locations like Exeter (p. 167), Slains Castle (p. 176), or the Whitby prison (p. 177). If Kate was innocent but perceptive, then her diary's observations let the Agents determine if one of the other hunters was really working for Edom (or Dracula). She might have discovered the true allegiance of Quincey Morris (p. 36), Van Helsing (p. 33), Holmwood (p. 36), or even Renfield (p. 57). The diary also reveals what happened to Kate after the events of 1894 — given her sour experiences with the original hunters, she was a likely recruit for Edom or the resurgent Conspiracy, or she might have continued her investigation into the supernatural on her own terms.

MINOR ITEM: The diary contains little new information that the Agents cannot get from close reading of the Dossier, other than a couple of cryptic scribbled notes — maybe she's got the address of Coldfall House (p. 188) or Van Helsing's house in Amsterdam (p. 243).

FRAUDULENT: It's an antique diary written by one of Kate Reed and Lucy Westenra's classmates. Struggling through the overwrought, saccharine entries yields no insights of use whatsoever.

CONNECTIONS: The diary is an ideal alternate vector into the mystery — some NPC can get hold of the diary, start investigating the Conspiracy, and run into the PCs. The Journalist (p. 120) or Tabloid Journalist (p. 134) are ideal candidates for this, as is the Online Mystic (p. 126) or the Caldwell Foundation (p. 160). The diary might be in Ring (p. 172) or Exeter (p. 167), or have been bequeathed to Kate's old school, or stuffed in the archives at the *Daily Mail,* which ended up absorbing the *Westminister Gazette* (and the modern incarnation of the *Mail* would be only too happy to run stories about diseased foreigners invading England).



KNIFE SET

APPEARANCE: This rosewood case, lined with blood-red velvet and fitted with polished brass hinges, contains several antique weapons. Pride of place is given to two crossed knives — a Bowie knife and a kukri. Beneath them are several smaller blades — three stilettos, an Argentinian *facón,* a knife bayonet, and a six-inch surgical knife. While all the weapons are extremely well preserved, their original condition varies. The Bowie knife, the kukri, and the facón all show some scratches and nicks, while the stilettos appear to have never been used.

A small circular brass disc on the lid of the case bears the arms of the Holmwood family and the inscription *nisi necessaria* ("until needed").

SUPPOSED HISTORY: These are some of the weapons carried by the original party of hunters who thwarted Dracula. After their return from Transylvania, Arthur Holmwood had the weapons collected and placed in this ornamental case as a memento (or possibly a gift to young Quincey Harker). (A 1-point **Art History** or **Research** spend turns up a mention of the knife set in a book on the Godalming collection; **Research** might also dig up an inventory of the estate taken when the Special Operations Executive requisitioned the house in 1940.)

The Bowie knife (−1 damage) and kukri (+0 damage) were the weapons used by Morris and Jonathan Harker to wound Dracula in the heart and throat, respectively; the facón (−1 damage) also belonged to Morris. The surgical knife (−1 damage; snaps on an unmodified roll of 1) belonged to Dr. Seward, while the bayonet and other weapons came from Holmwood's arsenal or were purchased for the grisly task at hand. (**Criminology** recalls the undoubtedly unrelated fact that Jack the Ripper allegedly used a six-inch-long surgical knife just like that one …)

MAJOR ITEM: At the very least, the confidence boost from carrying a weapon already used to vanquish Dracula is worth a Weapons refresh (either a full pool when first discovered, or the occasional 3-point "*you have felt the bite of this knife once before, Count*" dramatic speech). A kind Director might lower the Hit Threshold modifier for Called Shots using the perfectly balanced Bowie or kukri.

A close examination of the Bowie knife with **Chemistry** or **Vampirology** might reveal some unusual qualities that still linger after it was used to kill Dracula — maybe it's still got some microscopic particles of dried blood or volcanic dust caught in the crossguard, or the blade is weirdly magnetized. (The absence of such evidence may point to Morris being a servant of Dracula, as speculated on p. 37).

A 2-point **History** or **Research** spend confirms that this particular knife is one of those made by the blacksmith James Black (1800–1872), who allegedly possessed a secret manufacturing process that made his weapons astoundingly tough and flexible. Some

speculate he had rediscovered the secret of Damascus steel; a 1952 film depicts him forging the original Bowie knife from a meteorite.

MINOR ITEM: Holmwood or one of his descendants assembled this set. Some of the knives are the original weapons used, but either the kukri or the Bowie knife or both are substitutes. They're still genuine weapons, but not the ones that wounded Dracula. Only the real thing grants a Weapons refresh.

FRAUDULENT: The weapons are not those used by the original band of hunters. The Bowie knife, in particular, can be identified with **Forgery** or **Research** as a 20th-century replica, and the Holmwood crest on the lid was added relatively recently.

A particularly sloppy forgery also uses cheap steel in the knives: the blade snaps off on a natural Weapons roll of 1 against a vampire or armored target.

CONNECTIONS: The case might be on display in Ring (p. 172) or the Hawkins house in Exeter (p. 167) or in the possession of any of the Legacies (p. 40). A genuine knife set might have been sold and now be in the possession of the Hungarian (p. 94) or the Petroleum Executive (p. 127); a fake one might be in the museum of a touristy Castle Dracula (p. 207). If someone's trying to profit from renewed interest in Dracula, this case might show up for auction at Sotheby's (p. 198) or be dangled in front of the Agents by someone like the Smuggler (p. 131). Alternatively, maybe Edom planted a tracking bug in the case.

The Knife Set might be found with the Vampire Hunting Kit (p. 281) or Aytown's Photographic Studies (p. 262). There might be documents, maps, photographs, or other artifacts concealed beneath that velvet lining.

LE DRAGON NOIR

APPEARANCE: This crumbling folio (approximately 33 cm × 27 cm) is bound in dark, wrinkled leather with a long grayish stain in a narrow band around its middle (A 1-point spend of **Chemistry** confirms it as the residue of badly tarnished silver, perhaps from a chain once used to keep it closed). Its 211 parchment pages give off unsettling, varied odors: one handler might smell sulfur, while another smells nothing but grave rot. The title page proclaims it to be *Le Dragon Noir*, surrounding the title with the image of a dragon choking itself with its tail while chewing it (the emblem of the medieval Order of the Dragon, as **History** or **Occult Studies** recalls). The manuscript is in a mixture of French and Latin, with spells and imprecations in Greek and Hebrew. The unsavory and startling illustrations and sorcerous pentacles are not illuminated or printed woodcuts, but sketched in faded inks and more dubious pigments.

SUPPOSED HISTORY: Agents with **Occult Studies** know that *Le Dragon Noir* (*The Black Dragon*) is reputed to be the more dangerous and powerful companion to *Le Dragon Rouge* (*The Red Dragon*). Both come from the "Solomonic grimoire" tradition of the late Middle Ages, and contain the names and rituals by which Solomon — and hence, later magicians — could control demons. *Le Dragon Noir* specifically deals with "*forces infernales*," which could be construed as forces within the earth, especially volcanic forces. Unlike *Le Dragon Rouge*, which was widely printed in France after about 1800, *Le Dragon Noir* remained obscure, passed down only in hand-copied manuscripts.

Two purported English translations of *Le Dragon Noir* have been published by small occult presses in the last twenty years; they are quite expensive on the occultist aftermarket. It's up to the Director how much content either has in common with this true and veritable grimoire.

MAJOR ITEM: This is the grimoire studied by Dracula at the Scholomance (p. 219), or a true copy of it. It contains, among other things, the secret of the origin and creation of vampires, and provides at least one absolute way to destroy a vampire. The leather it is bound in is that of an unknown reptile (1-point **Chemistry** spend to test it).

Studying this grimoire requires knowledge of Latin and French (**Languages**), and at least **Occult Studies** 1. Like most grimoires, its prose is not just leaden but deliberately obscure to the point of opacity. It takes at least a month of reading — ideally unpunctuated by fights with vampires, covert travel, or other distractions — to even understand its contents. If the



study takes place in a dedicated occult library (such as the Warburg Institute in London, or the one at Ring (p. 172)), the time could be cut by half or even more.

Once studied, the book provides a dedicated pool of 5 points in Vampirology, Occult Studies, medieval History, demonology, Human Terrain for black magic cultists, etc. The Agent who studies it can completely "refresh" this pool at the end of an operation with 1 experience point, to indicate spending more time poring over the manuscript.

Add (or remove) whichever spells you think appropriate and evocative: this is the only "magic book" in the campaign. There might be a spell to duplicate every vampiric ability: Heal by Blood, Levitation, Turn to Mist, Enter Locked Room, Find Treasure, etc. In a non-supernatural campaign, the spells are actually psionic rotes intended to interlock human consciousness with quantum wave fields to produce cascading effects powered by the earth's magnetic and tectonic energies. A 2-point spend of **Fringe Science** (or of **Traffic Analysis** plus **Occult Studies**) determines which parts of the "magic ritual" can be discarded, and which are necessary components to "set" the meditation-perception matrix.

MINOR ITEM: The book is indeed a 15th-century grimoire, and incredibly valuable to collectors. It provides immediate entrée into any set of vampire-obsessed weirdos, cultists, or similar, if you have such things in your campaign. Dracula has a sentimental (or superstitious) attachment to it, and will kill or trade to possess it.

VAMPIRIC MAGIC FOR HUMANS

Casting any spell from this grimoire (as a human) requires a week-long preparation ritual (meditation, fasting, etc.; Athletics pool −2 at the end of it), a knife that has killed a human being, enough space to draw a large (2m diameter) pentacle, and fire; plus the standard magical impedimentia of chalk, candles, incense, etc. Some spells have additional requirements as listed below. Casting a spell takes 15 minutes, and cannot be done if the karcist (the grimoire's term for the spell caster) is involved in combat.

Casting a spell costs the karcist both Health (+1 damage) and Stability (+1 damage), as his energies and perceptions are painfully realigned by "infernal forces." It also requires a 1-point spend of Occult Studies to make sure every detail is performed correctly.

A vampire who has studied the book can cast any of these spells (except Become Vampire or Destroy Vampire) for 2 Aberrance points.

SAMPLE SPELLS

COMMAND WEATHER: Requires a rod of magnetized iron. Allows the karcist to control the weather, creating wind, storms, fog, unseasonable heat, or other atmospheric phenomena, creating the appropriate Difficulty 4 test for those caught in it. Each *additional* pool point of Health or Stability the karcist sacrifices adds 1 to that Difficulty. The weather effect lasts a number of hours equal to the karcist's remaining Health, or until sunrise or sunset, whichever comes first.

EARTHQUAKE: Requires 1 kg of rocks (ideally a crystal, −3 to Health or Stability cost) from the intended quake site. Allows the karcist to trigger an earthquake within three leagues (16.6 km) of the point where she cast the spell. The earthquake measures Richter 4: enough to slightly damage a building, trigger an avalanche, or open pre-existing volcanic cracks at the direct epicenter. Each *additional* pool point of Health or Stability the karcist sacrifices adds one league to the distance, or one-half point to the Richter scale of the earthquake.

BECOME VAMPIRE: The karcist must inscribe and sign a parchment in her own blood (−1 Health damage) to the specifications provided, then burn it in a fire with specific sulfur and rare earth components. If successful, it changes the karcist into a living vampire. She must make an immediate 7-point Stability test. When she next reaches Stability −5, she becomes obedient to the demon Buné forever. Upon the karcist's earthly death, she will resurrect as a true vampire. In most campaigns, this makes the karcist an NPC, as well it should, but there may be some desperate measure in which a final sacrifice of the karcist's soul makes tactical sense.

DESTROY VAMPIRE: This spell destroys a vampire utterly by countering its mystical signature on the Parchment of Buné mentioned above. It requires a sample of the vampire's blood, handwriting, and native soil. At your discretion, it also requires something else very difficult to obtain: a blessed bullet fired into the vampire's coffin, a rose grown on the vampire's grave, the handwriting sample must be from when the vampire was alive, etc. If the target is a living vampire (someone vampirized but not dead, like Mina in the novel), this spell also requires either an exact copy of their parchment or the blood, handwriting, and native soil of the vampire who created them, but it removes the taint of vampirism from the target.

The leather it is bound in is human skin (1-point **Forensic Pathology** spend to test it).

It cannot be used to cast spells, at least not as a human. Alternately, the only spell that works for humans in it is Become Vampire.

It provides a dedicated pool of Vampirology, Occult Studies, etc., points as above, but only 4 points worth.

FRAUDULENT: This book is a 19th-century forgery, copied piecemeal from the *Black Pullet* and *Dragon Rouge* by one of the many calligraphers who made money selling grimoires to credulous dupes. (2-point spend of **History**, or 1-point spend of **Occult Studies** or **Forgery** to spot the obvious errors.) Edom found it in the Ashmolean or the British Museum but rapidly determined it was valueless, tossed it on the shelf, and never got around to returning it.

The leather it is bound in is black goatskin (1-point **Chemistry** spend to test it).

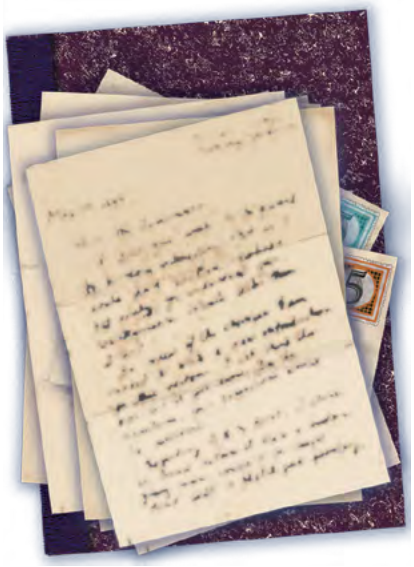
If it is found among the Conspiracy, some cringing minion was fooled by the forgery and obtained the book for the Master. They likely paid the price for wasting the vampire's infinite time.

It may still provide an entrée to vampire societies, occult weirdo groups, etc., with a **Reassurance** spend. With a 2-point **Forgery** spend, it can pass muster as authentic with anyone short of Dracula himself.

CONNECTIONS: The authentic *Dragon Noir* may turn up at Ring (p. 172), the Scholomance (p. 219), in a Hidden Room (p. 215) of Dracula's Castle (p. 207), or possibly behind a secret panel at Van Helsing's House (p. 243). It might be in a safe deposit box at one of Dracula's banks (pp. 143, and 145) or in the Bank of London with an alarm going (traceable with a failsafe test of **Digital Intrusion**) to Ring or Seward's Asylum (p. 195). The tome is missing from the British Library (p. 184), if it was even in the catalogue in the first place, but accession and "permanent loan to HMG" records from 1893 or 1940 may point toward Ring or to some other Edom higher-up (p. 52).

Almost anyone with Vampirology likely knows of the tome's reputation. An occult-minded Legacy, "Van Sloan" (p. 87), the Bookseller (p. 106), the Psychic (p. 96), the Former Gehlen Org (p. 82), or the Medievalist (p. 122) might know of the grimoire's powers, and perhaps the rumored location of a copy vulnerable to a quick heist operation.

DOSSIER REFERENCE:
CU138, CU207, CU217



MAKT MYRKRANNA CORRESPONDENCE

APPEARANCE: A bundle of letters, dated between 1896 and 1898, between Bram Stoker and the translator of the Icelandic edition, Valdimar Ásmundsson. The letters are in English. They include notes on depicting accents, on the geography and topography of Transylvania, on the names and backgrounds of the key characters, and discuss which parts of the novel are of the greatest importance and which can be cut if needed. They have been stored for more than a century in an archive of Ásmundsson's correspondence, and are in moderately good condition.

SUPPOSED HISTORY: After the success of his "novel" in English, Stoker gave permission for an Icelandic abridgement and translation, published in 1901 as *Makt Myrkranna*, or *Powers of Darkness*. He contributed a foreword to the translation at the request of the publisher. This Icelandic edition was edited by Valdimar Ásmundsson, who made considerable changes to the text — while Harker's adventures at Castle Dracula (p. 207) are largely unchanged (although he meets only one Bride, not three), everything after Whitby is radically different. Dracula, as "Baron Székely" operates openly in London and is head of a Satanic conspiracy of wealthy aristocrats and financiers; Mina travels to Transylvania in search of Jonathan, accompanied by Peter Hawkins' agent Tellet; Seward goes mad and his asylum burns down. Van Helsing kills Dracula, but Quincey Morris takes the blame for the "crime" until he is acquitted behind closed doors.

As Bram Stoker contributed an introduction that makes reference to some of Ásmundsson's changes, he must have offered at least tacit endorsement of the changes to his "fiction."

MAJOR ITEM: *Makt Myrkranna* is revelatory in its own right, but the letters give the game away. Nearly everything in them is material that Edom forced Stoker to remove from his original version. Stoker leaked Edom's dirtiest secrets to Ásmundsson, and the letters spell it all out. They're not just letters — he sent copies of key documents and Edom files to Reykjavik. (They might be the ***Hawkins Papers***, if your campaign is using this handout pack.) As a major item, the letters answer any three questions about the 1894 operation or Edom up until 1896 with a 1-point **Research** spend.

Why did Stoker leak the files? There are several possibilities:

- *He needed insurance.* Bram knew too much about Edom, and unlike his "respectable" brothers George and Thornley, who were solidly part of the Establishment, he was seen as unreliable because of his employment in the theatre and in journalism. Stoker sent the papers to Iceland as part of a plan to ensure his own safety — if anything happened to him, he warned, the papers would be published, exposing Edom's misdeeds. *Makt Myrkranna* was a shot across Edom's bow, showing that Stoker had mud to throw if he had to. Maybe it worked — Stoker lived until 1912. (Then again, Ásmundsson died in 1902 — perhaps the papers were in the care of the publisher, Nokkrir Prentarar).
- *Guilt.* Stoker shouldered more than his share of the blame for the deeds of Edom. The success of *Dracula* as a novel made it all the worse — he felt that he was profiting from the all-too-real horror of the vampire. He tried to expunge his guilt by sneaking some of the truth out through the obscure Icelandic translation, trusting that the Edom watchers wouldn't bother checking too closely.
- *A terrible accident.* Stoker was overworked, between managing Henry Irving and the Lyceum Theatre, his own writings, and his oft-neglected family. He made a mistake, and sent the wrong packet of documents to Iceland. Ásmundsson assumed that the documents were more of Stoker's preparatory notes for the novel, and grabbed what he saw as the most interesting elements to add to his abridgement.

MINOR ITEM: As above, but the letters are much less comprehensive. A 1-point **Research** spend gets the answer to *one* question about the 1894 operation or the early years of Edom.

FRAUDULENT: The letters are modern-day fakes, as **Forgery** can easily determine. The most likely scenario is that they were created by an enterprising Icelandic criminal hoping to auction some Stoker memorabilia on eBay. Alternatively, it could be a baroque "Trail False Lead" (p. 21) attempt by Edom.

CONNECTIONS: The Medievalist (p. 122) would love to read these letters; the Petroleum Executive (p. 127) or the Sculptor (p. 100) might be interested in them as collector's items to be resold.

DOSSIER REFERENCE: HO192

PORTRAIT OF DRACULA

APPEARANCE: An oil painting on cheap canvas. Painted by the artist Francis Aytown, this painting depicts the faces of two men, one old and one young. The features of the two men are extremely similar, and might be father and son, or possibly even the same man at different stages of his life.

The elder has a strong, aquiline nose with oddly arched nostrils, a high forehead, thick white-gray hair and a white mustache. His heavy eyebrows and teeth are emphasized by the artist, and his dark eyes seem to follow the observer around the room. He has a livid red scar on his forehead.

The younger figure has dark hair and a mustache, and appears full of youth



and vitality. In contrast to the paleness of the elder, his face is ruddy. The artist appears to have been indecisive over whether or not the subject had a beard — the younger figure's chin appears muddy and was painted over several times (**Photography:** X-ray analysis shows that the figure was originally bearded). The same scar is present, but much less noticeable due to the change in complexion.

The neck and shoulders of both figures are merely hinted at. In both cases, the portrait is oddly unsettling, as the proportions and perspectives are subtly off.

The painting is signed F. Aytown (or possibly Aytoon), and dated '94.

Art History suggests that this is likely the work of Francis Aytown (p. 40), although it is quite unlike his customary style. The thickness of the paint might be an attempt at the impasto technique. The almost obsessive overworking of the canvas suggests the artist had great difficulty in completing the piece. In several places, a knife was used to scrape wet paint away, and that blade slipped at least once, leaving a rent that was later glued back together. (**Shrink** or **Art History:** You get the impression that the artist suffered for his art — the hesitant brush marks, the overworking, the tortured perspective, the mistakes all suggest that capturing the image was a terrible psychic strain.)

SUPPOSED HISTORY: This portrait of Count Dracula was made by Francis Aytown, based on the descriptions given by Jonathan Harker in his diaries, and on his own observation of the Count. Miniaturized photographs of the painting were used to make the Cameos of Dracula (p. 263). He never sold the piece, but stored it until after his death in 1925.

MAJOR ITEM: Dracula's image cannot be captured in any way — he can't be photographed or recorded, or even accurately painted. Aytown's painting is as much as anyone has ever achieved, and the portrait at least resembles Dracula in both his "old" (hungry) and "young" (sated) forms.

In his obsession, Aytown captured something more — he caught some psychic essence or echo of the Count. The portrait's eyes glitter hypnotically, and its expression seems to change every time you look at it. Some possible powers for the portrait:

- Stare at the way the light slithers across the portrait at sunrise or sunset, and you enter into a hypnotic reverie, during which you can sense the Count's thoughts — and he yours.
- Renfields and other weak-willed individuals under Dracula's influence mistake the portrait for the real thing. They're terrified and cowed in the presence of the portrait, and would do anything to stop it being injured. Even Jacks might be affected by some latent vampiric taint.
- The portrait's connection to Dracula grows with proximity to the Count. As you bring it closer to him, the portrait becomes more vivid and fascinating. Eventually, Dracula can use the portrait as a door, emerging out of it as if the painting came to life. He can bypass the normal vampiric laws about crossing thresholds when using the portrait.

MINOR ITEM: Aytown's portrait can be used to recognize the Count, but it has no other supernatural powers.

FRAUDULENT: The portrait was actually painted by Viv Aytown-Baptiste (p. 100), in an attempt to copy her great-grandfather's style. She had a friend sit for her as the subject — it might be the Defector (p. 93), the Hungarian (p. 94), the Smuggler (p. 131), or a member of the Romanian Mafia (p. 157). Misidentifying the model as Dracula could lead to lethal misunderstandings.

CONNECTIONS: None of the Legacies or Edom are likely to display this painting openly if it's genuine; it might be in a storage vault at HMS *Proserpine* (p. 169) or the attic in Ring (p. 172), or in a safety deposit box opened by a Legacy. Then again, maybe it's in the office of "D" (p. 49), who obsessively studies the face of his nemesis every night.

Of course, someone who doesn't know any better might just hang it on a wall in a gallery (Viv Aytown-Baptiste, p. 100), or in one of Dracula's castles, or it might have been gifted to the Ceausescus when they were the Stalinist tyrants that the West could do business with, and now be in the office of some official of the Romanian Government (p. 151).

DOSSIER REFERENCE: CU195

RADU

APPEARANCE: A room inside a building used as a prison under the Communist regime (possibly Aiud prison (p. 153) — or Pitesti (p. 218), although it postdates the Experiment) is identifiable to **Medic** or **Photography** as an enormous X-ray chamber.

SUPPOSED HISTORY: Ceausescu is said to have used a secret weapon, "Radu," to cause cancer in imprisoned dissident writers and artists. Service K of the Securitate



created Radu in 1970 using "materials received from the KGB." Ceausescu later commanded a "portable Radu" be created, and used that to cause the death by cancer of two directors of the Romanian section of Radio Free Europe in 1978 and 1987. In *Red Horizons*, a tell-all book about the Securitate, Ion Pacepa says that Radu was a radioactive isotope that caused "galloping" cancer when ingested by its victim.

MAJOR ITEM: It is possible to "cure" vampirism and Renfieldism with regular doses of X-rays tuned to a specific resonant frequency. The radiation enters the bloodstream, disrupting the blood-bond, doing +0 Aberrance and −2 Health damage per minute to any vampire caught within it. Unfortunately, subjecting a human to the same treatment causes fast-acting cancer (leukemia, most likely; lose 2 rating points of Athletics or Health each month until both reach 0 and you die), and it's hard to know for certain whether you are dosing a human or a Renfield ahead of time. Indeed, even Renfields or vampires might also get leukemia from the treatment (three successive Difficulty 4 Health tests to avoid it). The Ceausescu government was philosophical about this. In the effort to eradicate vampires, they also killed some dissidents; well, darn.

In this explanation, the "portable Radu" (a specialized X-ray projector mounted in the back of a two-ton truck or panel van) that caused the death by cancer of the two RFE directors might be used to weaken vampires or Renfields now, if it can be discovered in some desolate provincial garage (hidden then lost during the 1989 Revolution) or rebuilt from plans lurking in the Service K archives.

Alternatively, Radu may have been designed to kill dissidents by cancer and then cause them to reanimate as Renfield-like cancer-vampire minions. (One less dissident, one more minion — two birds, one stone.) These "Raduci" resemble feral vampires (***NBA***, p. 150) with a Health cap from Drain of 9. Every day a Raduci doesn't drink at least a pint of blood, it loses 1 Aberrance and 1 Health rating point — its immortal leukemia can only be kept at bay with fresh blood.

The "materials received from the KGB" might be records from either a Soviet or captured German vampire program, as well as radioactive materials.

MINOR ITEM: As above, except that "portable Radu" works completely differently and has no effect on vampires or Renfields. **Chemistry** reveals it is a radioactive form of thallium or polonium useful only to cause cancer in humans. In this explanation, Ceausescu looked at the side effect Radu had on non-vampires and realized it could be useful in eliminating run-of-the-mill human opponents as well. Therefore, Radu is only useful as a vampire-elimination/vampire-weakening tool if the Agents can reactivate it and lure a vampire into that very room … not a particularly subtle technique.

FRAUDULENT: Radu does not actually destroy vampires or create Renfields. It only causes cancer in humans, and is therefore not especially useful to the Agents. One hopes.

CONNECTIONS: The Defector (p. 93) might know the truth about Radu; the Bureaucrat (p. 108) might know who would know more. A CIA or MI6 asset with access to Pacepa's full debrief (such as the CIA Agent (p. 91) or the MI6 Romania Desk Analyst (p. 124)) might have the outline of the whole story, or even know which prison Radu rests in. Anyone associated with the 1977 mole hunt from Oakes (p. 52) on down may have acquired some telling details, which means Edom may have recreated Radu in the Malaria Wing of Seward's Asylum (p. 195).

DOSSIER REFERENCE: CU60



RENFIELD'S JOURNAL

APPEARANCE: A cheap notebook with pasteboard covers, held shut by a worn rubber band. Several folded sheets of paper have been crammed into the back of the notebook. On the flyleaf is the name "R.M. Renfield," written in an elegant copperplate script. The rest of the notebook is taken up with dense columns of figures. There are a few brown splotches on some pages; analysis of the brown substance (**Chemistry**) shows it to be animal or bird blood.

SUPPOSED HISTORY: This notebook was owned by Renfield (p. 38) while he was a patient in Seward's Asylum (p. 195). Dr. Seward believed that the numbers were a record of the lives of the insects, spiders, birds, and other animals collected and then consumed by Renfield, and that this was part of the patient's zoophagous madness that would eventually lead to the taking of a human life.

MAJOR ITEM: Seward never looked closely at the numbers; if he had, he might have realized that they don't correspond to the number of lives consumed by Renfield. All the numbers fall into a range between 1 and 26, corresponding to letters of the alphabet. **Cryptography** identifies it as a Vigenère cipher, where the original text is encrypted using a piece of text as the key. It's vulnerable to mathematical analysis, so a **Cryptography** spend lets the Agents break it over time. Alternatively, if they guess that the key is "THEBLOODISTHELIFE," they can decode it more quickly.

The diary contains Renfield's observations and notes about Count Dracula. If Renfield was an Edom officer, then it's his case notes; if he was an insane minion of Dracula, then his dreams and ravings may still contain vital clues. Importantly, this is a diary that Edom has overlooked, so the Agents may now be one step ahead of their enemies.

It might point at the location of an undiscovered location in the Safe House Network (p. 194), an undisclosed weakness of Dracula (e.g., if he's a telluric vampire (p. 59), it reveals the need to use magnetized iron stakes to kill him), the identity of one of Dracula's other minions, or some revelation about Edom. If Seward did rescue the vampiric Lucy, as speculated on page 35, then maybe Renfield heard or saw them hide her on the asylum grounds. Alternatively, if Renfield is "D" (p. 49), then his old diary might give a clue to his current location or past history — perhaps pointing at the X Club (p. 184) or the Caldwell Foundation (p. 160).

If the journal is a truly game-changing artifact, see *The Hidden Journal* sidebar (p. 278) for a set of leveraged clues complex enough to explain why Edom hasn't found it yet.

MINOR ITEM: The diary can be decoded, as above, but it's mostly ravings about ghosts and immortality, and so incoherently written that it takes days to sort through. **Vampirology** or **Occult Studies** is needed to make sense of it, and even then there's little useful material in it.

USELESS: It's a list of bugs eaten by a madman — or, at best, a list of bugs eaten by an undercover agent pretending to be a madman. Either way, it's useless.

CONNECTIONS: The diary might be in the possession of Dr. Jacqueline Seward (p. 47) if it wasn't removed to the Edom archives at Exeter (p. 167) or Ring (p. 172). Van Helsing might have pinched it when treating Renfield, and it could still be in his house in Amsterdam (p. 243).

DOSSIER REFERENCE: HO77, CU135, CU198

THE HIDDEN JOURNAL

If Renfield's Journal reveals critical data about Dracula or Edom or both, it can be fun to leave a thriller-style trail of puzzle clues to its location. These are leveraged clues: the background detail in the photo means nothing without the chess problem in the window. Ideally, they set up a thriller contest of Infiltration as per the rules on pages 81–84 of ***Double Tap***. (Seward's Asylum is a **normal** infiltration; necessary Lead is 12.)

CLUE IN AYTOWN'S PHOTOGRAPHIC STUDIES: (p. 262) One of the candid photographs is clearly taken inside Seward's asylum; it shows the doctor coming out of a patient cell. It reveals a checkerboard pattern of black and white linoleum squares on the floor of the cells.

CLUE IN RENFIELD'S FORMER CELL IN SEWARD'S ASYLUM: (p. 195) Searching the office reveals nothing, as you might expect — everything in this room must have been replaced many times since Renfield ate flies here. Except, wait, the window! A 2-point **Notice** spend reveals a miniscule inscription cut into the glass under a slap of 100-year-old paint: P-KP8 +N-Q6 N-QN5. This is chess notation (**Cryptography**), referring to a king's pawn underpromoting to knight and moving into the queen's knight's rank. It apparently records Renfield's sudden decision to reject allegiance with Dracula and try to protect Mina at the end. And it also points to the hiding place of his journal.

UNDER THE FLOOR IN RENFIELD'S CELL: The Agents have to get access to this office a second time — after their first **Cover** has almost certainly been checked by Edom and burned. Once in, they have to pull up the terrible industrial carpeting (silently — **Mechanics** test Difficulty 5) and find the square of linoleum that equates to QN5 in Renfield's mental board. Fortunately, sharp-eyed Agents **Notice** that one square has buckled slightly in the last 150 years. Pulling it up reveals a small cavity, where a pasteboard notebook nestles in a bed of rat and pigeon bones.



SEALED COFFIN

APPEARANCE: A classic black coffin, with brass fittings. Screws hold the lid in place. Beneath is a leaden sheath around a smaller casket. As **History** or **Forensic Pathology** tell you, lead sheaths were used when the body was to be interred in an above-ground tomb instead of a grave — or where the body was believed to be infectious. The lead explains the staggering weight of the coffin. It also makes it impossible to tell what's inside using X-rays or other means. The only solution is to open it up (or at least drill a hole and thread in a snake-cam).

The coffin weighs more than 200 kg, so it takes several people to carry it, and any rapid movement calls for an **Athletics** test. On the bright side, you can hide behind it for full cover.

Any nameplates or other distinguishing decorations on the coffin have been removed. This may have been done to disguise the coffin's origins, but could equally have been the work of grave robbers. The lead sheath was pierced several times in the past, probably by a drill, but resealed each time and appears to still be airtight.

The casket within is considerably smaller than the coffin, and was probably made for a woman or a tall child.

SUPPOSED HISTORY: The coffin certainly resembles that of Lucy Westenra (**HO150**). That coffin should be in the Westenra tomb in Kingstead Cemetery (p. 191).

MAJOR ITEM: The coffin contains a starved and quiescent vampire. The creature resembles a mummified corpse, but quickly revives once it ingests blood. Possible candidates for the vampire:

- Lucy Westenra (p. 34), spirited away by a love-crazed Dr. Seward.
- One of the Brides of Dracula (p. 57), exfiltrated from Romania by Edom.
- Another vampiric victim of Dracula, entombed before it could rise again to feed.
- One of the children fed upon by Lucy (**CU151**), who later succumbed to blood loss and became a vampire (p. 191).
- Orlok (p. 70). Maybe Edom, the BND, or the FSB keeps him in cold storage until he's deployed, or the Securitate captured him and locked him away when they couldn't kill him.
- The American Vampire (p. 63); his handlers have been exposed and the CIA hasn't yet worked out how to recover him.
- The thing from the Fortified Monastery of St. Peter (p. 144).
- Conceivably, Dracula himself (p. 56), if he was captured and imprisoned at some point. In this case, he might be staked to keep him in place, assuming the lead wasn't enough to constrain his powers.

A 4-point **Mechanics** spend and 1-point **Electronic Surveillance** spend lets an Agent drill into the lead sheath while maintaining an airtight seal. (It also takes several hours to assemble that equipment, so you can stall if needs be while you decide who's in the box — Schrödinger's Vampire?)

Vampirology warns that any lesser precautions risk waking the vampire inside. If that happens, then the vampire tries to smash its way out of the coffin, which requires a Difficulty 8 Aberrance test (or lower, with vampiric strength). A starving vampire has only half its normal Health and Aberrance, but gets to make a free Extra Attack each round in its frenzied state.

MINOR ITEM: The coffin's either empty (in which case, it suggests that whoever *should* be inside it is up and walking around as Un-Dead), or the body it contains is genuinely dead. Edom might exhume one of the original band of hunters, especially Mina or Lucy, to determine if any trace of vampirism can be found through an autopsy.

Alternatively, maybe someone was buried with a valuable artifact or document. The Westenra Brooch (p. 284) or a Cameo of Dracula (p. 263), a copy of *Le Dragon Noir* (p. 273), a 14th-century crucifix or some other relic might be found clutched in the corpse's hands.

FRAUDULENT: The coffin's contents are unconnected to the Conspiracy or to Edom. Maybe it's full of heroin courtesy of the Drug Boss (p. 113) or the Romanian Mafia (p. 157) — smuggling heroin in an antique coffin is somewhat baroque, but maybe they had the coffin lying around from a previous job.

CONNECTIONS: A sealed coffin might be found in the Kingstead Cemetery (p. 191), walled up in a forgotten vault at Seward's Asylum (p. 195) or Carfax (p. 185), in in one of Dracula's safe houses (see Other Ports, p. 172, or Safe House Network, p. 194), in the vaults of the Archdiocese of Mechelen (p. 141), in an Edom storeroom or in the crypts of Castle Dracula.



SPIRIT BOARD

APPEARANCE: This lacquered wooden board measures approximately 45 cm × 35 cm. The front is engraved with the letters of the English and Hebrew alphabets, along with the image of two grotesque faces (angry and smiling). It resembles a spiritualist talking board; the presence of the alphabets implies its creation postdates 1890, when Elijah Bond designed and patented his "Ouija" spirit board. It shows no sign of a trademark notice.

SUPPOSED HISTORY: This was the spirit board recovered from Albert Singleton's flat by Inspector Cotford (**CU177**) in 1894 after that psychic disappeared.

MAJOR ITEM: Singleton created this board in a frenzy to try and locate the demonic murderer he sensed at loose in London. On the underside of the board is a commercial 1890 map of London, pasted to the wood with clear lacquer. Using a bone planchette (2-point **Occult Studies** spend, or perhaps asking the board using a normal planchette), even a non-psychic can locate the nearest powerful Un-Dead in London with a Difficulty 3 **Stability** test.

A psychic or other sensitive (an Agent with Hypnosis 8+ counts; if you're using the Necrophony ability (***NBA***, p. 196) this board lowers the Difficulty by −2) can use any planchette to speak to the dead with this board (Difficulty 6 **Stability** test; Difficulty 4 if the medium knew the dead soul well), but must make a Difficulty 5 **Stability** test to keep Dracula "off the line" if the Count wishes to send a message. However, with a Difficulty 6 **Stability** test, that sensitive can locate Dracula by asking the nearby dead who swarm around the Master's thanatic spoor.

Seeing the spirit board operate imposes a 3-point Stability test on witnesses, and operating it is a 4-point Stability test (7-point if the medium knows the dead soul, or communicates with Dracula).

If the Agents start overusing the board for plentiful spectral intel, either send a Conspiracy hit team to grab it, or let the medium start resisting possession by Dracula (as in "Enhanced Interrogation," p. 18) after every use.

The Psychic (p. 96) greatly covets this board if he doesn't already own it, even if he's not Albert Singleton's grandson.

MINOR ITEM: This is Albert Singleton's board, but it has no map of London on its reverse. It cannot point out nearby Un-Dead or locate Dracula, but it allows communication with the normal dead as above. If the campaign doesn't support such things,

it's just a valuable period spirit board of interest to an eccentric collector, and therefore to the Extraordinary Objects Department (p. 161).

The Psychic (p. 96) still desires it, but not obsessively.

FRAUDULENT: This is just one of thousands of Victorian spirit boards, not even particularly valuable to the collector. It doesn't allow an Agent without Necrophony to speak with the dead, although the Psychic (p. 96) or another medium might be able to use it.

CONNECTIONS: Besides the Psychic (p. 96), the Singleton Board could tempt the Online Mystic (p. 126) or any other occult-minded character. It might be in the Bookseller's (p. 106) shop, or stashed at Ring (p. 172) or Carfax (p. 185), or in the Scotland Yard museum in the Norman Shaw Buildings (p. 193).

DOSSIER REFERENCE: CU177



STOKER'S NOTES

APPEARANCE: A collection of 79 manuscript pages and 37 typescript pages, along with photographs, newspaper clippings, sketch maps, calendar pages, and so forth. They contain notes on certain personalities familiar from the published novel *Dracula* as well as other more obscure characters; attempts to organize a narrative report; and research notes on Transylvania and vampires, and dialect in Whitby. The handwriting is a close match for that of Bram Stoker; the pages show acidification and other damage consonant with an age of 100 years.

SUPPOSED HISTORY: In 1913, Stoker's wife Florence sold the original notes he'd composed to write *Dracula* at Sotheby's (p. 198) auction, to a New York book dealer named James Drake. They resurfaced in the inventory of the publisher Charles Scribner's Sons in the 1930s and 1940s. They dropped off the grid for a while, moving from collection to collection until 1970 when the Philadelphia rare book dealer Charles Sessler sold them to the Rosenbach Museum (p. 253). There they remain to this day, open to inspection by qualified scholars. Leading *Dracula* scholars Elizabeth Miller and Robert Eighteen-Bisang co-edited a facsimile edition of the Notes, published in 2008.

MAJOR ITEM: The Notes in the museum are forgeries, but truly expert ones. It takes a 2-point **Forgery** spend to detect them by eye; the museum of course forbids any chemical tests. That same spend reveals the likely forger was … Bram Stoker, writing these Notes as cover for the real ones. Only subtle differences in handwriting line strength (Stoker wrote them almost two decades later, plagued with ill health and exhaustion) and ink quality show the difference. They might of course have instead been forged by expert Edom cobblers before 1913, or more likely during one of the "dark" periods before 1970 when the Notes' provenance is missing; whatever the truth, that **Forgery** spend points to the actual forger.

Stoker wrote and assembled his true Notes while and after compiling his after-action report. He left out certain bits and pieces from the Dossier, pieces he includes here along with information about what happened to Edom and the original band in the decade or so after 1894. The Notes incorporate the real story of the 1894 operation, including clues to the identity of "Peter Hawkins" and perhaps to the current "D" (p. 49) depending on his past. They answer up to four questions about the 1894 operation and its members, and provide a 3-point dedicated pool for Vampirology or 1890s Tradecraft.

Alternately, the Notes in the Museum are authentic, protected by the CIA (or Edom) as a resource, but left "accessible" as a honeypot for enemy spies interested in vampires. They contain the above leads encrypted into his terse, weirdly abbreviated references; the key to the cipher appears on the back of one of the note pages. (The backs of the Notes weren't reproduced for the published facsimile book.) That reference points to a passage in his after-action report (i.e., in the Dracula Dossier); a 1-point **Cryptography** spend and three nights of work decipher what is, after all, an interesting but not mathematically rigorous polyalphabetic cipher, a complex variation on the Vigenère method.

MINOR ITEM: Stoker didn't learn much more about vampires or the fate of the other agents after the 1894 operation. Still, finding or decrypting them as above provides a 1-point dedicated pool in Vampirology and the answer to one question about the original 1894 operation and its members.

FRAUDULENT: Edom kept a better leash on Stoker than that, and he never wrote anything else about Edom (unless *Jewel of the Seven Stars* reveals the truth of a parallel mummy-resurrecting op gone wrong in 1886; p. 71).

CONNECTIONS: Whoever the Notes reveal things about — "D" (p. 49), surviving members of the 1894 operation — they or their Legacies likely want them suppressed. If the Notes aren't in Ring (p. 172) or MI6 headquarters where they should be, or in the Rosenbach as a honeypot, they are likely in the headquarters of another nation's vampire project.

NOTE: The 541-page original *Dracula* manuscript is supposedly in the possession of Paul Allen, cofounder of Microsoft. Its owner does not allow it to be photographed or reproduced. It was found in a Pennsylvania barn in the 1980s and, according to scholars who have seen it, indeed mentions possible volcanic and telluric connections to Dracula and vampires.

DOSSIER REFERENCE: HO110, HO167, HO175, **HO254**

TEPES TAPESTRIES

APPEARANCE: Three fine wool tapestries of great age. Fully four meters in length and one to two meters wide and obviously meant to hang as a triptych, the imagery depicted in the weaving is unclear at best. While the colors are rich and saturated reds, browns, and golds (including what, on close inspection, is clearly golden thread in places), the



overall effect is one of abstraction. A figure leads a group toward what could be a castle, or a mountain, or two large beasts facing each other; the figure holds a sword, or is perhaps caught in a beam of light; the group could be soldiers bearing arms, or craftspeople laden with tools, or even demons or imps sporting extra limbs. Or is it a mob chasing someone into a chasm? Anything more than the most cursory study will take a significant investment of time and analysis to reveal any insights as to the meaning of the tapestries.

SUPPOSED HISTORY: These tapestries are said to be from Dracula's Castle itself. It's been posited that they were made to the specifications of Vlad III, perhaps by hired or imprisoned Turkish craftspeople, or an amateur effort by Wallachian subjects. After WWII the three hangings were discovered in a German cache of looted objects and treasures, abandoned once the Axis fell. Recovered and restored, certain details indicate to historians their connection to the historical Vlad Tepes or perhaps his father Vlad II — primarily a benediction "For the House of Draculesti" picked out in gold thread on each tapestry (though, strangely, it is written in Turkish). **Art History** (or a 1-point **Research** spend) reveals that they date from the early-to-mid 1400s and are clearly of fine French wool of the period, but the iconography is muddled and difficult to identify as being of a particular artistic tradition. Of obvious historical importance but questionable aesthetic worth, the "Tepes Tapestries" have become favorites of occult scholars who seek some connection between their strangely captivating sets of imagery and the stories of Dracula himself.

MAJOR ITEM: Not only are these legitimately from Dracula's Castle, they were made at his order to capture … something. Do they contain a piece of his soul? The power to see movements afar? Or maybe the ability to reveal to the viewer the solution to a puzzle they've had no success solving?

Contemplation of a single tapestry refreshes one Academic ability of the viewer's choice. Any two tapestries viewed together refresh any one Academic or Technical ability, and when viewed all together, they also provide the viewer an insight into a puzzling question about Dracula or his Conspiracy. The threads of the pattern weave into new shapes, signifying relationships between Dracula and figures the Agent has met; or the shape of the "mountain" resolves to pinpoint the location of Castle Dracula; or the shield of a soldier reveals an Edom double agent's true allegiance or name.

The tapestries can only be fruitfully contemplated by moonlight, and only once per night. However, allowing the brain to comprehend the mysteries contained in the tapestries comes at a cost — the Agent must make a 2-point Stability test upon gaining the refresh or the intel. The tapestries, of course, are intimately connected with Dracula. Viewing them even once may make the creature aware of the Agents or their plans, or open a channel from the Agent's mind to the vampires. Use this opportunity to heighten the danger to the Agents and make them an object of Dracula's direct interest, even as they learn important secrets and clues toward their immediate ends.

If the Agents start depending on the tapestries to solve problems for them, increase the Stability penalty for each study, and intensify Dracula's efforts to regain his property.

Occult Studies or **Vampirology** or notes in John Dee's Journal (p. 270) or *Le Dragon Noir* (p. 273) reveal the basic outlines of the potential benefits and drawbacks of contemplating the Tepes Tapestries beforehand, but the effects occur for anyone who chooses to sit and absorb their message.

MINOR ITEM: Though well made, these are of more interest to historians than art collectors. A close inspection (1-point spend) using **History, Occult Studies**, or **Vampirology** may reveal a clue to the true location of Dracula's Castle or another geographical mystery, due to some details in the depiction of the landscape and some basic forensic analysis of the tapestries themselves. They make a good candidate for a red-herring MacGuffin (either planted by the Conspiracy or as an Edom misjudgment), but the pursuit of the tapestries is an excuse to run into any number of characters more important to the ongoing story.

FRAUDULENT: Old hangings, made relevant only by a modern-day sprucing up and adding the bizarre benediction in gold thread. **Forgery** reveals that all the gold details have been added some time in the last 50 years, presumably to sell the useless carpets as something of historical value.

CONNECTIONS: The tapestries could be anywhere, including Ring (p. 172), the Old Pinakothek Museum in Munich (p. 228), the Rosenbach Museum in Philadelphia (p. 253), part of a tourist trap museum in Bistrita (p. 203) or beautiful Bran (p. 209), in the offices of any Romanian official of importance (such as the Bureaucrat, p. 108), or as part of an auction at Sotheby's Auction House (p. 198). If using the tapestries as a major item, consider splitting them up and seeding them in different places, since their reunification could be a major storyline. People who would know of them include the Art Forecaster (p. 103), the Medievalist (p. 122), any Edom agent, any MI5 or MI6 agent in Romania, or perhaps even the Turkish Agent (p. 136). And of course, they could simply be hanging in Dracula's Castle still, after all these years.

DOSSIER REFERENCE: CU170

VAMPIRE HUNTING KIT —

APPEARANCE: This Gladstone bag of worn black oxhide measures 55 cm long by 28 cm wide by 40 cm tall. Although abraded places indicate where it once bore external straps, they are gone now; only the horn handle remains. A faded monogram reads *A.V.H.*

It contains:

- two 13mm percussion-cap rifled pistols of underhammer construction (+2 damage, single shot, 4 rounds to reload or 2 rounds with a 1-point



Shooting spend), six silver bullets, a silver powder flask, cast-iron bullet-mold, tin ramrod, and cleaning brush; all in a walnut case. The pistols are engraved *NVivario-Plomdeur : Arquebusier du Roi : Liége*.

- an ivory crucifix, Whitby jet rosary, and silver St. Michael's medal
- a brown glass bottle labeled "Powdered Flowers of Garlic," filled with yellowish-gray powder
- a larger brown glass bottle labeled "Holy Water," filled with clear liquid
- a brown glass bottle labeled "Blomberg Serum (J.S.)," filled with a grayish sludge
- a wooden stake and heavy mallet
- a heavy Bowie knife, engraved *In Memoriam Q.P.M. 1897*

SUPPOSED HISTORY: The survivors of the 1894 band presented this bag to Van Helsing upon the occasion of their three-year reunion in Transylvania. Part joke, part deadly earnest precaution, this kit stayed with Van Helsing (who kept its ingredients fresh and fully charged) for the rest of his life … and for an unknown number of other operations.

MAJOR ITEM: This is, indeed, Van Helsing's kit.

The pistol is a beautiful example of the gunmaker's art, so finely balanced and well bored that its user refreshes 1 Shooting point after first firing it. The silver bullets are inscribed with Hebrew words from Psalm 91:5–6 ("Thou shalt not be afraid for the terror by night / Nor for the pestilence that walketh in darkness") laid in a cross over the bullet's tip. **Occult Studies** notes that this Psalm is a powerful charm invoked against demons; **Vampirology** recalls not only the "sacred bullet fired into the coffin" (**HO193**) but a note in Montague Summers' *The Vampire: His Kith and Kin* urging silver bullets as anti-vampire weaponry. Whether or not all silver bullets work on vampires, these bullets act as banes. (At the Director's discretion, if fired into a vampire's coffin at noon while he sleeps there, they pin him inside it — or even kill him!)

The garlic is powdered Vanderpool Garlic (p. 283); the holy water and other sacred objects work as normal, or even better. If the wielder presents all three (crucifix, rosary, medal) simultaneously, the vampire's normal dread test Difficulties increase by +2.

The **Blomberg Serum** is a compound of silver nitrate and apitoxin (honeybee venom) that drains and cauterizes a wound made by a vampire bite. It does not heal the physical tearing, etc., caused by the vampire's fangs. Indeed, applying the serum does −1 further damage; it's strongly alkaline, and toxic to boot. But it does prevent any other quality of the bite (venom, dominance, amnesia, attraction, turning after death, etc.) from taking effect. With a 2-point spend of **Chemistry** and/or **Pharmacy**, an Agent could recreate this serum, given access to several hives of honeybees (2-point **Outdoor Survival** spend and a day to harvest apitoxin from them) or to medical apitoxin.

The perfectly balanced, razor-sharp Bowie knife lowers Difficulties for Called Shots by −1.

The bag may also hold some of Van Helsing's papers, which might answer one or two questions about his actions.

MINOR ITEM: The kit is not an original, but was instead a presentation piece given to "D" in 1940 when Edom was (officially) reactivated for the Romania operation. The real inscription appears inside the case on a card slid into the false bottom: *To 'D' from his 'Dukes'; Once More Unto the Breach; St George's Day 1940*. At the Director's discretion, his real name (or the signatures of the 1940 Dukes) might appear on the card.

The pistol is indeed a real antique (providing no refresh), but the bullets only have crosses carved into the nose, and no magical or extra vampire-slaying capabilities.

VAN HELSING'S BAG

Stoker describes Van Helsing's long bag ("like a cricketing bag") and lists its contents:

- consecrated Host, wrapped in a napkin
- putty for sealing entrances against vampires (when combined with powdered Host)
- dark lantern
- screwdriver
- fret saw
- matchbox
- two wax candles
- soldering iron and solder
- oil-gas lamp that burns with an intense blue flame
- postmortem knives
- wooden stake, three feet long, 3-inch diameter, sharpened and fire-hardened
- heavy hammer
- garlic

The equivalent for a modern-day Van Helsing Legacy (or very proactive Edom operative) might be a duffel bag containing:

- consecrated Host (assuming a similar illicit connection to the Church; p. 141) in a Ziploc bag
- putty or caulk
- high-UV flashlight
- Makita or other powered multitool
- powered rotary saw
- powered bone saw
- road flares
- soldering iron and solder
- thermite
- wooden stake, 60 cm long, 4 cm diameter, sharpened and fire-hardened
- heavy hammer
- garlic

The rest of the equipment likewise is real, but has no particular extra magical or game-mechanical value. The possible exception is the Blomberg Serum; if it exists in the campaign, this is a genuine sample of it.

FRAUDULENT: This is a forgery, created in 2005 after a similar "vampire-killing kit" sold at auction at Sotheby's (p. 161) for $26,400. None of the material is authentic; even the bullets

are pewter-silver alloy (**Chemistry**). The yellow powder is commercially available garlic powder, which might have had some anti-vampire effect if it were fresh. The "Blomberg Serum" is graphite powder mixed with silver dust (**Chemistry**).

Forgery notes the out-of-period fonts and label gum used on the bottles; a 1-point **Shooting** spend reveals the gun to be assembled from several different inferior 19th-century pistols. When fired, its cheap, sweaty percussion caps explode (−1 damage to the firer's hand) on an unmodified roll of 1.

CONNECTIONS: The kit might be at Van Helsing's House (p. 243) if a major item, or Ring (p. 172) if a minor item. Geerd Hoorn might have it in his attic (p. 45), or the Hungarian (p. 94) have a line on where it is. It might hold the Knife Set (p. 272), a Cameo (p. 263), or Aytown's Photographic Studies (pp. 262).

A fraudulent kit might turn up anywhere: discarded in a corner of the Hungarian's (p. 94) hotel suite, for sale by the Smuggler (p. 131) or Arms Runner (p. 102), or clutched by a sweaty and doomed wannabe.

DOSSIER REFERENCE: HO158, HO193, **CU251**

VANDERPOOL GARLIC

APPEARANCE: A wooden box of garlic flowers and bulbs, if bought directly from Vanderpool. Withered flowers that still carry a lingering scent of garlic, if found elsewhere.

SUPPOSED HISTORY: Van Helsing imported garlic from his "friend Vanderpool" of Haarlem, who grew the herbs all year round in hothouses. As garlic was readily available in London in 1894, it must be assumed that the freshness of Vanderpool's garlic or some other property of those particular plants was considered desirable by Van Helsing.

Vanderpool's descendant may have carried on the family trade (see p. 244).

MAJOR ITEM: Vanderpool's garlic makes an extremely effective block (***NBA***, p. 141) against vampires. A single garlic wreath requires an Aberrance test against Difficulty 16 to pass; multiple wreaths stack, so garlanding a room with flowers (as Van Helsing did for Lucy) makes it effectively impossible for even Dracula himself to enter. The garlic flowers fade quickly — the difficulty of the Aberrance test drops by 1-6 points each day (roll a die), so the Agents had better keep getting fresh deliveries from Haarlem to make best use of this defense.

Analyzing the garlic may reveal some unusual quality that gives a clue to the nature of vampires.

Occult Studies: If questioned, Vanderpool tells an old family story that the garlic they sell descends from a plant brought out of the Holy Land by St. Andrew the Apostle. According to the tale, the saint preached to the Dacians in the first century CE, and Vanderpool's ancestors' discovered the garlic growing near caves where the first Christians in Romania gathered and prayed. These caves were somewhere in the mountains south of Sibiu (p. 221), in Transylvania. (St. Andrew probably never came to Romania; if he did, he wasn't anywhere near Transylvania, but the thought of the Agents visiting the Scholomance (p. 219) *by mistake* is so delicious I can barely stand it.)

Chemistry: The secret of Vanderpool's garlic is an alchemical mixture added to the soil in which the plants grow. It includes rosewood ash, sulfur, and slaked lime, along with small quantities of silver and some other trace elements. A combined 4-point spend of **Chemistry** or **Occult Studies** (possibly made over several sessions as research in the background) can recreate the mixture. A generous Director might allow the Agents to combine that formula and allicin (***NBA***, pp. 106–7) to create a vampire-killing liquid.

For telluric vampires, we speculate that Vanderpool's garlic is grown in insulated raised beds hooked up to chemical batteries to give it its special sauce. For other varieties of weird vampire, the garlic might be a mutant variety especially rich in a chemical that they cannot abide. Again, **Chemistry** research over time lets the Agent isolate the particular substance and weaponize it.



MINOR ITEM: It's excellent garlic, grown by an expert and harvested at just the right moment. It works like garlic in the core rulebook (***NBA***, p. 141), although its extreme freshness means it starts as a Difficulty 10 Aberrance test instead of the regular Difficulty 8. As a minor item, it doesn't have any super-special properties that can be discovered through investigation.

FRAUDULENT: It's garlic. You can pick it up in any supermarket, and Vanderpool's variety isn't any more effective than Tesco Extra Value.

CONNECTIONS: Vanderpool, obviously (p. 244). The presence of a box of Vanderpool-brand garlic in the home (or garbage bin) of a NPC may indicate an awareness of the supernatural in general and the Dracula Dossier in particular.

Edom may have a spy in the customs and excise department looking for shipments of Vanderpool garlic; if the Agents get a box delivered, Edom knows that address (especially after "Surveillance State" kicks in — see p. 22.)

Weirdly, high EU import charges on garlic make it worth smuggling, so the Agents may get a side job sneaking a thousand tons of Chinese garlic bulbs into some port, or sheltering the Smuggler (p. 131) after he ripped off the Romanian mafia's truckload of heirloom artisanal garlic bulbs.

DOSSIER REFERENCE: HO120



VIAL OF BLOOD

APPEARANCE: A solid mahogany box, 25 cm tall, 38 cm long, and 15 cm deep, with a heavy lockable lid. Inside are three padded receptacles for glass bottles or jars, each 10 cm in diameter (there are three spaces, but there may only be a single vial of blood). (A **History** or **Explosive Devices** spend recognizes that the original purpose of the box was to store jars of unstable nitroglycerine).

The box contains one or more glass jars. Handwritten labels note a date (probably either 1894 or 1940, depending on when Edom got access to a vampire) and a sample number; there's also a distinctly modern-looking barcode sticker. The jar contains approximately 300 milliliters of a blackish substance that slowly liquefies when the jar is shaken or exposed to sunlight. The change appears to happen much more quickly if begun at sunset or sunrise. Alternatively, resuspending it in phosphate buffered saline quickly restores it to a usable liquid state.

SUPPOSED HISTORY: The substance in the jar is the blood of Dracula. Van Helsing collected it from Mina Harker's lips and mouth after Dracula force-fed her (**HO211**). (Of course, Edom might have obtained it at some other point, either during Dracula's initial stay in England in 1894, or during the 1940 expedition to reactivate the Count.)

MAJOR ITEM: The jar (or jars, if you're being insanely generous) contains the genuine blood of Dracula himself. Edom used an extremely dilute extract to create their Seward Serum — the actual blood is vastly more potent. Consuming it might:

- have the same effects as the Seward Serum, plus the imbiber becomes a vampire upon dying, just like Mina Harker
- create a temporary (or permanent) link between the Agent and Dracula
- bring a mortally wounded Agent back from the brink of death
- revive a starved, staked, or otherwise mostly dead vampire
- attune the Agent with the telluric fields of Earth, granting a starting rating of 6 in Aberrance and allowing the Agent to use telluric abilities (p. 59). That Aberrance rating can be increased with experience — when it exceeds the Agent's Stability rating, he becomes a minion of Dracula.
- poison the imbiber — that's +13 damage, right there

More cautious Agents may test the blood first. Possible clues:

- **Chemistry:** Spectrographic analysis shows traces of unusual sulfides and radioactive compounds. There's also some sort of fungus or spore, but you can't tell if it was in the original sample or got into the jar while it was being stored.
- **Diagnosis:** The sample is dried human blood, all right. You'd tentatively diagnose extreme polycythemia — the sample has far too high a concentration of red blood cells for the patient to survive.
- **Occult Studies:** The blood has an uncanny *weight* to it. When it liquefies, it flows in ways it shouldn't — clinging to the roof of the jar, following invisible channels, and recoiling from anything holy.

MINOR ITEM: The blood isn't Dracula's (or, if it is, its potency has declined because of the passage of time or insulation from telluric energies). It might be blood taken from another vampire, like Lucy Westenra or Edom's pet monster, or from an early user of the Seward Serum.

There's no DNA in red blood cells, only in white cells, and there are too few of those to survive when the blood dries out, so a DNA test to determine the origin of the blood isn't an option. Decoding the bar code on the label with **Cryptography**, though, gives a code name (or maybe even a real name, if someone in Edom was sloppy).

FRAUDULENT: The substance in the jar isn't blood — it's a suspension of hydrated iron oxide that has the same color. The suspension becomes more viscous over time if not agitated. Medieval priests used the same scam to produce relics of saint's blood that miraculously liquefied on holy days.

CONNECTIONS: If it's not in an Edom vault at Ring (p. 172) or HMS *Proserpine* (p. 169), then it might be in Seward's Asylum (p. 195) or Van Helsing's House (p. 243) Misidentified as ordinary medical equipment, it might be in the Vesuvius Observatory (p. 242) or the Hospital of St. Joseph and Ste. Mary, Budapest (p. 230).

DOSSIER REFERENCE: HO211, **CU213**



WESTENRA BROOCH

APPEARANCE: A small brooch of polished black stone in a simple silver setting. The brooch has no markings or inscription, although the silver pin carries microscopic traces of blood. While the brooch has no particular distinguishing features, it somehow catches and holds the attention more than it should, especially in the "golden hour" just before sunset.

Geology or **Art History** confirms that the stone is jet; specifically, Whitby jet, which has been mined in Whitby (p. 177) since Roman times.

SUPPOSED HISTORY: This brooch was found lying in the sand by Lucy Westenra while walking the shore at Whitby. She wore the brooch during her initial contact with Count Dracula. The brooch was not recorded as being among her

belongings when Arthur Holmwood took possession of the Westenra estate. It may have been stolen when Dracula broke in (**CU136**), or buried with her in Kingstead Cemetery (p. 191).

MAJOR ITEM: When worn, the brooch is a beacon to vampires. They can sense it from a great distance, and are instinctively drawn to it if they do not consciously check themselves. Renfields, Jacks, and other supernatural entities can also sense the brooch, but at considerably lesser distances.

Dracula may have deliberately planted the brooch for Lucy to find, or given it to her and hypnotized her into believing she found it by accident — assuming it wasn't an Edom lure.

As the brooch only works when worn, it's possible to use it as a supernatural signaling channel. **Occult Studies** suggests that the brooch may somehow interact or reflect the "life energy" of the wearer, so that vampires can discern the health and emotional state of the wearer at a distance.

MINOR ITEM: The brooch is a brand of ownership. Dracula gives brooches of this sort to women he intends to prey on again, so they are not harmed or taken by the Brides of Dracula (p. 57) or any of his minions like the Ruvari Szgany (p. 147). An Agent wearing such a brooch can use **Disguise** (Difficulty 7) to pretend to be one of Dracula's chosen victims.

FRAUDULENT: The brooch is an ordinary piece of jewelry. It was made in Whitby, but has no connection to Dracula, Lucy Westenra, or anything else. However, an Edom researcher going over Aytown's Photographic Studies (p. 262) mistook a black speck of dirt on the camera lens for a physical object, and came to believe that it was a mysterious jewel of some significance. The rumor became attached to a brooch.

CONNECTIONS: Despite what the records say, the brooch might be at Hillingham (p. 190) or Ring (p. 172). If Lucy was buried with it, it's wherever she is (Kingstead Cemetery, if you trust Stoker). Or maybe it's on the shore at Whitby (p. 177) where Lucy found it, waiting for another victim.

Encountering a copy of the brooch in Romania may be a sign that Dracula is at large again. Perhaps the Human Rights Activist (p. 118) or the Romanian Police Inspector (p. 130) — or even a Solace! — suddenly starts wearing a curious black stone …

THE ZOHAR OF MOSES DE LEÓN

APPEARANCE: An ancient text written in Aramaic on animal skins and parchment, dated to the 2nd and 13th centuries respectively. The skins are brittle and badly damaged, but preserved and recopied over onto parchments, with the whole document wrapped in layers of leather and sheepskin to protect against damage and pressed into a sealed wooden box. Atop the package is a handwritten and typed manuscript dated 1938, written by a Rabbi Moshe Elsman.

SUPPOSED HISTORY: The text consists of one of the earliest documented versions of the *Sefer Ha'Zohar,* more commonly known as the *Zohar*, a volume of ancient Jewish wisdom and knowledge that serves as the foundation for Jewish mysticism and Kabbalistic practice. While **History** states that the *Zohar* was written by Moses de León in the 13th century, de León reported that his writings were based on the work of the great sage Rabbi Shimon Bar Yochai, known as the Rashbi (**Occult Studies**). This leading scholar and kabbalist lived during the Roman occupation of Palestine during the 2nd century, before he was tortured and murdered by the Romans. The original text is written and annotated by Rashbi, who describes his time working on the text when he was living in a cave so as not to be found by "ancient horrors." In its pages it details Rashbi's knowledge of all sorts of mystical nightmares stalking the night and how to combat them — including specific knowledge of the origin story of a terrifying ancient vampire known as Lilith.

The book was lost to history until it surfaced in the hands of Moses de León, the man who spread the *Zohar*'s teachings by making copies available to the world. De León's notes are added to the preserved Rashbi version as a working copy, and shows that de León heavily edited chunks of the text to excise its more obvious references to



vampires and Lilith. De León publicly promised he would share the secrets of the original manuscript with the world, but died suddenly and violently in 1305. His trusted wife smuggled the manuscript out of Spain where it disappeared until it surfaced again in Romania in the 1930s in the hands of a Rabbi Moshe Elsman. Elsman had purchased the text upon hearing rumors that it held mystical secrets that he thought would help the Jews against the Germans. Instead, he found himself the target of the Conspiracy, and tried to smuggle himself and the text out of Romania. The Siguranta stopped the truck holding Elsman at the Czechoslovakian border, shot Elsman, and confiscated the box. Elsman died in Siguranta custody in the town of Baia Mare, and the book vanished into Romania once more.

MAJOR ITEM: In sheer historical terms, the *Zohar* of Moses de León is itself priceless. The mystical incantations and notes in the Rashbi's own hand are proof that the *Zohar* dates back further than the 13th century and indicates clear roots for Jewish mystical tradition (and knowledge of vampires) from the Babylonian Exile period. Moreover it stands as an ancient Judaic text compiling detailed understanding of the movement of vampires and the tense relationship between an ancient vampire calling herself Lilith and other blood-drinkers out there. It points the way toward a temple in the Judean desert where relics of Lilith might reside, including preserved blood or even

remains of the sleeping elder. A 1-point **Archaeology** spend can locate the tomb from this description (Black Site Khoshekh, p. 236). It gives those who read it 1 rating point in Vampirology. It also provides a 2-point dedicated pool for Vampirology or any other Investigative ability use concerning Lilith — including Interpersonal abilities, as the tales describe Lilith's personality in great detail.

The notes provided by Rabbi Elsman (typed in Yiddish) detail his own research into the modern vampire calling herself Lilith (p. 69), and her connection to the Romanian rise of Dracula. He notes that the ancient Lilith legends have added to the modern vampire Lilith's claims of power, and that he believes her agents are searching for the text he controls. The notes provide a further 2 points to the "Lilith pool" above. Rabbi Elsman's study of the modern Lilith, who he notes as either daughter or wife to Dracula, extrapolates three uses that Lilith would have for the manuscript:

- **FURY:** The story outlined in the text states that Lilith sought out a place to rest in the deserts outside of Edom, but encountered vampires there. While first the ancient woman was taken by the population to be a demon, many began to court her favor, as did the vampires in the area. The vampires there at first treated her as an equal, but story goes that they demanded her supplication in exchange for the right to prey upon the children that she saw as her right. From there the sides were drawn, and, though the vampires drove Lilith out with their numbers, she swore a reckoning. Should she be turned loose in an area populated by vampires, Elsman postulates her instinct to cleanse as reflected in the history provided would manifest itself, and she would scrub them from the face of the planet.
- **UNIFICATION:** A disturbing passage that caught Rabbi Elsman's attention indicated that at one point, Lilith was poised to unite with the vampires in the most ancient of times. Elsman's notes indicate a concern that should a powerful enough vampire arise to take up the mantle of the ancient Lilith, such as the new upstart Lilith has done, she would be able to draw upon the old legends as a weapon to unite vampires under her banner. If that banner were to ally with Dracula's, Elsman notes, they could be unstoppable.
- **AMBIVALENCE:** Elsman notes that much like the ancient Lilith, the newer vampire of the same name has long been on the fence about actively allying with Dracula. Elsman notes that unless motivated to engage in the conflict against Dracula, she might be able to be convinced to stay out of the conflict. He deduces the thing that the newer Lilith wants: the ancient vestments and artifacts of the tomb of Lilith, out in the Judean desert. That might buy her allegiance and keep her from uniting with Count Dracula's cause, or at least distract her long enough for the Agents to end Dracula as a threat once and for all. This seems like a better option to Elsman then engaging her, because, once engaged, she might provide a worse enemy than the one they already face.

MINOR ITEM: Much the same as above, but the text is badly damaged and only contains pieces of de León's writing and some of Elsman's manuscript. The entire "Lilith pool" from both sources is now only 1 point. It only answers one question: modern Lilith's relationship with Dracula and her agenda in 1938, or the location of the tomb.

FRAUDULENT: The text is a purposeful fake, perpetuated either as a neo-pagan manuscript attempting to taint the mystical roots of Judaic thought by mixing them with blood-sucking monsters, or designed as a false lead. **Forgery** notes the text's modern provenance. A 1-point spend indicates the text's purpose (propaganda or false lead), and another 1-point spend fingers the actual forgers: likely the Echipa Mortii (p. 149) in the first case, and either the Romanian Communist government (leading to pointed questions for the Anthropologist, p. 90) or Edom in the second.

CONNECTIONS: The text might still be somewhere in the bowels of the SRI (p. 156) or elsewhere in the Romanian Government (p. 151), known perhaps only to the Bureaucrat (p. 108) or the Pensioner (p. 86). If Dracula has it, he may have turned it over to the Archaeologist (p. 292) or some other academic minion to study, or stored it with his other magic books such as *Le Dragon Noir* (p. 273). If it has emerged in the West, it might pass through Sotheby's Extraordinary Objects Department (p. 161). The Anthropologist (p. 90) wants it, as might any Lilith cultists. Edom may, of course, have extracted it with the Defector (p. 93) or the Anthropologist; if so, it nestles in the library at Ring (p. 172). A translation of Rabbi Elsman's narrative might still be in the MI6 files; the MI6 Romania Desk Analyst (p. 124) or his GCHQ counterpart (p. 115) might know.

DOSSIER REFERENCE: CU185, HO217

SCENARIO SPINES

This section presents a number of sample spines springing from annotations in ***Dracula Unredacted*** and then fleshed out by grabbing encounters from the ***Director's Handbook***. To illustrate how you might improvise in response to player actions, we've presented multiple spines stemming from the same annotation in some cases.

In practice, the spines you improvise won't be intelligible chunks of text like these, as you'll be the only person who'll need to understand them. For that matter, you might be the sort of seat-of-the-pants Director who's comfortable keeping only one or two scenes ahead of the players, and only sketch future events in the vaguest of terms.

Use the thriller skeleton on p. 184–85 of ***Night's Black Agents*** as a guide when planning ahead. To reiterate the steps suggested there, the skeleton is:

- **The hook:** The Agents follow a lead into danger.
- **The curtain:** They check out the hook based on their initial suspicions.
- **The wakeup:** Something bad, violent, or shocking happens
- **The stall (optional):** A lead goes cold. Or dead.
- **The first reveal:** The Agents gain vital information.
- **The blowback (optional):** The antagonists move against the Agents.
- **The twist:** The Agents discover something that changes their assumptions or plunges them into deeper unexpected danger.
- **The relief (optional):** They gain unexpected aid or information.
- **The final reveal:** They learn what's really going on — or, in an ongoing campaign, they find a hook that leads to the next level of the conspiracy.
- **The setup (optional):** The Agents have to prepare for the confrontation in some way.
- **The confrontation:** The Agents clash decisively with the bad guys.

Not every spine will include all these steps — Confrontations, in particular, probably take place once or twice per level of the Conspiracy — but keep the various elements of the thriller in mind as you improvise.

Whenever you're stuck, either stall with some stock footage (p. 254) and grab a follow-on Connection from there, or take a look at either the Edom response pyramid (p. 20) or Dracula Vampyramid (p. 16) and grab the most suitable response from there. Blowback can happen at any time, not just in the middle of a spine.

SPINE 8: LONDON HEAT

THE HOOK

Session one of a ***Dracula Dossier*** campaign. The Agents arrange to meet a contact of theirs, "Hopkins," in a backstreet café in London. This "Hopkins" claims that she has something they've got to see, something she can't discuss over the phone.

THE CURTAIN

At the café, there's no sign of "Hopkins," and there's definitely something wrong here. **Tradecraft** and **SenseTrouble** tell them that this is a trap. That guy over by the door … the police car cruising down the main street … the two guys loitering suspiciously in the alleyway. Time to leave. They're about to leave, when they hear shouts from outside.

Opposite the café is a multistory parking garage. Up there, on the roof level, they see a slim woman clutching a file of papers. Armed police close in on her. She climbs up onto the parapet and looks down. She sees one of the PCs, and there's a moment of recognition — and acceptance.

THE WAKEUP

She jumps. Six stories down, and smashes into the hood of a car parked on the street outside, the Dossier pinned beneath her broken body.

One of the Agents reacts without thinking, sprinting across the street. There's no time to retrieve the documents, but 8 points in Driving gives the Grand Theft Auto cherry, so he can pop open the door and take off with her corpse — and the blood-soaked Dossier — still on the front of the car. Doing that in front of the Edom hit squad draws a lot of Heat (+3), and that PC is into a car chase scene immediately.

The other Agents sneak off; as Director, you call for **Surveillance** tests to get away without being spotted by the hit squad. Fortunately, everyone gets away relatively cleanly, and are able to use their black van to block the cop cars chasing the first Agent, giving him time to grab the Dossier papers from under "Hopkins." He has to leave her body there, spread-eagled across the broken glass of the windshield, staring blindly at him as if demanding he finish what she began.

They need a safe house. One of the players uses **Network** to establish that they have a contact in London who'll shelter them, an eccentric anarchist whose name you pull from the onomastikon (p. 138). You pull the Safe House description out of stock footage (p. 254), and scribble a note that the anarchist might fit in with the Dissident (p. 112) as a possible further Connection.

With the Dossier damaged (and more to the point, with the players full of adrenaline and eager to push onward), the Agents decide to verify that "Hopkins" was actually onto something with this crazy alternate version of *Dracula*. They consider checking out Carfax and Seward's asylum, but decide on the Westenra home (p. 190) as a suitable test. **Research** confirms the existence of a house matching the description, and checking maps gives the address.

THE FIRST REVEAL

As this is the very first session, the Director goes for the Cool take on Hillingham. The house is abandoned and derelict. Bats flap atmospherically against the windows; floorboards creak of their own accord.

Looking over the list of potential connections on from Hillingham, you decide against introducing a Legacy or a Renfield at this stage. You linger over the idea of having the old Seismologist (p. 100) wandering around the overgrown gardens, but you haven't decided yet what sort of vampires you'll use, so you don't want to bring in telluric currents yet. Instead, you have the PCs encounter a former soldier, now an alcoholic down-and-out. He took part in several Edom-run missions, and was given the Seward Serum (p. 51), although he didn't know what it was other than an experimental drug. He can't explain why he feels drawn to this place — something about it calls him. **Reassurance** gets that he was involved in peacekeeping in the Kosovo War, and that they used his unit for a special operation across the border in Romania. All he can remember is that they were guarding trucks belonging to Leutner Fabrichen (p. 146), and you note that you'll probably end up using the Edom variant of the Leutner node, if Edom had Jacks guarding Leutner trucks back in 1999.

THE BLOWBACK

Electronic Surveillance spots hidden cameras watching Hillingham, confirming that there's more to this abandoned house. Soon, a police car arrives and arrests the former soldier; **Law** or **CopTalk** suggests to the players that this is very suspicious timing. As they hide, one of the players gets a call from their anarchist buddy — the cops have visited the safe house too! He lied to them of course, said he hadn't seen the Agent in years (and you make a **Network** test for him to see how convincing he is).

Deciding that they need more information, the PCs elect to tail the cops.

THE TWIST

The police car doesn't go to the nearest station — instead, it heads for Plaistow, and delivers the soldier to the NHS Haematology Research and Treatment Centre.

Formerly, John Seward's asylum, straight out of *Dracula*.

The Dossier is real.

With their Infiltration and Surveillance pools depleted, the Agents decide to fall back to their safe house rather than try to break into the research center. They need to read the Dossier in more detail now that they know it can be trusted.

THE FINAL REVEAL

Unwilling to let the session end on an anticlimax, though, you throw in one more glimpse at the supernatural. The soldier suddenly seems to realize where he is, breaks free of the two cops and makes a run across the grounds toward the road where the Agents are watching from their car. A pale figure steps out of the entrance to the research center and stares at the running soldier. The soldier stops dead, then turns and walks back into custody, shuffling and stumbling like a zombie.

The players now have two new leads to follow — the mysterious operation involving Leutner Fabrichen, and the presence of what might be a vampire at the NHS Centre in Plaistow. You don't need to decide if that pale hypnotic figure really was a vampire, or what really happened in Romania in 1999. Answers can wait until the players are in a position to uncover then.

SPINE II: COVERING OUR TRACKS

THE HOOK

Following on from the previous spine example …

While reading the Dossier, one of the Agents comes across a reference to Dracula's powers of necromancy — and sits bolt upright.

"Hopkins" — whoever she was — knew who the Agents are. She had their phone numbers. She had their real names.

Now she's dead, but Edom has her body. If vampires are real, if necromancy is real, then they could be interrogating her corpse right now. To protect themselves, they've got to get her body back.

THE CURTAIN

Returning to the scene of the crime — or, rather, where they abandoned the stolen car after stealing the Dossier, the Agents discover that her body was taken to a police morgue.

THE WAKEUP

Combining Wakeup and Blowback, you decide that Edom has one of its Jacks searching the area. A quick fight scene between a lone player character and an unassuming watcher who turns out to have Serum-enhanced super strength ends with the Agent stealing the Jack's mobile phone and fleeing. You've now used two of the Row One responses in Edom's pyramid — "Make Inquiries" and "Intimidate Agent."

THE STALL

The police station is a dead end. The body's gone: it's been moved to Cross Angel Cold Storage, p. 189, but unless the players follow up on that reference from the Dossier, they won't find it.

THE FIRST REVEAL

Tapping into the stolen phone reveals that the super-strong guy, whoever he was, recently got several calls from a number in Exeter. The players connect Exeter to Hawkins immediately, and decide it's worth checking out. They pile into their black van and head west out of London.

THE BLOWBACK

Of the Row Two Edom responses, you've got "Surveillance State" and "Arrange Accident" open. You could have Ian (p. 51) try to run them off the road on the way to Exeter, but you hold that in reserve for now. Maybe having Fort firebomb the safe house would be a suitable response when you want to raise the stakes. For now, you let them get to Exeter safely.

THE TWIST

You go for a lukewarm take on Hawkins' house — it's not Edom's headquarters, but it's not a benign corporate retreat either. It's an archive, a satellite installation. One of the Agents sneaks in — and gets to observe Oakes (p. 52) looking at files on "Hopkins." He appears melancholy, almost regretful. On a monitor, he's watching her postmortem interrogation — the Agent can see her broken corpse twitching and speaking, reciting the names of the other Agents and spilling all she knows about the Dossier, but there's no one else visible on the screen, even though there *must* be someone in that distant interrogation morgue.

THE RELIEF

The Agent decides to get some answers — he breaks in and threatens Oakes, trying to use **Intimidation**, which doesn't work. "What are you going to do, kill me?" he scoffs, gesturing at the screen. "That won't hinder *them*."

You hint that a **Tradecraft** spend might help in this case. The player agrees and, keeping a gun trained on Oakes, grabs what documents he can from the desk. Oakes glances at one particular report, almost as if he's suggesting that the Agent take it. Is this Oakes trailing a false lead (p. 21), or is he testing the Agents, to see if they can be of use against his rivals in Edom (which can lead to an investigation of the 1977 mole hunt)?

THE FINAL REVEAL

Of course, Edom security shows up at just the wrong moment, so there's a tense chase through the forests and roads surrounding the Exeter estate. The Agents get away intact, and now have another lead to follow — that last report was about a series of mysterious deaths in Whitby. The downside, though, is that Edom knows everything Hopkins knows about them — who they are, what they're capable of, maybe even their Solaces or Safeties …

SPINE III: FOR THE DEAD TALK FAST

This spine keys off the same annotation as Spine 2, but goes in a totally different direction.

THE HOOK

The Hungarian (p. 94) knows the location of something important — Van Helsing's Vampire Hunting Kit (p. 281). He offered to reveal the location to the player characters, but the Conspiracy got to him first, and the Romanian mafia shot him. He bled out despite the Agents' best efforts to get him to a medic in time.

However, the Agents have the corpse.

All they need is a necromancer.

They decide that the best thing to do is to set the corpse as a lure. With luck (and, you suggest, a **Criminology** or **Traffic Analysis** spend to seal the deal) the Conspiracy will send one of their vampires to interrogate the Hungarian's corpse. They can then eliminate the vampire *and* get the intel they need.

THE CURTAIN

In an inversion of the normal curtain, here's where the Agents set the stage for the bad guys. In short order, they need to find a plausible hospital where the Hungarian can "officially" die, ensure that they can get control of the place for the confrontation to come, bug the morgue, let the Conspiracy know that the Hungarian's remains are here, and be ready to take down a vampire plus an unknown number of minions.

Cue lots of **Cover/Network** spends to find a suitable hospital near Bucharest.

THE SETUP

As the Agents are the ones luring the enemy to the hospital, then they can prepare for a fight. Holy water in the sprinkler system, maybe; garlic and guns and UV lights stashed ready to be deployed, a stake under every bed.

THE WAKEUP

The wakeup comes when a young woman is brought into the hospital injured by an "animal attack." **Diagnosis** confirms it's a vampire bite — presumably, from the vampire that the Agents have just lured to this area.

THE FIRST REVEAL

Traffic Analysis and **Network** lets the Agents track several Edom operatives who just flew in from London this morning. They recognize one of them as Hound (p. 51), who they've seen before in surveillance photos. It looks like their plan's working, and Edom has taken the bait. Now all they need to do is get the lurking vampire to interrogate the Hungarian's corpse.

THE TWIST

The Hungarian rises as a vampire just as the Edom team arrives. Dracula fed from him long ago, which is why he was willing to give the Agents a weapon cache capable of defeating even the Count. Unfortunately, he died while Dracula is Un-Dead, which means the Agents now have two vampires to contend with — one in the hospital with them, and another one coming soon.

THE FINAL REVEAL

By turning all their carefully laid preparations on the Hungarian instead, the Agents are able to slay him. As he dies again, the stain of vampirism lifts from his soul, and he whispers the location of the Van Helsing Vampire Hunting Kit (which, in this case, is a major object, the real deal; p. 281).

THE CONFRONTATION

To put that information to use, though, the Agents need to fight their way clear of a hospital when there's an older vampire backed up by an Edom team right outside the doors. To make matters worse, the presence of the necromancer-vampire causes all the other bodies in the morgue to spring to life as zombies …

CAPSTONES

Capstones are optional endings for your ***Dracula Dossier*** campaign. You can, of course, allow your campaign to find its own end point, or trust your players to drive it into a bloody, violent climax at the final confrontation with Dracula. You may have your own finale in mind, and lay clues and trails as counterpoint to the players' improvisations. All these are perfectly good practices.

Here, however, we've provided a few "big payoff" endings you can adapt for your campaign's denouement. Don't rush your players into anything, especially a capstone — they're universally deadly. Read the capstone through and decide what parts of it apply to your campaign or appeal to your players. It's probably best to start revealing the capstone plan around the time the Agents have penetrated Level 5 of the Conspyramid: these key nodes have major roles preparing Dracula's final and ultimate victory. That said, even lower-level NPCs may have noticed the straws in the dank, fetid wind. Minor, foreshadowing type hints and indicators can show up in Level 4 or even Level 3, as long as the Agents don't have enough intel to leapfrog the story right into their doom.

Each capstone has a number of Entry Vectors: ways that other leads in the ***Director's Handbook*** can point toward that capstone's culminating scene or event. Even though they don't say "might" or "could," of course consider all the Entry Vectors to be options — use the ones that fit organically into the campaign, don't snow the players under with a sudden batch of leads from nowhere. The Entry Vectors point toward the gateway encounter: usually an NPC who sets up (and usually ushers in) the final set of events or challenges. Then we spell out the Opposition Forces, and further set the scene if need be. Then comes the finale itself, with a number of possible outcomes, some of which depend on the players, and some of which depend on your sense of drama.

Like everything else in the book, capstones are yours to mine, change, or pound into rubble and sift through for shiny gems you can use elsewhere. If you don't wind up using a specific capstone in this campaign, you can always save it for the next run-through. Alternately, any of them can make a make fine coda for other ***Night's Black Agents*** campaigns or even for stand-alone operations, albeit high-colored and apocalyptic stand-alone ops.

ZALMOXIS RISING

They believe they are immortal in the following sense: they think they do not die and that the one who dies joins Zalmoxis, a divine being; some call this same divine being Gebeleizis. Every four years, they send a messenger chosen by chance to Zalmoxis. The mission is performed in the following way: men standing there for that purpose hold three spears; other people take the one who is sent to Zalmoxis by his hands and feet and fling him in the air onto the spears. If he dies impaled, they think that the divinity is going to help them.

— Herodotus, *Histories* 4:93

In the 5th century BCE, the Greek historian Herodotus described Zalmoxis, the great god of the Getae, who lived in the Danube Valley and Moldavia at the time. Herodotus believed Zalmoxis was a magician, a disciple of Pythagoras, who used sorcery and a hidden chamber to convince the Getae that he was immortal. The Getae, however, knew better: Zalmoxis was the Un-Dying God, who had descended into Hades and now lived in a cave beneath the sacred mountain, the Kogaionon. His servants communicated with him by impaling a messenger on spears, letting the sacrifice's blood trickle deep into the stones.

His supposed teaching by Pythagoras explained why he was never seen to eat food; his later priests insisted that Zalmoxis also never drank wine.

The Romans knew the Getae as the "Daci," or "sons of the wolf," and only his sudden assassination stopped Julius Caesar's planned invasion of their country Dacia. A hundred and fifty years later, the Romans finally conquered Dacia, and the cult of Zalmoxis went underground. Literally: Roman authors described his disciples dwelling alone "in underground chapels."

Count Dracula learned of Zalmoxis at the Scholomance. Perhaps in life he sent the blood of messengers to the Un-Dying God, impaled by the hundreds of thousands. At that time, he could only track their blood and seek Zalmoxis with sorceries — but Zalmoxis was a greater sorcerer still, and remained hidden. But now, Dracula commands ground-penetrating radar, and satellite tomography, and seismic echolocation, and measures still more arcane. And he has begun spilling blood in Romania again.

Count Dracula will find Zalmoxis, and raise him from Hades, and become a god. Unless the Agents stop him.

ENTRY VECTORS

Many encounters might point the Agents toward the Zalmoxis excavation, or lay pipe foreshadowing the Un-Dying God's big finish — or possibly his big comeback. The Director should introduce as many as she feels necessary, customizing them to suit her own approach, and buffing them to appeal to the players' specific interests.

- Monitoring the Conspiracy's communications, data flows, and finances eventually (**Traffic Analysis**) points to the Ceahlau Massif: trucks and earthmoving equipment, bribes to officials, rail tickets to Bicaz and Piatra Neamt, reservations at Ceahlau hotels for high-ranking Conspiracy figures. The GCHQ Romania Desk Analyst (p. 115) puts the Agents on this trail, as might any NPC or Network contact with suitable intelligence connections.
- Thad Morris (p. 46) heads for the Zalmoxis dig, ostensibly to photograph it for *National Geographic*.
- If you're using the Echipa Mortii (p. 149), the Anti-Communist (p. 81) arranges a number of flights to Romania — booked through to the Ceahlau resort — for thirteen very elderly Iron Guard veterans (or their less-elderly scions) from England, Chicago, Australia, South Africa, Germany, you name it.
- Dracula is putting a lot of pressure on the Romanian government to allow the dig in a national preserve. Any Romanian Government (p. 151) contact feels it, and the Bureaucrat (p. 108) knows just how unusual and important it must be to … Someone. If she tries to leverage that knowledge for her own gain, she winds up very informatively slaughtered.
- The Journalist (p. 120) gets curious about why the Archaeologist (p. 292) *isn't* trying to get blanket coverage of his latest glorified tomb robbery, for once.
- The Psychic (p. 96) has begun dreaming of a bloody giant awakening in a cave under the mountain. At the appropriate moment, his dreams howl "ZALMOXIS," and he snaps informatively.
- If the Archaeologist is an Edom asset or part of the Conspiracy, the Turkish Agent (p. 136) may have him on a watch list or be otherwise alert to strange doings.
- Enigmatic and horrible carvings in the Scholomance cavern may point to the Ceahlau Massif, or the Greek word is *ZALMOXIS* instead of *TARTARO* (p. 222).
- The DIFC Tasker (p. 111) picks up lots of chatter in Romania that **Traffic Analysis** eventually funnels down to Ceahlau.
- The Art Forecaster (p. 103) starts incorporating Dacian motifs in her design and decoration work; word at Sotheby's (p. 198) is that a new supply of Dacian art is about to open up.
- The Online Mystic (p. 126) picks up lots of visions, panic attacks, and conspiracy-theory rants about Zalmoxis all of a sudden.
- Hound (p. 51) is on the scent, following the clues to the Zalmoxis operation. Her journal requests and book reservations (or those of her tame assets in the University of London, or those of the MI6 Romania Desk Analyst (p. 124)) in the British Library (p. 184) leave traces for **Research**-savvy Agents. Following her, while vastly more dangerous and difficult, also leads eventually to Ceahlau.
- Some specialist drilling equipment the Petroleum Executive (p. 127) wanted to use (or that he leased to the Conspiracy for a very sizable fee) is in Ceahlau on the dig.
- Axel Logistics (p. 141) has a lot of shipments going to Ceahlau all of a sudden.
- Romanian mafiosi (p. 157) or Ruvari Szgany (p. 147) gathering to enforce or carry out Dracula's plan start trouble in Bicaz, Piatra Neamt, and the area around Ceahlau. Robberies of tourists increase, along with other assaults and trouble with the local mafias. **Cop Talk** or **Streetwise** with the Romanian Police Inspector (p. 130) or other contacts in the Romanian National Police (p. 154), or with the Drug Boss (p. 113) or Smuggler (p. 131) reveal the unusual nature of this gathering of villainy.
- Some of Dracula's recent targets have been impaled, always where their blood could drip onto the ground or stone. This may turn into a red herring for players convinced they're hunting Vlad Tepes — although they might be! One of the victims, still somehow alive after days of agony, whispered, "Zalmoxis waits," before dying. Contacts in Edom, CIA, MI6, the Romanian National Police, or even the Tabloid Journalist (p. 134) put the Agents onto this lead. The impalements, plotted in a time series (**Criminology**), lead toward and narrow in on Neamt county (where Ceahlau is located).
- *Le Dragon Noir* (p. 273) mentions Zalmoxis extensively, and contains a fragmentary ritual to awaken the Un-Dying God. From context, it is apparent that this would be a truly terrible idea.



ARCHAEOLOGIST

NAME: Brooks Galbraith

POSSIBLE ROLE: The one all questions and leads about a "Zalmoxis dig" point to; archaeological expert, consultant on smuggled artifacts

DESCRIPTION: mid-50s, tweed jacket, full head of sleek iron-gray hair, dignified not to say arrogant expression

INNOCENT: Dr. Galbraith is a Cambridge-trained archaeologist, possibly familiar to the Agents from the occasional high-toned BBC documentary on the ancient world. His specialty is pre-Classical archaeology in the Mediterranean: Maltese tombs, Etruscan temples, a Hittite fortification in Turkey. As this particularly varied set of digs indicates, his real specialty is writing grant applications and associating himself with other more conventionally single-field archaeologists. They do the boring work, he gets them grant money and some of his publicity. Any Agent with **Archaeology** knows this not uncommon story, and eventually learns about Galbraith's new dig in Romania.

Recently, Galbraith has been on a real streak. In the last few years his excavations have turned up real, important, major finds: a Scythian gold hoard in Ukraine, the tomb of one of Alexander the Great's generals, and the Epirote royal cemetery in Albania. Galbraith earned plenty of media as the main planner of all three digs; *The Independent* recently profiled him as "the archaeologist with the Midas touch." Now, he's in Romania digging for the ancient Geto-Dacian shrine of Zalmoxis. **Flattery** or **High Society** gets the Agents anywhere, including an invitation to the site (with a spend).

ASSET: Dr. Galbraith's archaeological expertise is real, but his grantsmanship success comes from MI6 string-pulling.

Galbraith is actually an Edom friendly. Edom brought him in as a consultant during a hunt for a possible Etruscan vampire in the 1990s, and has steered plenty of MI6 and Foreign Office work toward him since. He doesn't believe in vampires, but he does believe in helping the government to help oneself. Now, Edom has called in its favors. They attached him to this Zalmoxis project and asked him to report anything suspicious (like inquisitive strangers) while retaining open lines of communication with all parties involved (including inquisitive strangers). Edom doesn't expect him to do anything dangerous or adventurous, just give them an idea of what agenda everyone at the site might be serving. **Interrogation** notices his pretense of friendliness and somewhat pushy "pumping" questions.

Alternately, Galbraith is MI6, but not Edom. He mostly makes contact with other assets in the countries where he excavates, although he's spent some time tracking illicit artifact smuggling rings operating out of Syria, Iraq, Sudan, and Libya — primarily because such rings often work with or for worse groups, but also because he genuinely cares about the past. MI6 has found a lot of illict money swirling around the Zalmoxis dig (thanks to Dracula's use of the Romanian mafia to fund it) and put Galbraith on the spot to figure things out. If you've already played (or plan to play) ***The Zaloznhiy Quartet***, Galbraith is an "Intrusive" — a member of a secret society of archaeologist-spies within MI6 founded by T. E. Lawrence ("of Arabia") and Gertrude Bell in 1916, and continued in more-or-less perfunctory fashion to this day. The Intrusives might, however, be more than a back-scratching social club: they may have their own agenda of ancient magics, or be tools of (or partners with) the enigmatic Katun (***ZQ***, p. 123). With a 2-point **Tradecraft** spend and some hours of observation (or minutes in a crisis), an Agent can make Galbraith as an MI6-trained spy: he's very good, especially inhabiting his archaeological cover.

MINION: Galbraith is Dracula's tool, either suborned within Edom or recruited especially for the Zalmoxis project. Dracula revealed to him the secrets of locating buried treasure, and granted him the second sight with which to do it. (If you want, Galbraith can be a full Renfield; increase his stats accordingly.) That's how Galbraith's last few digs have been so "lucky" — and why he's actually planned and supervised them himself, just like the media says he did (a 1-point spend of **Archaeology**, or a check with a **Network** colleague in a position to know, confirms this seeming PR spin is actually true). Dracula has now tasked him with finding Zalmoxis, and keeping surprises to a minimum.

If the Agents approach Galbraith or he notices their snooping around, he passes their descriptions up the Conspyramid. Again, **Bullshit Detector** or **Interrogation** notices his weirdly obtrusive questions — he's hiding something, and he's pumping the Agents. He can easily arrange an ambush, but (as a 1-point **Intimidation** spend reveals) he doesn't have the stomach for actual physical confrontation. A weak reed, he breaks utterly if things get too bloody, whether the Agents or Dracula are dishing out the red stuff.

ALTERNATE NAMES: Philip Saugerties, Faith Audley, Andrei Paun [Romanian or Romanian-English]

ALTERNATE DESCRIPTIONS:

- early 50s, Thomas Pink suit casually rumpled over open-collared tailored cotton shirt, tanned skin and copper-colored hair, sharp chin and nose
- mid-40s, blonde and sunburned, denim jeans and work shirt in the field (severe business ensemble in the office), large frame but not heavy
- late 50s, slender and dark-complected, salt-and-pepper beard and mustache, khaki suit and Nike tennis shoes

DEFINING QUIRKS:

- Oxbridge accent
- lifts chin to better talk down to people
- unconsciously pats self for cigarettes, remembers he's quit, starts over again
- occasional blinks and twitches of eyes toward things that aren't there [minion with second sight]

INVESTIGATIVE ABILITIES: Archaeology, Architecture, Art History, Bureaucracy, Forgery (can recognize forged artifacts), History, Languages (Ancient Greek, Hittite, Latin, Romanian), Negotiation, Outdoor Survival, Photography, Research, Tradecraft [as asset]

GENERAL ABILITIES: [second set of ratings is for MI6 agent version of the character] Athletics 5/8, Driving 4, Explosive Devices 2, Infiltration 0/4, Medic 2, Surveillance 0/4

HIT THRESHOLD: 3, 4 [if MI6]

ALERTNESS MODIFIER: +1, +2 [if minion]

STEALTH MODIFIER: +0, +2 [if MI6]

THE KING UNDER THE MOUNTAIN —

The Conspiracy has gone all-in over the last two or three years, activating its tendrils in national imaging directorates, buying expensive private satellite time, and endowing graduate fellowships in Romania's university archaeology and geology departments. Dracula has impaled the necessary sacrifices, and used his direst necromantic arts, to further direct the hunt for Zalmoxis. With all this data available, the Archaeologist has discovered the original location of the Kogaionon: the Ceahlau Massif, in the eastern Carpathians between Moldavia and Transylvania.

Delightfully enough, Ceahlau Massif is less than 50 km, as the bat flies, from

ALTERNATE DIG SITES

If for whatever reason you don't want to use the Ceahlau Massif as Zalmoxis' mountain, feel free to move it anywhere else you'd like. Put Zalmoxis' chamber beneath the Scholomance (p. 219), inside the extinct volcano at Racos (p. 315), on Mount Bucsoiu just 10 km south of Castle Bran (p. 209), or in the weirdly inexplicable earthquake zone in Vrancea. Here are a few more possibilities, some of which can spin Zalmoxis into different idioms. For each write-up, Agents can learn the facts in the first paragraph with a 1-point spend (**Archaeology, History, Research**) or with an Interpersonal discussion with Galbraith or another helpful and knowledgeable NPC.

ALBA IULIA

The smallish city of Alba Iulia (pop. 60,000 — about the same as Vicksburg, Mississippi) has been the Catholic heart of Romania since the 10th century. The kings of Romania were crowned here; John Hunyadi (p. 30) is buried here, as is (possibly) Mihai Bravu (p. 30). It was the capital of Transylvania under the Hungarians, Wallachians, Turks, Austrians, Magyars, and Romans. Before then it was a Dacian fortress-city called Apulon, and so on back to Neolithic times, when it was a center of the "Vinca culture," whose copper artifacts (the oldest in Europe), indecipherable glyphs, and wolf sculptures appear all along the middle Danube valley.

If Zalmoxis sleeps beneath the streets of Alba Iulia, his summoning might well destroy the city. It certainly can't easily be kept low profile. Choose this site if the contrast between ancient god and modern city is a motif you wish to play up, along with the passage of history. The Vinca wolf totems enhance a supernatural vampire theme. If you've done a lot with werewolves in the campaign, Alba Iulia aptly hosts the emergence of a wolf-god or great *vrykolakos*.

CALIMANI

In about 700 BCE, a tribe of Scythians called the Agathyrsi invaded Dacia, settling along the Mures River valley. Legendarily descended from the snake-monster Echidna, the Agathyrsi buried their dead (instead of cremating them like their neighbors) and carried lances with daggerlike heads called *acinaces*. Lamia-spawn, fillers of graves, and impaling spear-carriers — the honor guard of Zalmoxis had arrived. Ancient Greek geographers placed the Agathyrsi in the mountains along the upper Mures, but their distinctive grave types appear all along the river's length.

The Mures flows beneath the Muntii Calimani (page 209) and very near Hunedoara (p. 211), convenient to two possible Castles Dracula. It also runs through Alba Iulia if you feel like mixing and matching Zalmoxises. The notion of Zalmoxis as a Scythian invader from the east matches potential geopolitical themes, if you're emphasizing those in your campaign. A Scythian Zalmoxis can also evoke the immortal Kurgan of the *Highlander* films — the cultures are close enough for gaming, certainly. And as "aliens" in Dacia, the Agathyrsi make an excellent metaphor and echo for alien vampires, if your Dracula ultimately comes from the stars rather than the earth.

GODEANU

Another mountain commonly identified with Kogaionon is Gugu, the highest peak (2291 m) of the Godeanu Massif in southwestern Romania. The country folk in the area are called "Gugulani," but smugglers and Roma traditionally avoided the gneiss caves on the mountain despite their convenient location. Regarded with both reverence and revulsion, Gugu peak is clearly a taboo mountain in the classic sense. It also sits at the rough midpoint of several Paleolithic sites discovered over the last couple of decades, featuring the oldest human skeletons (c. 36,000 BCE) known in Europe. The skeletons present mixed Cro-Magnon and Neanderthal traits in a fashion never before seen. The completeness and plenitude of the bones implies either thick settlement or sudden, massive death tolls.

A proto-human "caveman Zalmoxis" speaks to mutant, biological vampires, or to vampires as an early branch of the human species. An extremely savage Dracula maps well to this Zalmoxis. If you've made environmental themes part of the campaign, this Zalmoxis can also represent "nature red in tooth and claw."

SARMIZEGETUSA

Zalmoxis was, after all, a god. Therefore, he might well lie beneath the temple complex of the Dacian capital city Sarmizegetusa, captured by the Roman emperor Trajan and razed to the ground in 106 CE. The ruined temples lie at 1200 m elevation, on the slopes of the Muntii Sureanu. The centerpiece of the sacred complex was a mysterious ring of timber posts inside a low stone circle 50 m across, now reconstructed for tourists. A disk of volcanic andesite 1.5 m across sits nearby, broken by the Romans; archaeologists speculate it might have been a sundial.

If you're looking for a proper Indiana Jones–style ruin in which to resurrect Zalmoxis, Sarmizegetusa is the ticket, down to the circle of (impaling?) timbers and the solar-volcanic transmitter for handy rituals. The thoroughness with which the Romans leveled the city implies some deep revulsion on their part; this Zalmoxis is clearly an "evil god" who echoes damned or demonic readings of Dracula. Like most of these sites, you can mix and match: the Mures River flows below Sureanu, and another Paleolithic skull (from 30,000 BCE) has been found in the nearby Cioclovina cave complex. Sarmizegetusa is also conveniently close to the Scholomance (p. 219) and to the possible Castle Dracula at Hunedoara.

Borgo Pass (p. 209) and Izvorul Calimani (p. 209) to the northwest, and only 14 km north of the Bicaz Gorge (p. 208). Three possible Castle Draculas loom within a day's drive of Ceahlau, if the Director wishes.

Although the mountain is steep, it is well supplied with tourist accommodations. Sizeable cabins and small cottages dot the crisscrossing trails up and over the mountain, and a large hostel, the Cabana Dochia, sits between the 1900 m high peaks on the ridge line. The summit dominates the 77 sq km Ceahlau National Park, home to an immense variety of wildlife and plants. (In addition to wolves and bears, herds of black goats and flocks of ravens attract the Agents' attention.) The dig itself occupies the area around the jumble of rocks known as the Detunatele.

- **Occult** or **Research** (1-point spend) or local gossip (**Reassurance, Flattery**) informs the Agents of the legend that the Detunatele was once one big mountain until the Devil smashed it to pieces with lightning. He was looking for treasure hidden by a wealthy king, or warring with God.
- **Geology** or **Research** (1-point spend) or local guides (**Negotiation**) point to the Avenul Mare cavern complex in the Detunatele, 95 m deep and 208 m long, with an immense ice cave at the bottom. Just the place to freeze an Un-Dying God.
- **Bureaucracy** spends, **Traffic Analysis**, and other "find the node" investigations track the Conspiracy's actions through the immense number of permits and regulations needed and broken to get this dig underway.
- Using **Human Terrain** lets the Agents know that not everybody is happy about this. Local tour guides are angry about the sudden bans on tourism and climbing around the area, and the Orthodox Church considers Ceahlau sacred. (It's the only mountain besides Athos to have its own feast day: August 6.) Finding local allies against the Conspiracy shouldn't be hard.

THE DIG

Preliminary surveys take a month or two, followed by the construction of temporary shelters and work spaces. Two months in, the archaeologist sinks a sample shaft into the rocks, and digs a survey trench alongside them; another two weeks of evaluation and excavation — and running a usable ladder, power cables, equipment, etc., down into the Avenul Mare — precede the primary shaft. This is a rapid but not insanely unorthodox schedule (**Archaeology**) and the Conspiracy accelerates it if threatened, or to respond to other campaign events.

- Getting onto the site during this period is relatively easy: press credentials (**Cover** Difficulty 3) get a dog-and-pony runaround, but legitimate scholars (**Cover** Difficulty 2 with a 1-point **Archaeology** spend) get a real look at the dig in progress. **Infiltration** Difficulty is 4, or lower by night. See page 203 for Difficulties in Romania, however; if the Conspiracy is actively hunting the Agents (likely), the Difficulties increase by +2 here as noted. Social access and string-pulling with the Agents' own Romanian government contacts (**Network** and otherwise) may be safer.
- Agents with **Archaeology** notice that the "survey trench" runs up the slope, which threatens to spoil the data gathered, as the stratigraphy is off. **Archaeology** or **Notice** discovers a torn-up area as though something has been dug up and removed; with a 1-point **Archaeology** spend, an Agent deduces the missing artifact came from the Roman era.
- Hacking into the cell phone or laptop of one of the clueless grad students is only Difficulty 3 **Digital Intrusion** in itself, and allows access to everyone's device. Agents still need an Interpersonal spend among the students to figure out which one snapped usable photos, or two days of **Traffic Analysis, Photography**, or **Data Recovery** (time halved for each point spent) on everyone's texts and photos to find the likeliest target.
- Texts contain useful gossip, helpful in flipping assets on the dig (someone sleeping with an undergraduate, perhaps). The sifted photos indicate whether any of the dig personnel are vampires (no image or no shadow), and reveal the missing object: a thunderstone (meteorite) with the symbol of the god Jupiter carved into it. See page 60 for meteorites as anti-vampire systems; even if the thunderstone doesn't seal a place against Dracula, it held Zalmoxis in stasis from 106 CE to last week.
- The devices not open to the common system are Conspiracy laptops, if any are on site. They attract attention by requiring Difficulty 6 **Digital Intrusion** to hack, although simply heisting or social-engineering access may be simpler. Their secrets are up to the Director, but include the date of the main ritual and a work schedule.
- The thunderstone can be anywhere the Director wishes, from pulverized in the dig's rubble pile (small but usefully anti-vampire pieces salvageable with a 2-point **Geology** spend), to buried in obscurity in the nearby Piatra Neamt History & Archaeology Museum (**Archaeology** to remember the museum exists; 2-point spend or **Cover** Difficulty 4 to get access to the rear area), to secure in the vaults of Klopstock & Billreuth (p. 145).

About a week before the main ritual, the Conspiracy erects electrified fencing topped with razor wire around the whole dig site. Guards come in from the SRI, Vulturii Division, or some other agency penetrated by the Conspiracy; **Tradecraft** or **Military Science** detects the new professionalism. This, plus Dracula's supernatural watchers (ravens, etc.) raises the **Infiltration** Difficulty to 7. A failure on an **Infiltration** or **Athletics** test to climb or bypass the fence results in the Agent leaving blood behind. Which results in, well, being actively hunted by vampires.

Drilling through the ice floor of the Avenul Mare begins in earnest. The archaeologist finds himself sidelined unless he is a full Conspiracy minion and a useful ritual magician. If not, the Agents can find him in (and possibly even extract him from) the Cabana Dochia ridgeline hostel. He only has one guard on him, an SRI nursemaid.

OPPOSITION FORCES

Before the dig is reinforced, the Conspiracy guards the site with the following:

- one Renfield or other trusted, capable asset from Level 4 or so on the Conspyramid

- six to eight thugs and one boss — Ruvari Szgany (p. 147), Romanian Mafia (p. 157), or similar
- one wolf in the forest nearby instructed to watch and guard (***NBA***, p. 155)
- one local Neamt county police captain and his squad, and one Regional Development and Tourism Ministry deputy — the captain and the bureaucrat are minions, broken or bought

After the dig is reinforced, the Conspiracy adds more:

- one Bride or similarly supernatural (or highly effective) operative from Level 5 on the Conspyramid.
- two squads (each with 1 CO and 12 specialist guards): SRI special police (***NBA***, p. 70) or Vulturii special operations soldiers (***NBA***, p. 70), or both. The commanding officer of each squad is a Renfield, and enough of the other men are Renfields to equal the number of Agents in the party.
- the wolf is joined by its pack (two to eight wolves)

The night of the ritual:

- four squads of Jandarmeria (***NBA***, p. 69) close off the roads onto the Ceahlau Massif
- if the Agents have already tried attacking Dracula, another special squad of Romanian Vulturii (or one of the special-forces agencies in the Conspiracy, from p. 154) arrives on two Puma helicopter gunships and two Piranha III armored personnel carriers, and sweeps the mountain for trespassers — four packs of wolves accompany and assist
- finally, Dracula arrives

Many of the large rock formations on the mountainside are legendarily giants or humans, turned to stone long ago. If telluric vampirism (p. 59) has played a major role in the campaign, foreshadow these legends with **Occult Studies** rumor. Then during the climax, insert the petrus perfecti (***NBA***, p. 145) as Zalmoxis' mineralized court, shifting back to un-life after untold eons. Add +10 or so to their Aberrance and Health, and +3 to claw damage, to indicate their immense size.

ZALMOXIS AWAKES

The date of the ritual is up to the Director. Three dates make the most sense: May 5 (St. George's Eve) and December 12 (St. Andrew's Eve) are nights when evil stalks the earth freely (see **HO19**), and August 5 is the night before the mountain's Orthodox feast day. The Orthodox priest from St. John's church in Piatra Neamt spends all three nights in vigil; Agents might be able to recruit some supernatural aid (or some local toughs angry at the imported toughs) there.

All three have major Orthodox religious services the next day; August 6 also kicks off a regional festival with plenty of tourists, food, concerts, plays, and other activities. Unless the ritual succeeds, of course. Then, the religious services (and the food) take on entirely different forms.

Specifics of the ritual, and of Zalmoxis' appearance, are up to the Director. For greater drama Dracula may stand at the entry to the cave with green light playing around his talons, and summon Zalmoxis to emerge from it. For greater danger, the Agents may have to follow Dracula down the narrow passage to the ice cave — past all his guards and minions — to fight him where there is no sunlight (no light at all in fact, once the klieg lamps go out) and only one way out.

Zalmoxis might be:

- an idealized Greek god, features twisted in madness, scarlet of skin and black of beard
- a tattooed, blue-haired Scythian-Kurgan barrow-wight with serpentine limbs and Pythagorean magics of his own
- an animalistic, lupine greater ghoul, slavering and howling



- a fanged caveman, muscle corded onto muscle like an ape
- a nearly mummified but clearly ancestral Transylvanian vampire, Dracula as he might be millennia hence
- a full-on Alien Stone (***NBA***, p. 145) re-animated

In any form he takes, Zalmoxis is too dangerous for game stats. Maybe the antitank missiles on the Puma helicopters could damage him, or a Hellfire strike from a Predator drone. A weaponized missile load of thunderstone rock could do it, perhaps.

But Dracula, having brought his god up from the earth, can definitely bring him down again. He turns to mist, flows into Zalmoxis, and materializes while biting the Un-Dying God's wrist. The blood of the gods pours into Dracula's veins. At this moment, while the god is weakened from this treacherous attack and all Dracula's energies are focused on battle, the Agents can unveil their brilliant last-chance scheme. They … *did* have a brilliant last-chance scheme, right?

If not, Dracula gains the power of a god and blots them from his sight. Then, he strides forth to rule the world, immortal, invulnerable, and inevitable as the dawn he welcomes.

DRACULA'S MILL

Thus downward from a bank precipitate,
We found resounding that dark-tinted water,
So that it soon the ear would have offended.
I had a cord around about me girt,
And therewithal I whilom had designed
To take the panther with the painted skin
— Dante, *Inferno* Canto 16

In modern-day Romania, many glacial lakes dot the landscape in the area of the Carpathians. These lakes, in concert with the high elevation of the mountains, provide many impressive waterfalls. No fewer than three of these waterfalls, each bearing a slightly different name, are translated into English as "Dracula's Mill."

Two of these falls, as ethereal and magnificent as they are, hold no supernatural ties. The serene and pastoral inhabitants of the regions recite tall tales like rote prayers, and visitors to the area find oft-repeated bits of folklore readily on the tongues of those calling the area home. The "White Lady of the Mist," "The Wailing Orphan," and "St. Andrew's Bloody Goat" are just a few of the legends of supernatural phenomena rumored to haunt the local falls. Any serious investigation of these dubious stories reveals them as merely that: stories to entertain, scare, and entice tourists.

Those who dwell in the vicinity of the third waterfall, called Morile Draculi, do not speak of it with the same folksy reverence as the other two. Outsiders mentioning the falls are met with dark looks, disapproving scowls, and signs abjuring against some unknown evil that their foolish words might attract — for while the locals do not know the details of the evil in the area, they are keenly aware that something about the Morile Draculi is unnatural and unwholesome.

The terrified inhabitants of the lands around Morile Draculi knew that, on certain terrible nights, a force of overwhelming evil and power welled up from beneath their homes. At these times, the winds blew colder, and strange voices shrieked on the air. Wolves howled in the heights, and madmen screamed and shouted in locked rooms. Now, thankfully, that region is uninhabited, and is part of the Calimani National Park.

This is the eye of the psychic whirlpool of the Carpathians, a vortex of telluric power — and Dracula's last redoubt.

ENTRY VECTORS

There's only one real Entry Vector for this capstone — the Agents manage to seriously injure Dracula, wounding him so grievously that his normal powers of Regeneration cannot restore him. Maybe they got their hands on a magical weapon or holy relic, or tricked him into feeding on a victim full of Blomberg Serum. Or maybe they just hit Castle Dracula with a brace of Hellfire missiles. However they managed it, Dracula's on the run again just as he was in 1894, and this time he's going to get more than a kukri in the face.

To heal and restore his occult powers, Dracula retreats to the Mill — a place of unholy power where he can grow strong again. If the Agents are in close pursuit, then they can chase Dracula's servants across country to the Mill. If they need to clues to point them to the Calimani National Park, then use any of the following.

- Members of the Conspiracy suddenly begin sending emails (**Traffic Analysis**) to someone called Bela Lupescu at an official Romanian government address. Investigation reveals that Lupescu is a midlevel bureaucrat whose official position is sub-minister of Regional Development and Tourism. As part of his duties, Minister Lupescu oversees the administration of all Romanian national parks. The emails to the minister are worded to sound like general inquiries into the trail status at Calimani National Park, but phrases common to each email (**Cryptography**) suggest a coded message. The trails mentioned in the emails' inquiries all run within Calimani National Park.
- **Criminology** or **Vampirology** picks up on a bloody trail of killings as a hungry Dracula murders his way across Romania on a direct line for the park. He's not even trying to conceal his activities — he just needs to survive long enough to get to the sanctuary. Similarly, **Outdoor Survival** or **Research** spots weird weather patterns moving across the country in an oddly straight line.
- **Geology** plus **Occult Studies**, and maybe the use of some sensitive device like an Earthquake Device (p. 266), Earth-Disturbance Urn (p. 265), or Spirit Board (p. 279), let the Agents discover there's a giant psychic earth-whirlpool centered on the Calimani National Park.
- The Neo-Nazi's (p. 85) weird book locates an "earth vortex" in the Kelemen Alps; the Online Mystic (p. 126) or a yet more eccentric Seismologist (p. 100) tracks ley lines likewise.
- The Psychic (p. 96), Online Mystic (p. 126), Madman (p. 121), or some other seer sees shambling, hairless people frolicking at the base of a tall waterfall. Then they begin to consume each other, while a swarm of bats flits around them amid the moans and shrieks. Careful **Interrogation** elicits a description that matches the Calimani National Park.
- Checking through records, the Agents discover that a Ukrainian diplomat and his family were touring Romania last year, and they visited Calimani National Park. The diplomat's youngest daughter wandered away and could not be found. The search for her lasted five days. When she was located on a trail near the bottom of Dracula's Mill, her rescuers were horrified: she had lost all her hair, her skin had turned ghastly pale, and her teeth had become razor sharp. Doctors are at a loss to diagnose the reason behind this sudden transformation. The girl has lost the ability to speak as well. **Diagnosis** or **Vampirology** (or records from Seward's Asylum, p. 195) reveals that this condition has been seen before in individuals spending time around some of Dracula's feral servants.



SENIOR PARK RANGER —

NAME: Diana Silivasi

POSSIBLE ROLE: The ranger responsible for Calimani National Park; unwilling participant in Conspiracy; guide and then turncoat in an assault on Dracula's Mill

DESCRIPTION: mid-40s, official park ranger uniform, silver-white hair pulled back into tight braid, excellent physical condition, weather-worn face and hands

innocent: Diana Silivasi grew up in a village on the edge of Calimani National Park, and she spent countless hours in her youth exploring every crevice and shadow of the park's wooded mountains. At age 16, she joined the Romanian Land Forces and trained as a member of the 61st Mountain Troops Brigade. She served with distinction, gaining several commendations for her skill and service. Then, inexplicably, she was dismissed from the Land Forces and given a position as a park ranger in her native area.

Under her careful stewardship, Calimani National Park became one of the most popular ecotourist areas in the Romanian National Park system. Nature lovers and hobbyists of all stripes — hikers, skiers, botanists, mountain bikers, spelunkers, etc. — rave about the area, acknowledging that Silivasi has managed to maintain the sanctity of its natural beauty while making the area accessible to more and more nature enthusiasts.

ASSET: Silivasi's sudden departure from the Land Forces was not a result of any impropriety on her part. She was recruited into the SRI (p. 156). **Tradecraft** recalls rumors at the time suggesting that something might be amiss in some of Romania's national parks in general, and at Calimani National Park specifically.

One of the targets of Silivasi's investigation was her superior, Bela Lupescu. As sub-minister of Regional Development and Tourism, Lupescu oversees the management of all national parks in Romania. When he ascended to his position through political cronyism after 1991, the number of deaths and disappearances occurring at national parks saw a slight uptick — not enough to draw attention from the public, but enough to register as an anomaly in **Traffic Analysis** performed by certain intelligence agencies.

MINION: The Count used his powers to plant strong hypnotic suggestions into Silivasi's subconscious. Without even being aware of it, Silivasi became a member of the Conspiracy. Silivasi has been programmed to protect Dracula's Mill from visitors while the Count is in his sanctum, and she does not even understand why she does it.

Alternately, the Conspiracy captured Silivasi's younger sister. In return for her complete cooperation, she gets a monthly video chat with the captured family member, proving the innocent is still alive and well.

The Agents find Silivasi supremely helpful in their investigations, right up to the point where they are about to descend into the chasm. The subconscious trigger in Silivasi's mind, or the fear that the intrusion will bring about the death of the beloved hostage, turns Silivasi into a formidable enemy at the worst possible time for the Agents.

DEFINING QUIRKS:

- moves with stiff military precision when indoors
- constantly tightens braided hair
- talks to local wildlife like they can understand her
- when Dracula's orders trigger in her mind, or when she fears for the safety of the hostage, she speaks more quickly and licks her lips in agitation (**Shrink** reveals the nervous tic) [minion]

INVESTIGATIVE ABILITIES: Bureaucracy, Criminology, Languages (English, Italian), Negotiation, Notice, Outdoor Survival, Photography, Tradecraft

GENERAL ABILITIES: Athletics 9, Conceal 4, Driving 4, Explosive Devices 3, Filch 4, Hand-to-Hand 4, Infiltration 6, Medic 2, Shooting 6, Weapons 6

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2

THE ULTIMATE SANCTUM –

Count Dracula, despite his immense power, has known defeat. The Draculas have fought against invaders for long centuries, but time and again they have been lost in battle — betrayed, the Count would no doubt say, by the weakness of lesser warriors. The 1894 hunters drove him out of London; Edom thwarted some of his schemes in the 20th century, before they succumbed to expediency and corruption.

When Dracula discovered — or was initiated into — the unique strangeness of the Mill, he decided to make it his last refuge, a place he could retreat to when in danger. In order to breach this remote sanctum, the Count's pursuers must first climb a steep mountain cliff along dangerous, snow-choked trails. Upon reaching the top, his foes next have to lower themselves over a waterfall, then find the mist-shrouded tunnel entrance, and finally swim through an underground lake. Even then, dark waters hide the many tunnels and chambers beneath the earth. Dracula and his servants bred monsters that could survive and hunt in the area, adding another layer of protection.

THE RANGER'S POST

Following the leads gleaned from chasing the Count, the Agents know that Calimani National Park, and (once they **Notice** the name on the map) Dracula's Mill specifically, is a likely location to find a vulnerable Dracula. Arriving in the area, the Agents find the roads into Calimani National Park closed by a terrible, sudden, and totally unexpected blizzard. (Even in midsummer.) They find a few stranded cars on the roads, but the traffic is much lighter than normal since Dracula's servants in the government

ordered the park closed to the public a few weeks earlier.

A Difficulty 5 **Driving** test to avoid sliding off slick roads into deep ditches would be appropriate, assuming the Agents are driving a regular vehicle. (Difficulty 3 for a vehicle with off-road capability.) On a failure, the Agents' car slides off the road; they lose some of their equipment, sustain injury (***NBA***, p. 78), or just slow down, forcing them to enter the Mill at night. Also, the Agents see strange shapes in the haze of the driving snow with **Notice:** hairless panthers creeping through the drifts, loping pallid figures peeking from behind snow-covered trees, and other unsettling vague shapes. Upon investigation with **Outdoor Survival**, the Agents find large feline prints leading toward the slopes and Dracula's Mill, but the blizzard soon obscures the tracks.

After navigating the snow-covered roads, or abandoning their vehicles and walking, the Agents find that all roads into Calimani National Park meet at one point, the Ranger's Post. This is where Ranger Diana Silivasi (p. 298) and her staff reside, and where visitors to the park sign in and begin their activities.

With the park closed by orders of the government (and with Dracula in residence), Silivasi allowed her staff to take some days off. With no staff and no regular visitors, the Agents come upon a huge lodge mostly empty of people.

However, Silivasi's superior, Minister Bela Lupescu, *is* at the lodge. Six others accompany him: five thugs (but use Soldiers; ***NBA***, p. 69) and one administrative assistant named Flaviu Urzica. The five thugs are definitely part of the Conspiracy, but Urzica can be anything a Director needs him to be: the operative that controls Lupescu on behalf of the Conspiracy, a suspicious whistleblower keeping careful watch on Lupescu's illegal activities, an ally of Silivasi's in the SRI, or just an innocent civil servant in the wrong place at the wrong time.

When the Agents arrive at the lodge, Lupescu is livid at their presence. He demands to know what they are doing here with the park closed. Unless the Agents can come up with a good story and credentials (2-point spend of **Bureaucracy**, Difficulty 5 test of **Cover**) or convince Lupescu they are innocents in this situation (1-point spend of **Flirting** or **Flattery**), he orders his goons to arrest the Agents for trespassing.

In a fight, when it becomes apparent that the Agents are not pushovers, Lupescu and any surviving thugs jump on snowmobiles and attempt to escape to the nearest town, where they can rouse the authorities. This is a perfect opportunity for a snowmobile thriller chase scene, if the Director is inclined.

If Lupescu is caught, under **Interrogation** he admits that he accepts bribe money from an international crime syndicate to conceal their activities at the Mill. How much he knows about the Conspiracy and Count Dracula is up to the Director. Lupescu believes that something illegal must be happening in the vicinity of Dracula's Mill, because many of his orders from the syndicate over the years correspond to that area. If Lupescu is somehow killed before he can be questioned, his assistant Urzica holds the same information — either as an accomplice or as a whistleblower.

With this information, the Agents are probably ready to make the climb to the top of Dracula's Mill. If the area is of such importance to the Conspiracy, there Dracula must be found.

When the Agents declare their intentions to climb to the top of Dracula's Mill, Silivasi is at first resistant. However, if convinced of the necessity (**Reassurance**) or if the Agents are clearly going to go anyway (**Intimidation**), she agrees to guide them. She volunteers to supply the Agents with whatever climbing gear and cold weather outfits they require to make the dangerous climb. Lupescu's goons have already sabotaged the climbing gear to stop anyone pursuing Dracula into the Mill; a 1-point **Notice** or **Outdoor Survival** spend spots the cut ropes, loosened screws, and slashed cold-weather gear. If the Agents spot the sabotage, then spending 4 points of **Mechanics** McGyvers a quick repair job. If they don't, then at some suitably dramatic point in the climb, boost the Difficulty of any tests relying on climbing gear by +2. Of course, Agents with **Preparedness** can bring their own kit (Difficulty 3 — they were going to a mountain, after all) assuming the car didn't take their gear over the cliff.

If the Agents refuse to let her join them, she simply waits until they leave, and then she follows.

THE FROZEN CLIMB

No trails lead to the top of Morile Draculi, and ice, snow, and debris from the storm currently cover even the paths used by hikers to get partially up the mountain.

The first part of the climb requires 1-point **Outdoor Survival** spends from all Agents to cope with the harsh conditions. Increase the Difficulties for all subsequent tests on the climb by +2 for any Agents who don't spend a point (or have a point spent for them — more experienced survival experts or Silivasi can spend points on behalf of others). As they climb, the mountain seems to turn against them; weather and terrain conspire to block their path. Time to put those big General ability pools to the test!

Some of the challenges here apply to the whole group; others are for individuals. Remember to use the Piggybacking rules (***NBA***, p. 49) for group tests, and suggest that this might be a good time to retroactively declare some Tag-Team Tactical Benefits (***NBA***, p. 110): e.g., *Sarah spends 1 point of Reassurance to give Bob 3 points of Athletics as she talks him across the precipice*. If Silivasi accompanies them, she offers to piggyback.

Group challenges:

- Struggling up a steep trail in the face of a blizzard. It's only a Difficulty 5 **Athletics** test, you worms. Fail, and pick one: −2 damage, or get separated from the group and have to take the next challenge alone.
- Climbing up the cliffside. Difficulty 6 **Athletics** test, fail and fall for +3 damage.
- Clambering along the ridgeline, with visibility down to only a few meters. Everyone needs to make a 1-point **Notice** or **Outdoor Survival** spend; those who don't or can't make the spend need to make Difficulty 5 **Athletics** test to avoid slipping over the edge of unseen chasms for +1 damage.
- Finally, to get to the lip of the Mill, the Agents need to cross another sheer outcrop, dangling over a long drop to the forest far below. This is a Difficulty 7 **Athletics** test, where failure means *certain death*. (Any Agent with **Outdoor Survival** knows this.) If they're piggybacking,



then failure means that everyone needs to pay another 1 point of Athletics or fall with the character on point; pay 2 points to hold onto the rope and stop the lead climber from splattering all over the rocks below. Once the lead climber climbs back up, they can try the test again.

Individual Challenges:

- An eagle or other bird of prey under the control of Dracula attacks a climber, its eyes glowing an unnatural red as its sharp talons rake at an Agent's eyes. **Sense Trouble**, Difficulty 4, to dodge as it swoops out of the storm; fail, and take −2 damage *and* boost the Difficulty of your next test by +1 because of the blood in your eyes.
- A bolt of lightning stabs out of the storm as if aimed straight for the Agent. It hits a tree that falls toward the unlucky climber, or triggers an avalanche on the slopes just above their position. **Sense Trouble**, Difficulty 5, to get out of the way fast enough to avoid damage; otherwise, it's +1 damage.
- Crossing along the edge of a long, long drop, the Agent is suddenly struck by supernatural vertigo. It seems like voices on the wind are calling the Agent to jump. Resisting requires a Difficulty 6 **Stability** test.

The elements aren't the only danger.

- If any of Lupescu's thugs from earlier in the session (or even villains from previous sessions) escaped the Agents, they might reappear now. They could pursue the Agents during the climb, turning this into a (definitely slow but no less dangerous) thriller chase scene.
- A hard-to-shake antagonist (Nails, p. 52, or one of Dracula's Vulturii commandoes, p. 57) might also set up a sniper position part way up the mountain, attempting to pick off the Agents as they climb. **Sense Trouble** at Difficulty 6 spots a telltale glint of the sun reflecting off a sniper-scope, letting the Agents duck for cover; otherwise, one of them's a sitting duck for the sniper, who makes a Called Shot to the Agent's chest for +2 damage (+4 total) at +2 Difficulty. The sniper's got a Shooting pool of 12. He's too far away for the Agents to attack with any weapon at shorter than Extended rifle range.
- Over the howl of the winds, the Agents hear the thunder of rotor blades. Impossibly, insanely, there's a helicopter in the air over the Mill. From the sound of the engines (**Military Science**), it's not a rescue helicopter — it's a Romanian-built IAR 330 SOCAT, an upgraded antitank variant of the French Puma. This one's crewed by Conspiracy assets, and it's on a kill mission. Dodging the helicopter requires **Infiltration** or **Conceal** tests (Difficulty 6); anyone who fails is a potential target when it swings back around with its door-mounted machine guns (+2 damage). The gunner has a Shooting pool of 10, but the real deciding factor is the pilot's Piloting pool of 12. The pilot needs to make a test each round to stay on station, starting at Difficulty 6. The Agents can drive the helicopter away by inflicting 10 damage on it (remember, it's got Armor −4) or by surviving until the pilot burns through his Piloting pool and can't hold it against the wind any longer.
- *Even in the dark there was a light of some kind, as there ever is over snow, and it seemed as though the snow flurries and the wreaths of mist took shape as of women with trailing garments.* If the Brides of Dracula (p. 57) haven't shown up yet in your campaign, now's the time for them to make their ghastly debut. Flying on the wind, they attempt to lure or drag the Agents over the edge to their deaths.

THE PLUMMETING WATER

Finally, the Agents reach the top of the plateau over which the waterfall of Dracula's Mill cascades. Now, they must climb along the plateau to the top of the waterfall and descend again. According to Silivasi (or their telluric instruments, or **Data Recovery** analysis of satellite images), there's a cave opening somewhere near the bottom of the first tier of waterfalls. Climbing down is another group test of **Athletics** at Difficulty 7.

At this point, assuming the Director wants to use Silivasi as a foe for the Agents, this is where her betrayal begins.

Agents might now see some of the mind-control side effects or guilt in Silivasi's words and behaviors (**Bullshit Detector, Vampirology**, or **Shrink**). Whether they realize her predicament or not, Agents have the superior numbers and firepower, and Silivasi realizes this. She understands that she has a better chance of stopping the Agents if they are in an awkward position — like dangling from a rope.

This short descent to the ledge is much easier and smoother than the ascent, with one large complication: Silivasi has no intention of letting any of the Agents reach the ledge alive. She has a .22 pistol concealed at her side, as well as a knife capable of cutting the climbing rope. If any Agents accompany her down, she attempts to get herself into a superior position for a battle (**Sense Trouble** or **Shrink**, Difficulty 5).

The Agents must kill or incapacitate Silivasi in order to stave off her attack. If the Agents have some way to block mind control or rescue a captive girl while dangling over a crevasse on a fraying rope, they can try it.

If any of the Agents (or Silivasi) fall during the descent, the water and deep snow on the ledge buffer the impact enough to allow survival (still, it's +1 damage). Once down, a brief search finds a tunnel opening …

THE DARK DEPTHS

The tunnel from the ledge into the mountain is only just big enough for a normal human to crawl through. It slopes steeply down for 20 meters, and then the tunnel ends at the top of a huge circular cavern, at least 150 meters in diameter. An underground lake dominates the cavern, 100 meters below the tunnel entrance. Anyone falling into the tunnel lands in dark water. A rope ladder hangs from the tunnel entrance to the water below.

No sources of light can be found in this cavern, so the Agents must have their own if they want to see. The cavern has a distinct charnel smell, and it is unnaturally warm. The only sound is the dripping of water into the still lake. The surface of the waters is black and perfectly reflective; there's no telling how deep the lake is. **Vampirology** notes that the lake is still and stagnant; it's not running water to stop a vampire. In fact, it might act in reverse as a sort of telluric lens, focusing the energy of the Mill. (Maybe if the Agents blow through a wall with **Explosive Devices** at a spot picked with a 2-point **Geology** spend, they'll create a flowing current that further weakens Dracula or blocks pursuit by the Brides.)

Scanning the chamber walls with a torch reveals no other surface tunnels out. The tunnels that lead from this chamber to others in the complex are all accessible only from *beneath* the subterranean lake.

When an Agent enters the water, either by jumping or falling in, the guardians move to attack. By default, the guardians are albino-white, naked humanoids who swim through the icy waters like cave fish. Who are they — the descendants of victims brought here for Dracula to feed upon? Worshippers of the King Vampire? The unlucky souls taken by the Devil at the Scholomance (p. 219)?

GENERAL ABILITIES: Aberrance 5, Hand-to-Hand 7, Health 8
HIT THRESHOLD: 3 (5 in the water)
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +1
DAMAGE MODIFIER: −1 (claws)
ARMOR: None
FREE POWERS: Infravision
OTHER POWERS: Vampiric Speed
BLOCKS: bright light

There are three guardians per two player characters, plus more lurking in the depths.

If you want to be cruel, replace these guys with cerneati (p. 66). The black giants are too slow and heavy to swim, but they don't need to breathe, and so walk across the lake bed and try to drag the Agents down to their doom. Finding the exit tunnel requires a 1-point **Geology** or **Notice** spend or a **Conceal** test at Difficulty 5.

THE EYE OF THE WHIRLPOOL

The last tunnel slopes up, out of the water, and then spirals down, down, impossibly far down. The air becomes thick and hot — blood hot, Hell hot — with sulfurous fumes. From all sides, the Agents seem to hear the grinding of stone, as if the whole Carpathian mountain range — or maybe even the whole world — rotated around this place. Any watches or electronic devices stop working, and all the Agents feel horribly disconnected, as if detached from normal time and space.

The tunnel ends in a larger chamber filled with smoke. The walls — although even gravity seems uncertain here, and everything looks like a precipice down which the Agents must crawl headfirst, lizard-fashion — are hot to the touch. Noxious gases seep from tiny cracks and swirl in strange patterns in the air. (Inhaling them may have effects similar to inhaling the gases in the telluric version of the Scholomance; p. 219.) In the middle of the chamber is a small stone table or dais, and on that dais is a coffin, and in that coffin lies …

No one. It's empty.

Call for **Sense Trouble** tests at Difficulty 8. The Agent with the lowest result is the one unlucky enough to be targeted by Dracula as the Count shifts from mist-form, his body precipitating out of the toxic gas it had mingled with. Dracula is still weak, but he regains strength as the battle goes on. He starts at Aberrance 20, Health 15, and gains one die roll of Aberrance and half that result (round down) of Health every round (plus any Health he drains from the Agents) until he's back at Aberrance 50 and Health 33. In his weakened state, Hit Threshold depends on his current Aberrance:

No tricks, no retreat — this is the final battle. Remember, any special items that the Agents might need to defeat the Count must have traveled up a mountain

ABERRANCE	HIT THRESHOLD
20 or less	**5**
21–30	**6**
31–40	**7**
41–50	**8**

in freezing weather, possibly survived a fall or crashed into a mountainside, then been submerged during a battle. How well *does* holy water work when it is frozen? Are those demo charges waterproof?

Damaging or disturbing the telluric currents or occult powers of the Mill impedes Dracula's resurrection — anything that blocks vampires might also block his healing / Aberrance gain. The Agents could also use explosives or an earthquake device to smash the place, but that could have unexpected side effects (a footstep below means an earth tremor above, so exercise restraint in the use of explosives).

If Dracula dies here, the earth quakes one last time. The tunnels above crack and shift, and the underground lake starts to flood into this lower chamber. To escape, the Agents need to struggle back up the tunnel as icy waters pour past them and burst into steam in the depths far below.

If you feel like quantifying it: three **Athletics** tests, against Difficulty 8, 7, and 6; on a failure the Agent takes −1 Health damage from pummeling and near-drowning and −1 damage to Athletics pools from the biting, glacial cold. A Difficulty 6 **Preparedness** test means one of the Agents remembered to string a line from the tunnel above; this lowers the Difficulty of the above **Athletics** tests by 2.

Dracula's last lair is forever drowned in pure running water as the Carpathian Mountains turn on their most notorious son.

RUSSIAN ROULETTE

A superpower is a cold war term. When people today say that Russia aspires to have this status, I interpret it in the following way: they want to undermine trust in Russia, to portray Russia as frightening, and create some kind of image of an enemy.

— Vladimir Putin, interview for ITC, 18 January 2007

Dracula has escaped Edom's clutches, and he plans to resume his quest to control the world. Traditionally, this would keep him within the confines of London, but Dracula's learned a bit in the 21st century and now realizes that Great Britain is no longer (from his point of view) the leading power in the world. Nor is its heir apparent, the United States of America, seen as a rising star. Like Great Britain before it, America has seemingly reached a peak and is now in decline as other nations are more willing to dismiss its importance and act without it. Dracula also predates the rise of America: in his medieval heart, he can't believe that a country he never heard of in his lifetime can be a real threat. But Russia — Russia, he believes in.

Russia, despite its stumble at the end of the Cold War, is once more a rising star, largely due to the efforts of ex-KGB agent and now president Vladimir Putin. Putin's insistence that Russia be treated as America's equal, if not superior, in Europe, and his willingness to do what needs to be done to return Russia to former glories, has attracted Dracula's attention. Dracula has determined that Russia is the new world power and he wants to control it. For that, he needs to make Putin his minion.

Toward that end, Dracula used his influence in Romania to ensure that the next summit of world leaders takes place in Bucharest. This could be an emergency G-20 meeting addressing an economic crisis before the next scheduled one, a crisis in the Middle East (Israel-Palestine, ISIS, or Iran's nuclear ambitions are all good examples), or fears of Russian aggression (either in Ukraine or elsewhere). The Director should use whatever emergency seems most appropriate based on the needs of her campaign and current headlines in the real world.

Obviously, with Dracula on the loose and an upcoming meeting in Bucharest, the Agents should be on high alert that Dracula is planning something. At first, they may concentrate their efforts on securing the British prime minister; after all, the UK has long been Dracula's ambition. But it soon becomes clear that Dracula has chosen a different, and vastly more dangerous, target.

What makes this capstone challenging is not so much that the Agents have to stop Dracula, but that in order to do so

NO PUTIN NO PROBLEM

If you're running this game after the death, disappearance, purge, or grandfatherly retirement of Vladimir Putin, just replace him with whoever's running Russia now or a Russian president of your own invention.

If Russia has collapsed into civil war or the whole mess has gone nuclear, then you've probably got bigger issues than your current roleplaying campaign.

THE ENEMY OF MY ENEMY IS MY FRIEND - FOR NOW

Given the high stakes of this capstone, it is quite possible for various factions to put aside their differences to resolve the matter at hand. Edom wants Dracula back under control (and Nails (p. 52) has his own reasons for wanting to find Dracula, which make him willing to use Edom resources even without sanction), rival vampires like Lilith (p. 69) or Báthory (p. 65) don't want to get upstaged, and most nations probably don't want Putin to be a vampiric puppet. Thus, the Agents can get a lot of assistance while it's in everyone's interests to work together.

Unfortunately, this also means that the Agents are setting themselves up for a Mexican standoff once Putin is secure if Dracula ends up in their hands. Edom wants him back, other vampires may have their own plans for him, and other national intelligence agencies may wish to emulate Edom by recruiting him. How this is resolved can make for an interesting and tense denouement!

they need to get ahead of him and embed themselves near the president. Putin's insane amount of security, along with the usual diplomatic precautions, make that difficult. Fortunately, the Agents may be able to tap someone on the inside — like Svetlana Tovarsky, the Deputy Press Secretary (p. 304) — for assistance.

The Agents discover Dracula's plan through one of the Entry Vectors. Once in Bucharest during the summit, they need to intercept Dracula before he can carry out his plan. Dracula's plan essentially involves four phases: Preparation, Implementation, Isolation, and Escape. During the Preparation phase, Dracula sets his trap; he puts all of the pieces into place in order to give his plan the best chance of succeeding. During the Implementation phase, Dracula is on the move, utilizing his preparations to get at Vladimir Putin. During the Isolation phase, Dracula plays for enough time in order to turn Putin into a Renfield. Finally, the Escape phase concludes the plan; Dracula needs to slip away, ideally with no one the wiser.

ENTRY VECTORS

There are several ways for Agents to get involved in this capstone. Here are a few of the most obvious; the Director should feel free to use any, some, or all of these as well as those of her own creation.

- The choice of host city is a big giveaway, especially if the Agents know that Dracula is on the loose and that the British prime minister is heading there. Why Bucharest? It may seem an odd choice given Romania's relatively small footprint on the world stage, but Dracula's minions have made a great case. Romania is a member of the European Union, NATO, and a former member of the Warsaw Pact, giving it ties to both Eastern and Western Europe. In addition, Romania is a symbolic border nation between Islam and Christianity, a high-water mark of the Ottoman conquest. That said, a 1-point **Bureaucracy** spend discovers that Romanian power players, both official and unofficial, made a Herculean push to get Bucharest selected (especially if the Director incorporates an Earthquake Device (p. 266) — see below).



- Dracula has an MO. Specifically, in 1894 he wanted to take over Great Britain, then the dominant empire in the world. A 2-point **Research** or **History** spend uncovers a medieval document discussing the attempted assassination of Suleiman the Magnificent as his Ottoman army passed through Transylvania on his way to besiege Vienna in 1529 — the "cloaked figure" vanished without being caught, and the Turks simply killed everyone in the village where it happened. Alternately, John Dee's Journal (p. 270) might hint at Dracula's haunting of the eccentric Emperor Rudolf II, or **History** (1-point spend) uncover an attempt during the Long War in Transylvania. Rudolf in fact stopped attending Catholic services later in life, even refusing last rites — and Rudolf's son Julius went insane in 1608 and killed a maid, mutilating her corpse. **Criminology** notes a pattern. Directors with a zest for conspiracy theory can add Dracula's shadow to the Kennedy assassination or the attempt on Reagan's life in 1981 if they wish.
- The Psychic (p. 96) or someone on the Online Mystic's (p. 126) forum dreams of a giant bat flying through Bucharest, over the Romanian Athenaeum and the Old Court Church. Then it swoops over the Danube River and out into the Black Sea. It flies up through the Crimea and into Moscow, where it lands atop the Kremlin and transforms into a bear.
- With Bucharest suddenly thrust into the spotlight, the city scrambles to put on its best face. One local landscaper has been contracted to beautify the grounds of the affected hotels and replace all of their potted plants and trees. Agents with **Geology** (or a 1-point **Accounting** spend) discover he used dirt from Transylvania.
- An Agent with **Network** contacts in the antiglobalist movement (such as the Dissident (p. 112) or the Journalist (p. 120)) learns that a noted "security hacker" plans to disrupt the summit, but nobody knows who recruited him. Any breach of security provides an opening for Dracula.
- An Agent with **Streetwise** learns which of the Romanian mafia clans (p. 157) supply drugs and prostitutes to the diplomatic envoys. A 1-point spend reveals that one clan has muscled into the summit turf despite not being a "downtown clan." Other families are being "dissuaded" from interfering; Agents may recognize Dracula's pet clan in this mix, or recognize Conspiracy enforcers doing the dissuasion. A 2-point spend narrows the affected territory to the hotel that includes the Russian envoy (if the Director wishes to keep things vague at this point, she can place other major envoys within the affected territory as well).

- A second 1-point **Streetwise** spend notes that the Romanian mafia clan involved is sending some of their drugs and prostitutes out of town, toward the Sinaia ski resort. Putin is an avid skier, and any official Romanian contacts (or **Tradecraft** with fellow spies, or **Cop Talk**) lets the Agents know that security around Sinaia is elevating, even though the resort is closed for repairs after a freak avalanche. (This only works if the capstone occurs during the ski season, November to April.)
- If the Director wishes to incorporate earthquake magic as part of Dracula's plan, then the Volcanologist (p. 136), Seismologist (p. 100), or someone else making a 1-point **Geology** spend notes that the Bucegi Natural Park (where Sinaia is located) has had a few minor tremors recently. Pulling the records from NIEP (p. 151) or DIFC (p. 111) indicates the tremors were localized and not along any fault lines — they seem to be artificial rather than natural phenomena. (1-point **Data Recovery** spend to interpret the data or imagery, if the Agents don't use a seismically savvy contact.)
- A 1-point **Traffic Analysis** spend enables an Agent to determine when Putin is going to have to be scheduled for meetings and when he has significant downtime. This should give an idea of when he's freed up for some possible night skiing (as Dracula likely won't attack during the day).

DEPUTY PRESS SECRETARY

NAME: Svetlana Tovarsky

POSSIBLE ROLE: She knows the president's schedule at all times and can even influence it. She knows the truth behind every "official" press release; she has the ear of the SBP when she needs it.

DESCRIPTION: mid-30s, shoulder-length blonde hair, photogenic, stylish skirt suit, hides her constant anxiety with a warm smile [used to getting what she wants]

INNOCENT: Svetlana Tovarsky was born to secular Russian Jewish parents in 1985, and learned from an early age how to say the right things and be whatever she needed to be in order



to assuage suspicion, traits her parents learned during the Soviet era. In spite of an insular upbringing, Svetlana encountered little prejudice in post-Soviet Russia and excelled in school. Any Agent with **High Society** knows that she had a brief modeling career while attending Moscow State University. Here she discovered her true passion for journalism and decided that she wanted to "make a difference" rather than be known as just a pretty face.

Svetlana took various jobs at Russian television stations, including First Channel, RTR, and Zvezda. Her pleasant but direct manner caught Putin's eye, and he brought her into his circle. While initially used by her superiors to provide a photogenic face, Svetlana has shown an extraordinary talent for managing the content and flow of information. An Agent with **Bullshit Detector** can tell that Svetlana chafes at being subordinated to less efficient or talented others; asking around with **Bureaucracy** informs him that she isn't taken as seriously because of her appearance and possibly her religious views.

Svetlana has learned the value of ambition. Should she believe that Putin is in danger (whatever the cause), then she can easily be convinced to help, especially if it can be done without looking like a betrayal. Should an attempt at Putin be publicly revealed, then Svetlana believes that her involvement in stopping it will get her promoted. **Flirting** gets close to her; the Agent then needs to convince her that vampires are real, that Putin is in danger, and that the Agents are the only ones who can help (**Vampirology** and **Tradecraft** spends).

ASSET: Svetlana is perhaps Edom's highest-placed asset. Back when Edom first considered using Dracula as a weapon against al-Qaeda, their analysts came up with a longer-term game plan. British intelligence has been playing the Great Game against Russia for hundreds of years — once Dracula finishes killing terrorists, it plans on sending him east, a deterrent far more effective than any Trident missiles. Svetlana's supposed to remain a sleeper agent and stay close to Putin for another five years or more, but plans change — if she realizes that Dracula's out of control and making a play for control of Russia, she'll break cover. **Tradecraft** makes her as Edom.

MINION: Svetlana is a Renfield; she is Dracula's minion, and a large part of her quick rise is due to his shadowy assistance. When things start to go astray for Dracula's plan, she does everything she can on the inside to hold it together. When Dracula is ready to strike, she is the one that opens access for him. **Vampirology** or **Bullshit Detector** picks up that her behavior changes at sunrise and sunset; **Traffic Analysis** coupled with **Electronic Surveillance** let the Agents spot suspicious communications on her smartphone.

If the Agents make contact with her, she'll play along, then betray them to Dracula when the time is ripe.

DEFINING QUIRKS:

- warm, friendly manner
- subconsciously strikes poses when talking (an affectation from her modeling days that serves her well)
- has a fanatical craving for McDonald's Chicken McNuggets
- tends to scratch behind her ear when blatantly lying (as opposed to simply massaging facts)

INVESTIGATIVE ABILITIES: Bureaucracy, Flattery, Flirting, High Society, Human Terrain, Notice, Photography, Reassurance, Research

RUSSIAN DIFFICULTIES

Given Putin's high profile and Russian security, it is very difficult for Agents to embed themselves near him or sneak around without being caught. Illegally slipping inside his hotel would probably be Difficulty 6 (no matter what ability) if the Agent doesn't have a reservation. Securing a hotel reservation with **Digital Intrusion, Network**, or **Preparedness** (or a **High Society** spend) is only Difficulty 4 at this point, but that only gets you into the hotel, and nowhere near the Russian areas.

Getting closer to Putin is likely Difficulty 7 (if the Director feels charitable) or 8. Putin's security is insanely thorough, including putting their own security locks on the doors. Unless the Agents have enlisted the aid of Svetlana Tovarsky, just getting close enough to monitor Putin requires an extensive heist operation with lots of Tactical Fact-Finding Benefits.

GENERAL ABILITIES:
Athletics 2, Hand-to-Hand 1, Infiltration 3, Shooting 1
HIT THRESHOLD: 3
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +0

RUSSIAN SECURITY

It is very difficult to get access to President Putin. As befitting a powerful world leader and a major celebrity, Putin brings with him a large entourage that includes over 300 people. In addition to the army of aides and support Putin has the Sluzhba Bezopasnosti Prezidenta (Presidential Security Service), or SBP, to protect him. The exact size of the force accompanying him varies, but Putin always has at least five SBP guards (Bodyguards; ***NBA***, p. 69) within close proximity of him. Most bodyguards are also trained in Putin's favorite outdoor pastimes so they can easily accompany him through challenging terrain. Perhaps the most difficult concern when trying to isolate Putin is that one of his bodyguards stands by his side at all times; neutralizing this bodyguard just to Renfield — or protect — Putin takes some explaining!

In addition to the personal bodyguards, other SBP agents (Special Police; ***NBA***, p. 70) fan out around the area where Putin is at or projected to be. Snipers (Special Operations Soldiers; ***NBA***, p. 70) line the rooftops armed with Dragunov SVD rifles (+1), and SBP soldiers (Soldiers; ***NBA***, p. 69) patrol all areas, wearing plainclothes in many cases. SBP troops carry 9mm Makarov pistols (+1) and compact PP-2000 submachine guns (+1; Near range), although AKM-74 assault rifles (+0) are within reach should the need arise. Bomb disposal experts and medical staff also make up part of the team.

Security is not limited to firearms. Russia coordinates with the host country to ensure that no one without security clearance can get anywhere near the president, and the Russian entourage often books several floors of a hotel so they can control access. Russian scientists test any food sent to Putin before he eats it; he prefers to eat privately (or at very public events) making it difficult for a compromised waiter to slip something into his food or drink. Former KGB agent, remember?

In addition to the security surrounding Putin, Russia takes other measures to protect the president while making a show of force. Russian warships routinely move into position near Putin (usually remaining in international waters); at the 2014 G-20 Summit in Australia, the Russian fleet didn't even bother to notify Australia of its presence. It wouldn't be surprising if stealth planes buzzed overhead or a fighter wing was at the ready.

The SluzhbaVneshney Razvedki (Foreign Intelligence Service), or SVR, is also available to the president. While officially coordinating with other intelligence agencies in Bucharest in the event of a terrorist attack, the SVR also embeds operatives within the hotel staff and in other areas Putin is likely to visit. It's likely that one of Alina Kabaeva's "girlfriends" is also SVR. All such personnel are highly trained assassins (use BND Deep-Cover Agent (p. 105), but add Shooting 8).

The larger, more military intelligence-focused Glavnoye Razvedyvatel'noye Upravleniye (Main Intelligence Directorate), or GRU, can also be brought to bear if necessary, but they probably won't be called in unless the situation gets desperate and Putin needs a quick exit. The GRU commands a division of Russia's elite Spetsnaz forces should the situation warrant.

THE RUSSIAN VAMPIRE PROGRAM

If there's an active Russian vampire program (p. 76), then they provide added security for Putin. They might have anti-vampire precautions, so all the guards carry crucifixes and mount UV torches on their assault rifles, there's a barrier of the Blessed Host lining every entrance, and nobody gets close to Putin without walking in front of a mirror first. Every security checkpoint has surveillance cameras as well as armed guards.

They might also bring along supernatural security — a vampire of their own, maybe, or a zalozhniy (see ***The Zalozhniy Quartet***). This might backfire on them when they go up against Dracula. The King Vampire could possibly exert some measure of influence over all the things of evil born of his corrupt blood, breaking whatever control the Russians have over their monsters.

Another possibility is that there once was a Russian vampire program, but it got shut down or purged. Now, there's only some old spy (maybe the Retired KGB Agent, p. 97) desperately trying to convince Putin's bodyguards to put a few garlic flowers in the president's rooms. Such a man might even turn to foreign agents in time of need.

BUCHAREST SECURITY

While President Putin's security ensures his safety, Bucharest also takes measures to protect everyone attending the summit. Designated restricted areas are fenced and guarded; anyone allowed to remain inside must be thoroughly vetted and provided with security passes for themselves and their vehicles (2-point **Forgery** spend to create one pass; with a stolen or borrowed pass, a 1-point **Forgery** spend gets one pass for each Agent). Several roads nearby are shut down, either for the duration of the summit or as the motorcades need them. Boost the Difficulty of anything suspicious — surveilling ambush sites, breaking into government buildings, hacking secure networks, **Cover** tests — by +2. Similarly, any Heat gains increase by +2 — the Romanians are taking no chances.

Romania's government suspends civil liberties in Bucharest, enabling police officers to arrest and detain anyone for the duration of the summit, restricting movements and assemblies, curtailing and regulating protests, and forcing citizens to undergo invasive body searches without warning. Directors should take note that any Agent providing a police officer with even the slightest suspicion could wind up stripped, arrested, zip-cuffed, and detained until after the summit is over. See the Bucharest Street Cop (p. 108) for details.

In addition to this, the summit planners have kept hotel allocations secret until the various envoys have landed and are traveling to them via motorcades. Hotel staffers don't know who is staying at their hotels until the envoys arrive, and all are sworn to secrecy — leaking information can cost them their jobs and worse!

MOOD BEATS

As a capstone to the campaign, it's important to properly set the tone. The Agents have a desperate race against time against a powerful creature that could effectively take control of the world by bending one of its strongest leaders to his will, all happening during a tense meeting among world leaders. The Director can reflect this desperation by flavoring the scenes accordingly.

- It's pouring. The sky is a dull gray cloud blanket without even the hazy hint of a sun behind it. City streets are a sea of umbrellas. Frantic diplomats and their aides rush from the safety of their cars to the relative safety of cordoned-off hotel lobbies. Pools of water form over cracked pavement and city streets echo with the sound of water rushing down sewer drains. Everything's being swept away.
- A chill wind blows through the city. No matter the time of year travelers are wearing long coats and hats, fighting both wind and rain. Everyone is on edge and pushing past each other to get out of the elements; everyone's ill.
- Much of the city is paralyzed, or seems to be so. The sudden arrival of so many diplomats is keeping the Romanian police busy rearranging traffic patterns, seemingly at random, to accommodate the various motorcades bringing diplomats to their pre-arranged hotels. At any moment, an Agent can find herself being stopped because the street is suddenly blocked off or a wave of formerly blocked cars passes through an upcoming intersection. Even the hotel an Agent wishes to enter may be temporarily blocked off as lobbies need to be secured for VIPs.
- Local authorities are tense. Due to security concerns, most civil liberties are curtailed and the overworked police officers would rather remove a nuisance than deal with it. Anyone acting in the least bit questionably quickly finds themselves beaten into submission, thrown into the back of a van, and disappeared for the duration of the summit.
- Foreign security is everywhere. Plainclothes security agents with varying success at assimilating haunt every street corner while snipers comb the rooftops. Such agents are even less friendly dealing with people than the local authorities.
- Protestors are everywhere. Most of them are herded into designated areas where they shout slogans and hold up signs, but there is always the threat that a few break ranks and test the authorities' patience. It's certainly possible that an Agent may find herself in the wrong place at the wrong time when one of these incidents occurs, putting her in the center of a violent confrontation.

In addition to these mood beats, use the sinister emotional modulations of Bucharest (p. 204) to reinforce the tone.

PHASE 1: PREPARATION

Prior to acting, Dracula needs to prepare. Ideally he would isolate Putin while he's doing some night skiing in Sinaia — a freak tremor or skiing accident could make Putin disappear (as well as neutralize any nearby bodyguards) long enough to turn without arousing too much suspicion. Dracula knows that he can't count on that, however, as summit deliberations may limit Putin to skiing during the day or one too many tremors could make the Romanian government skittish about allowing dignitaries on the slopes.

Toward that end Dracula has discovered Putin's hotel. He has arranged for a few minions to take over various hotel staff positions; his servants wear the uniforms of the Bucharest police and SRI; the streets crawl with Romanian mafiosi, Ruvari Szgany, feral dog-wolves (use average wolves; ***NBA***, p. 155), or other forces.

President Putin has provided his own weak spot as well; he is bringing along his mistress, Alina Kabaeva, who stays with him and has the run of the city, albeit with a few SBP bodyguards, while Putin is in meetings. Dracula sees her as a key asset he can use to isolate Putin; he'll have some minions tail her at the very least. He may appear at a cocktail reception and seduce her, mind control her in an exclusive shop despite the omnipresent mirrors, or visit her in her hotel room for several nights if it doesn't have protections against vampiric intrusion.

Dracula plans to use his telluric powers, or sorcery, or the Edom earthquake device (an excellent way to expose his chief asset within Edom) to hit Bucharest with a quake — not as big as, say, the 1977 disaster, but enough to shake the city and cause chaos. He may intend to wait until Putin's on a ski slope or at a private meeting outside the city, and then launch his attack. The quake disrupts communications, makes travel difficult, distracts emergency services and security responders, and gives Dracula an opportunity to isolate Putin. To pull off this plan, Dracula may need to gather his power (or have his Edom asset install an earthquake device). Does this involve a killing spree or sacrificial victims so the Count's glutted with fresh and potent blood, or some occult ritual (possibly at the Scholomance, p. 219)?

Agents scouring the city for information can use their Investigative abilities to uncover the following:

- A 1-point spend in **Traffic Analysis** nets the Agent the hotel where the Russians are staying even before their aircraft touches down at Henri Coanda International Airport.
- A 1-point spend in **Electronic Surveillance, Urban Survival**, or **Military Science** locates various Russian plainclothes and sniper teams getting into place before the motorcade.

- Agents with **Military Science** are familiar with Bucharest security, and it grants them the general information provided on page 305. A 1-point spend also grants them the general information in *Russian Security*, p. 305.
- Agents with **High Society** know about Putin's mistress, Alina Kabaeva. A 1-point spend reveals that she came to Bucharest with him and, prior to leaving, dropped a lot of money on skiing outfits and equipment.
- **Streetwise, Criminology**, or **Traffic Analysis** (possibly coupled with **Interrogation**) spots known Conspiracy assets like the Romanian mafia moving in.

In addition, Agents may also glean information from new Entry Vectors they've yet to uncover.

PHASE 2: IMPLEMENTATION

The earth quakes at Dracula's command. Bucharest becomes a chaotic, confused wilderness of blocked roads and blaring sirens. Key buildings collapse — hospitals, conference centers full of delegates, bridges, anything to sow chaos. To make things worse, Dracula lets his minions off the leash, commanding them to bring hell on Earth. Mafia gangs start looting; feral dogs pull down reporters; monsters burrow through the rubble, looking for victims. While everyone's distracted, Dracula goes for Putin.

If Plan A fails or won't work, fall back to B. If the Agents thwart that, go to C.

Plan A: If Putin's at a ski slope, then the avalanche cuts the resort off from the rest of the country. Dracula whips up a storm to stop any helicopters from landing, and dispatches packs of wolves — both four legged, and two-legged ones with sniper rifles — to deal with any intruders. The Count wants privacy while he hunts his own prey.

Crossing Dracula's gantlet requires an **Outdoor Survival** spend to brave the elements (or a hell of a **Piloting** roll to land in the teeth of Dracula's storm). The Agents then need to make their way across the mountainside and find Putin before Dracula does.

Plan B: Attack Putin's motorcade (p. 258) on the streets. The usual security arrangements are in chaos thanks to the quake, so the motorcade is vulnerable. Dracula's plan is to stage a riot led by his mortal servants, separating the president's car from any security escorts. He'll then go to the president in person, flying down in bat form. To stop this plan, the Agents need to survive the riot (and there'll be Renfields, lesser vampires, and other monsters mixed in with the crowds, not to mention trigger-happy Russian bodyguards and the collapsing cityscape to contend with), then you're into a high-speed car chase between the Agents, Putin's limo, any surviving Conspiracy assassins, and a giant bat.

Plan C: Hit Putin at the hotel. For this plan to work, Dracula needs minions in the hotel — either Svetlana or Alina, or a well-placed Conspiracy spy. In the event of a natural disaster like an earthquake, Putin's security detail brings the president back to a secure safe room in the hotel. Dracula needs to be in that room before the doors are sealed. If he's got a minion, then they hold the door open for him. If not, well, time to start murdering his way through the security detail.

PHASE 3: ISOLATION

Once Dracula gets Putin alone, what does he intend to do? Here's where his modus operandi comes in — forcing Putin to drink from his breast as part of the baptism of blood is very different from taking Putin to a high place and offering him dominion over the nations of the Earth. How much time does Dracula need to put his plan into action?

The Agents might need Blomberg Serum (p. 282) on hand to cure Putin, or some way to block Dracula from reaching the president, like a white magic circle (**CU249**) — or a flamethrower. Now's the time for Dracula to pull out any leverage he has over the Agents; loved Solaces who vanished earlier in the campaign might still be alive in Dracula's Castle, but they will surely die if the Agents continue to stand between the vampire and his prey. Now's when Edom gets to redeem itself or be forever damned, with Svetlana Tovarsky as their proxy.

PHASE 4: ENDGAME

Dracula's escape plan is simple — once he's out in the air he can transform into a bat and escape. What he needs is a direct route and enough minions to keep anyone nearby from shooting at him. On the slopes and in the motorcade, this is simple. In the hotel he'd prefer to turn to mist or moonlight and vanish. If the Agents are unable to stop him from vampirizing Putin, they may be able to stop him escaping, or else track an exhausted Dracula back to his Castle and kill him before he can realize his triumph.

What does Dracula intend to do with Russia? Create an imperial dynasty of vampires? Start World War III and rule over the ashes? Anything he wants to.

THE TOMB OF DRACULA

There was one great tomb more lordly than all the rest; huge it was, and nobly proportioned. On it was but one word

DRACULA.

—Van Helsing's narrative

The premise of this capstone is simple: the campaign ends at Dracula's Tomb. Why? For dramatic or poetic effect, essentially. That said, the Director should also plant a narrative reason justifying the climactic location. She should plant it deep enough that its emergence around Level 5 of the Conspyramid story map seems legitimate; nobody wants a hasty premature ending, especially if it means the unprepared and unblooded Agents won't have any chance to win.

DRACULA'S TRUE DEATH

Only where Dracula first truly entered un-life can he forever leave it. Either the sorcerous connection or the telluric-electrical one must be closed at the Tomb to detach the vampire spirit from his flesh forever. The Tomb may be where the "sacred bullet fired into the coffin" (**HO193**) becomes a true bane; or here at the doorway of Death, the Golem Parchment (p. 268) embeds Dracula's vampire spirit in soil instead of flesh.

In a metaphorical or occult sense, "Dracula's Tomb" may actually refer to the place where he was vampirized, not where his human body was stored when it stopped moving for a bit centuries ago. For the site of his soul's death to be the ultimate site of his true death makes ritual and theological sense, but it narrows the scope of possible tomb locations to places in the life of the historical Dracula, whoever he was (p. 29). That said, if Dracula was (for example) Vlad Tepes, this book presents lots of places he might have been turned, from Tokat Castle (p. 250) as a child to one or another of his Hungarian prison-fortresses (pp. 209, 211, and 212). More obscure candidate Draculas doubtless have even more likely spots in their biographies.

DRACULA'S REBIRTH

No matter what happens to Dracula, he can always come back once he's placed in his Tomb, or (more slowly) even if he dies nearby (within a kilometer or so) as he did in 1894. One pinch of Dracula's dust in the Tomb slowly calls the rest of his flesh together: that, perhaps, is how Vlad Tepes' head vanished from Istanbul. Or perhaps he's already cut off a finger or cut out a kidney and left it behind in the grave, ready to regrow his body like a vampirish vapour (p. 318) or a great leech of a murony (***NBA***, p. 152).

Perhaps Dracula's true life force or vampiric power constantly resides in the Tomb, as a demon or ghost or bhuta (***NBA***, p. 148), an extraterrestrial parasite like a Feaster From the Stars (p. 317) or Brian Lumley's vamphyri, or dwelling in a meteorite like Koschei the Deathless' life famously dwelt in an emerald egg in Slavic folklore. If Dracula "dies" in the outside world, his life force then possesses the next human visitor who roughly matches Dracula's phenotype—possibly a formerly trusted NPC, or even one of the Agents.

However it works, when sore pressed by the heroes, Dracula retreats to his Tomb, in much the same way (and for much the same reason) as he retreats to Dracula's Mill in that capstone (pp. 297–312).

DRACULA'S RITUAL

Dracula needs the power or proximity of his Tomb to carry out some great ritual working. The power might be necromantic, diabolic, or telluric — whatever its wavelength, it shines from his Tomb and only there. Great rituals Dracula might work include:

- awakening Zalmoxis (p. 291)
- bathing in enough blood under an eclipse to wash away all of his weaknesses, blocks, banes, etc. (**Astronomy** predicts the path of totality across Transylvania in the near future, which can't fail to tip off the Agents)
- draining all the vampiric power from the rest of Europe's or the world's vampires into himself — the Agents might be tempted to let Dracula mostly complete the ritual, if only to destroy all their other potential targets at once
- raising one of the gods or titans of the Cthulhu Mythos (p. 313)
- rerouting a ley line to cause a massive magical upsurge, earthquake, zombie rising, Black Sun eclipse, or other catastrophic climax

Rituals, of course, need to happen when the stars are right or at some other specific time condition. The Agents can discover when by researching occult tomes like *Le Dragon Noir* (p. 273), hacking the Conspiracy's astronomical or tectonic calculations on the NIEP computers (p. 151), or the old fashioned way by shaking down increasingly well-informed hitters in the Conspyramid.

GATEWAYS

There isn't a single gateway encounter for this capstone. The big reveal might emerge in a Legacy's dying words, or through the decipherment of a coded Abwehr dispatch in the Munich (or Ring (p. 172)) archives or an astrological phrase in John Dee's Journal (p. 270). A very unsettling meet with Lilith (p. 69) or another powerful rival of Dracula might establish his potential vulnerability once the Agents have demonstrated their willingness and capability to end the Count. In extremis, Edom might even feed the truth to the Agents as part of an "Offer Revelation" play (p. 24).

Think of the most powerful, dramatic moment that might fit in your campaign: plant the reveal within that moment, or as a consequence of it.

- A tragically murdered or vampirized NPC leaves a "if you're watching this" video file or a safe deposit box key.
- A rescued mentor has a lead to Dracula's Tomb gathered from satellite imagery or prison testimony.
- A little girl purified of vile blood by the Agents babbles her fever dreams.



- A hated traitor boasts of the Master's plans just before the Agents unexpectedly whack him.
- A brilliant raid or heist on Ring or Carfax (p. 185) or the SRI headquarters in Bucharest produces solid intel.
- This was the secret the 1977 mole (p. 89) fled to keep.
- Edom or some other vampire program tries to terminate the Agents or their friendly contact over a map or a book or an innocent Canadian scholar's paper they haven't yet realized the importance of.

FINDING DRACULA'S TOMB –

So where is Dracula's Tomb? Much of the instruction and methodology for finding Castle Dracula (p. 207) applies to finding his Tomb. If the players have already gone through a giant nest of clues and hints and research and topography to find the Castle, it's probably best to make finding the Tomb more straightforward. Or just put it in Castle Dracula's hidden crypt, of course.

The most direct method is a complex geological analysis (three 1-point spends of **Geology**, once per adventure) of Dracula's "native soil." This narrows the location down as far as the Director wishes: even to one or two square kilometers or less. Such analysis requires a laboratory and **Research** access to detailed geological and soil records, likely available only in the Romanian Ministry of Agriculture. **Vampirology** tells the Agents whether "native soil" means grave earth or soil from the vampire's birthplace.

The Spirit Board (p. 279), Earth-Disturbance Urn (p. 265), Black Shard (p. 316), or similar item might locate the telluric or psychic vortex around Dracula's Tomb; so might a properly programmed satellite sweep (combined 4-point spend of **Vampirology, Data Recovery**, and **Fringe Science** if available) performed by the DIFC Tasker (p. 111) or a Network contact in the American NRO. A spell in *Le Dragon Noir* (p. 273) might allow the Agents to make a dowsing bone (wet the bone with blood and head in the direction it points) to follow. The Tepes Tapestries (p. 280) or one of Aytown's Photographic Studies (p. 262) might reveal its location in their imagery; Renfield might have encoded its coordinates into his Journal (p. 277) or Jasper Harker noted them in his Daybook (p. 269) during the 1940 mission planning. "Van Sloan" (p. 87) might remember seeing it, as might the Retired MI6 Asset Runner (p. 98) or even the Anti-Communist (p. 81), brought there as a boy for a midnight initiation.

WHERE IS IT?

This section offers several possible locations for the Tomb of Dracula, but hardly exhausts the possibilities. Even Vlad Tepes might conceivably rest somewhere besides the three candidate locations we provide below, and the other historical Draculas likewise.

The historical record says that John Hunyadi (p. 30) is buried in St. Michael's Cathedral in Alba Iulia (p. 294), and Nicolaus Olahus (p. 30) lies in St. Martin's Cathedral in Bratislava, Slovakia. Mihai Bravu's (p. 30) head is buried in Dealu Monastery near Târgoviste, but his body might be under the streets of Alba Iulia or in the village of Bogata near Cluj-Napoca. The final resting place of John Dracula (p. 30) is as unknown as his death and birth dates.

So much for history. In the final analysis, you can put Dracula's Tomb anywhere you think would make a great final showdown location. Or you can simply let the players deduce its location and then put it there retroactively in proper improvisational, collaborative form. The Tomb doesn't have to be in Transylvania, or even in Romania — especially if Van Helsing was wrong or lied for Mina's sake or covered up the truth for his German masters. Maybe Edom came back in 1897 or 1901 or 1916 and removed the Tomb to Slains Castle (p. 176) or to Dun Dreach-Fhola (p. 235) in Ireland. In your game, perhaps Julius Popper moved Dracula's Tomb from the Borgo Pass to a gold mine in Argentina (p. 225) in 1888 or 1893 after the first earthquake as part of the Count's planned defense in depth against Edom betrayal. Or the Ahnenerbe or Echipa Mortii (p. 149) took it to the South Magnetic Pole in 1944, from where Dracula may all the better command the Earth's telluric field and drink the very life force of the planet.

For each of the possible locations below, we provide what feel like the best fits from among the three basic purposes discussed above. But like everything else about Dracula and this game, the ultimate truth is for you to resolve — or let it dissolve into mist.

CASTLE DRACULA

Van Helsing clearly states that the Tomb of Dracula was in "the old chapel" of Castle Dracula. Of course, he also clearly states that he purified it with the Host, ending Dracula's ability to sleep there forever, so take Van Helsing with a grain of salt. That said, it makes perfect sense to put the Tomb in the chapel or crypt of Castle Dracula (p. 207), wherever that is in your campaign.

If you don't want the Agents to have immediate access to the Tomb even after their discovery of Castle Dracula, hide it behind stones too massive to move without heavy machinery — or vampire strength. **Archaeology** spots evidence the hidden sepulcher is there, but the Agents may have to dig their way in over weeks or months, like bank robbers. You can also (or instead) post a guardian vorthr (***NBA,*** p. 153) or a Conspiracy tripwire (**Electronic Surveillance**) with a direct line to local SRI headquarters. Alternately, have **Archaeology** or **Occult Studies** discover that the Tomb can only open in the direct light of a full moon — which won't be for another three weeks, sadly — or during an eclipse, months or years off.

TOMB BEST PURPOSE: True Death, Rebirth

COMANA MONASTERY

Close to the Bulgarian border and only 32 km south of Bucharest, Comana Monastery was founded and fortified in 1461 by Vlad III, the Impaler. It sat on a hill above a marsh, surrounded by running water on two sides in the fork of the Câlnistea River. Vlad III died in an ambush near Comana; his body would by tradition have been interred in the nearest monastery associated with him. (His head, of course, went to Istanbul; p. 248.) In 1589, Radu Serban (the future voivode of Wallachia) demolished Vlad's monastery and rebuilt it much larger on a site slightly northeast of the original foundations. These were excavated in 1971, but no tombstone for Vlad III has come to light. Officially.

A 1-point spend of **Archaeology** or 2-point spend of **Human Terrain** indicates that a large grave on the southern wall of the old foundation would be the traditional place of burial for the monastery's founder. That spot is in marshy ground well away from the current monastery, a good place for a Grendel-style vorthr ambush.

The little village of Vlad Tepes (founded in 1960) lies 4 km away, a beacon to nervous Agents and vampire tourists alike.

TOMB BEST PURPOSE: True Death, Ritual

DRACULA'S MILL

Dracula's true Tomb is the stone table in the deep cavern under the Morile Draculi (p. 297). This option makes the actual approach to the Tomb even more of a deadly gantlet than the normal approach through desolate Romania to a target guarded by its secret Master, a military genius turned king of the vampires.

TOMB BEST PURPOSE: True Death, Rebirth

ISTANBUL

Dracula's Turkish foes wouldn't leave the disposal of the voivode's body to chance, would they? Rather than make a martyr (or risk a revenant), they carried his corpse back to Constantinople in triumph and immured it safely in a concrete wall or stone chamber designed to hold infidel *giaour* devils. That Tomb might be anywhere in modern Istanbul (p. 248), possibly a location guessed at only by the Turkish Agent (p. 136) or guarded by the Red Horses (p. 76).

The Turks did, after all, abscond with Vlad the Impaler's head, preserve it in honey, and display it on a stake to prove their great foe dead for once and for all. Then it went missing.

TOMB BEST PURPOSE: True Death

SANTA MARIA LA NOVA, NAPLES

In 2014, Italian mystic and conspiracy theorist Raffaello Glinni announced the discovery by a graduate student of the tomb of Vlad Tepes in the church of Santa Maria la Nova (p. 239) in Naples. Glinni had previously identified Maria Balsa, the Slavic daughter-in-law of Matteo Ferrillo, Count of Muro, as the secret daughter of Vlad Tepes. Balsa supposedly ransomed Vlad from Turkish captivity in 1476, faking his death and moving the voivode to Naples. Glinni now claimed that the heraldic dragon on Matteo's tomb in Naples actually represented Dracula; two small temple-and-griffin designs were actually sphinxes, representing Thebes, a pun on "Tepes."

Surprisingly, this farrago of nonsense received support from Nicola Barbatelli, the director of Italy's Museum of Ancient Populations. The whole flap seems very much (**Tradecraft**) like a deliberate reveal by someone of an ongoing Edom or Conspiracy operation in Naples (see p. 240 for more details of this possibility). But … what if? What if Glinni's obsession with "magical vortexes" led him to stumble on a real, hidden truth? Perhaps "Count di Muro" was turned, or Renfielded, or replaced, by Dracula in conspiracy with Maria. Matteo may well have been a member of the Order of the Dragon himself, like Vlad III's father, Vlad II Dracul — a Scholomance initiate? A fellow servant of Satan? Either way, Dracula swatted him aside once he had mastered Italian, and mastered enough other Italians: the Camorra dates to roughly this period of Naples' history (**Criminology**).

In Naples, perhaps Dracula studied Vesuvius, and learned to command its telluric forces. When he died in 1499 as Count di Muro, he was buried here in this Tomb under the Ferrillo arms, which synchronistically led the delusional Glinni to the right answer. Rising again as a vampire, he may have built another castle in Styria under the name Dolingen (p. 212) before returning to his homeland after the expulsion of the hated Turks in the 17th and 18th centuries. Or perhaps he expelled them himself, under yet another new identity, that of Mihai Bravu (p. 30).

TOMB BEST PURPOSE: True Death, Ritual



SNAGOV MONASTERY

As the most popular site for the "tomb of Vlad Tepes," this entry goes into a little more detail. Most historians now accept Comana (p. 310) as the most likely site, but here as everywhere we print the legend. Directors have ample material to pick from to make Snagov seem weird, dangerous, magical, or all three.

History or **Research:** This small church on an island in Lake Snagov, 40 km north of Bucharest, is all that remains of a once powerful medieval establishment. Vlad III likely expanded the original monastery (founded around 1375 by either Vladislav I or Mircea the Old) into a fortified complex covering the whole island. The first church (where Vlad III would have been buried) suffered unspecified damage during the civil wars, and was rebuilt in 1512 by Neagoe Basarab. Snagov became a famous library, housing one of Romania's first printing presses. But it also held political prisoners, and buried their beheaded corpses on its grounds. At some point during the 18th or 19th century, the monks began to consider Vlad III their founder, and a tradition grew up that the Impaler was buried next to the altar. In 1840, the monastery

became a political prison; both prison and monastery closed down in 1867, falling to ruin. A few monks remained behind, and eventually funds were found to rebuild one church in 1900. The 1940 earthquake tore the nave of the church in half; it was also badly damaged by the 1977 shock. Today, a portrait of Vlad Tepes decorates a gravestone in the church to the delight of tourists and of the monks who collect the tourists' donations.

- 1-point spend: Vlad Tepes' half-brother and enemy, Vlad IV Calugarul ("Vlad the Monk") was abbot of Snagov until becoming voivode of Wallachia in 1481. His son Vlad V and grandson Vlad VI Înecatul ("Vlad the Drowned") both lived here, and Vlad VI drowned in Lake Snagov.

Archaeology: In 1933, the archaeologists Dinu Rosetti and George Florescu excavated the church site and discovered the grave by the altar held only the bones of horses. (**Vampirology** recalls that white horses can find vampire graves.) Another grave, to the left of the door (not "on the threshold" as often reported — although that can be true in your game) yielded a headless body clad in the remains of rich garments, including a turquoise-and-gold-thread bracelet or epaulet, and wearing a gold ring set with iron — a meteorite? Those remains, taken to the Bucharest Municipal Museum, vanished after 1935.

- 1-point spend: Settlement of Snagov goes back to Dacian times, with a possible horse-cult site located here around 400 BCE.
- 2-point spend: Vlad Tepes supposedly stored his treasures on the inaccessible island of Snagov. As the Turks and Magyars closed in, he ordered the monks to throw a sealed chest into the water, and impaled all the witnesses to its location.

Criminology: A coffle of 59 prisoners sent to Snagov fell off the bridge from the mainland and drowned in the lake in 1853, a handy army of waterlogged zombies for Dracula's return.

Human Terrain: Ceausescu had a summer vacation lodge on the shores of Lake Snagov. The Romanian government briefly (2002–2006) planned to turn Snagov into a Disneyland-style "Dracula Park."

Occult Studies or **Vampirology:** According to legend, a storm battered Snagov soon after Vlad Tepes' death, tearing the door off the church and sailing it across the lake to a nunnery. (**Art History:** The door is now in the Bucharest Art Museum.) It also pulled down the tower of the Chapel of the Annunciation, hurling the entire thing into the lake. Peasants claim to still hear its bells tolling beneath the waves on stormy nights or during earthquakes. Dracula's Tomb could thus be underwater, for an environment similar to the Lake Vidraru theoretical Castle (p. 53).

TOMB BEST PURPOSE: True Death, Rebirth, Ritual

SCHOLOMANCE

Just add another cavern to the Scholomance (p. 219), or place a stone Tomb of primordial (or Dacian, or medieval, or Baroque) construction inside the Devil's instruction chamber. If the Scholomance hides behind a resort town, Dracula's Tomb may be in the basement of a Victorian villa or embedded in the foundation of a ski lodge, for a frisson of incongruity.

TOMB BEST PURPOSE: Ritual

ZALMOXIS' CAVERN

In ancient Dacian times, the high priest of Zalmoxis would enter a cavern beneath the earth and return resurrected by blood rituals. Dracula is just such a high priest; his Tomb is the sacred cavern of the Un-Dying God. It might be underneath the Ceahlau Massif (p. 293) or at any of the other locations on page 294.

This possibility combines well with the *Zalmoxis Rising* capstone (pp. 291–296), but you can use the historical and geographical information in that section without a real Zalmoxis at the end of it all.

TOMB BEST PURPOSE: Rebirth, Ritual

AT THE TOMB

Once they've found the Tomb, the Agents may wait here to ambush Dracula, lure him here, or mark the spot and trail him here when the time is right.

If the Tomb is the only place Dracula can be truly killed, he approaches with caution, and probably sends a wave of Ruvari Szgany or Romanian special forces in first. (Model his security on the *Opposition Forces* section (p. 295) in the *Zalmoxis Rising* capstone.) He or the Conspiracy very possibly hid his real Tomb elsewhere on the site, setting up a duplicate to draw his foes that he might ambush the ambushers. See the "Gift Box" option (p. 18) or the Sealed Coffin (p. 278) for the sorts of things that Dracula might nestle inside a diversionary sepulcher.

He may use similar tactics for a Tomb allowing his rebirth, although he's more likely to try a rerun of 1894, fake his death ("Marlowe Has Left the Building," p. 20), and come back a month or year or decade later. Dracula can shapeshift, and he has all of Romania to comb through looking for someone he can turn into a suitable doppelganger with Renfield (or even further boosted) powers. Even without the benefit of vampirism, Stalin and Saddam Hussein, Dracula's fellow bloodthirsty tyrants, employed doubles — a tactic that might also appeal to the King Vampire's "child-brain" and medieval sensibilities.

If the Tomb has ritual significance, Dracula can't easily avoid it. Here he brings lots of stone killer Renfields in robes, or blankets the area with SRI watchers and looks out their eyes, or shows up a day before the ceremony to kill anyone he finds. He also secures the perimeter, as with a potential true death site.

POWERS OF THE TOMB

Regardless of the Tomb's function in the story, as the veritable concentrated focus of Dracula's native soil, he is likely to be more powerful here than anywhere else. The effects of the Tomb might include:

- Dracula can refresh one die of Aberrance or Health each round. Or all of it, once.
- Dracula can heal damage from banes at 1 Health every 15 minutes. Possibly doesn't apply if the Tomb is the only place his true death can occur.
- He can spend 2 Aberrance to raise every corpse within 50 meters as a zombie (***NBA***, p. 154), including the corpses of foes he's just killed.

- Dracula is even stronger here; add another +2 to his melee combat damage.
- Costs for all vampiric Magic or Necromancy used here lower by −1 Aberrance.
- His Difficulty in any test involving his Aberrance lowers by −3.
- Dracula can clairvoyantly perceive everywhere else his native soil might be stored: boxes in a London attic, samples in Seward's Asylum, or gardens around a Crimean dacha.
- For 3 Aberrance, he can apport to such a location, leaving his foes behind.

Any of these effects may also be true of Elizabeth Báthory (p. 65) at Cachtice Castle (p. 245) or Lilith (p. 69) at Black Site Khoshekh (p. 236), or wherever their true tombs may be. Don't bother applying these rules to minor vampires, although if Lucy Westenra un-lived, she might have some of these powers at her tomb in Kingstead Cemetery (p. 191), assuming Edom or someone has re-desecrated it.

If the Agents block Dracula's Tomb with the Host or another block, or destroy it with explosives or other chicanery, he loses one-quarter (or more!) of his Aberrance rating, those telluric or demonic energies dissipating without the focus of his soil or the Tomb's arcane geometries. Blocking or destroying the Tomb might also prevent him from refreshing Health by sleeping on his native soil outside his native land, thus restricting him to Transylvania or even one county — or mountaintop! Threatening his Tomb thus makes a great way to lure the Count there, even if he knows it might be truly fatal for him. Clearing the Tomb of a block may merely require a Renfield or other minion; rebuilding the Tomb to the needed sorcerous, telluric, or supernatural tolerances may require years of magical research and a lot of blood.

CAMPAIGN FRAMES

Like the *Alternative Versions* in the core rulebook (***NBA***, pp. 195–197), these campaign frames alter the rules, conspiracies, and flavor of ***The Dracula Dossier***. Variants provided reshape Dracula into Cthulhoid or airport-thriller formats — or allow you to play a mega-campaign running from the birth of Edom in 1894 to the present day!

THE ABHORRENT TRUTH

And prove the very truth he most abhorred.
— Byron's *Don Juan,* as misquoted by Jack Seward

This campaign frame adds the Cthulhu Mythos of H. P. Lovecraft and Robert E. Howard to the ***Dracula Dossier*** mix. It provides a number of possible Mythos secrets behind the campaign events and Dracula himself, along with two more locations, several new vampire types, and even guidelines for translating the ***Dracula Dossier*** to the 1930s setting of ***Trail of Cthulhu***.

DRACTHULHU OR DRACULATHOTEP OR

The cleanest way to insert the Mythos into the campaign is to add it as a secret background to Dracula himself. As a necromancer, alchemist, and sorcerer in life, Dracula could have uncovered the dark glories of the Mythos while at the Scholomance (p. 219), or later on during his un-life. Perhaps the process of becoming a true vampire lord (as opposed to a mere assign or get like Lucy or the Brides) requires a pact with a Mythos god or titan; perhaps the scientific truths behind vampirism are also the scientific truths behind other paranatural phenomena such as hyperspace, mental time travel, and Plutonian crab-creatures.

Choose from the following abhorrent truths, mix and match, or invent your own along these lines:

- Dracula is an avatar of Nyarlathotep, one of his Thousand Forms. He "failed" in 1894 specifically to seduce Edom into creating a true host society for him in Britain. In this decade of omniscient surveillance and amorality, he's almost ready.
- Dracula is a sorcerer, an initiate of Tawil at-'Umr given immortality and unearthly abilities by his devotions. After 550 years of study, he knows all the spells the Director wishes.
- Dracula discovered a shoggoth frozen at the bottom of Lake Hermannstadt (p. 221) or in the volcanic vent beneath his Castle, and ingested its ichor. He drinks blood to maximize his store of DNA, and can shapeshift into the form of anyone he has tasted. In 1893, the earthquake restored his access to the shoggoth and gave him the new powers he has used since — and other powers, tactician that he is, which he keeps in reserve.
- Dracula serves Mordiggian, the Great Ghoul, for obvious reasons. (He may know Mordiggian as

RULES CHANGES

Use the *Dunwich Sanction* rules drift from the core rulebook (***NBA***, pp. 195–196); if the appearance of the Mythos is a surprise, give players the opportunity to shuffle their Agents' points around when the new Investigative abilities (and the attendant Mythos clues) emerge in play. Start the Agents' Sanity ability as equal to their Stability *rating* at this time, or the first time Sanity is checked or questioned. Cthulhu Mythos ability points only come through exposure to the tomes or entities of the Mythos, so the rules already account for adding them in play.

Zalmoxis; p. 291.) He now reigns as a kind of ultimate alpha ghoul, and his Renfields are ghoul changelings in waiting; he can sense and command the ghoul DNA in the most wolfish and aggressive of humans — such as the Agents.

- Dracula is a cultist of Hecate-Mormo. She is his true Bride; he searches endlessly for a woman capable of withstanding Mormo's incarnation to rule the moonlit world by his side. With new access via Edom or the SRI to biometrics, DNA records, and genealogies, he rapidly narrows his search.
- Dracula (who boasts of his "Hunnish" blood) is one of the "deathless Chinamen" who command the cult of Cthulhu. (See his attendants, the jin-gui, on page 68.) He crafts a global nightmare, slowly revealing enough horror to bring about the true apocalypse and awaken his master in R'lyeh.
- Dracula is one of the three Keys of Gol-Goroth, the other two being the Black Stone (p. 316) and the Blood-Ruby of the Toad, looted by archaeologist Edward Tussmann from a Honduras temple in 1931 and stolen by his unknown murderer the next year. When all three are together, Gol-Goroth manifests on Earth.
- Dracula is a sadistic cultist of Ghatanothoa, using black tantrism to remain immortal. He knows a great deal about the Mythos and has a few bloodwork tricks. Fundamentally, as long as he can rape, torture, and murder people with total impunity, he has no apocalyptic agenda.
- Dracula gains his powers from telluric energies that he mines with mi-go technology he discovered in the Carpathians as a young living nobleman. A 15th-century alchemist was at no greater disadvantage than a 21st-century physicist would be in understanding the mi-go devices. He remains allied with Europe's small *kallikanzarai* mi-go population and kills the Brothers of the Yellow Sign (***Trail of Cthulhu***, p. 161) where he finds them.

THROUGH A TRAPEZOHEDRON DARKLY

"Cushing" and "Hopkins" never discovered the even worse truth behind Dracula's return, and indeed even Edom may not know the full truth. However, their leads can still point to the Mythos. Repurpose or expand existing encounters in the ***Director's Handbook*** as follows, if you wish:

- Add Mythos names and lore (garbled or hellishly accurate) to the ramblings of the Neo-Nazi (p. 85), Online Mystic (p. 126), Psychic (p. 96), or to the sober researches of the Archaeologist (p. 292), Anthropologist (p. 90), or Medievalist (p. 122).
- Any connection to the Ahnenerbe (p. 320) or another occult warfare-espionage program has a further connection to some aspect of the Mythos.
- Francis Aytown was corrupted by *The King in Yellow* (1890), which shows up in his art (p. 262) or that of his Legacies (Sculptor, p. 100). The Yellow Sign opens an artist's eyes to Dracula and allows his image to be (barely) captured.
- The Petroleum Executive (p. 127), Seismologist (p. 100), or Volcanologist (p. 136) is a worshipper of Tsathoggua or Nyogtha, seeking underground lore from the direst of sources. They recognize the whiff of the Mythos in Dracula's activities when they hear of them — and seek to gain knowledge from their new Master.
- Edom is fully penetrated by space insects, Kathulos, Byatis, the Keirecheires (***BoL,*** p. 64), or some other British cult.
- Driven to desperation by the monster hunting them, Al-Qaeda in Rûm (p. 148) has turned to darker lore from the Arabian world. As a new cult emerges in the Balkans, the Black Site Interrogator (p. 104) or GCHQ (p. 115) may have heard some chatter about the *yaji'u ash-shudhdhadh,* the "coming strange times" or "coming abnormal ones."
- The "Host" used by Van Helsing is not meteoric dust (p. 141), but actually star-stones of Mnar fractally cut into crystalline sand by an Antwerp jeweler.

THE CROSS PROBLEM

It can feel very un-Lovecraftian to drive off cosmic entities with the symbol of a human religion. Some possible solutions:

- Most Mythos entities possess, breed with, or otherwise map themselves to human minds; if those minds contained belief in the cross' power (say, because they lived in the 15th century), so do the entities utilizing or colonizing them.
- Dracula's fear of the cross was entirely psychosomatic; he's almost entirely overcome it since 1894. He now needs to spend only 2 Aberrance to ignore a crucifix or cross as a block or dread.
- The medieval humans who wrote (or re-coded) the spells to summon these creatures inserted a powerful "stop code" or safety mechanism in the form of (of course) the cross. The geometry that summons them to our space deliberately excludes the cross, so these entities cannot enter that space.
- The cross's regular geometry balks the mathematical expression of Mythos entities' non-Euclidean existence. Any set of right angles acts as a block.
- The Elder Sign is (coincidentally?) actually a cross, not a swastika or eye-in-star or weird leaf-twig thing. This was Frank Belknap Long's approach in "The Space Eaters," the first Cthulhu Mythos story not by HPL.
- Stoker lied in the after-action report because he knew the Victorian higher-ups in NID would reject his findings utterly if he said the cross was impotent. Van Helsing actually brandished an Elder Sign, and the cross does nothing.



- Only Vanderpool Garlic (p. 283), transplanted and crossbred from distant worlds orbiting Fomalhaut, or grown from Shub-Niggurath spores, or carried in from the Dreamlands by nightgaunts, can stop a Mythos vampire.
- HGD Shipping (p. 145) has a lot of cargoes "go missing" in the Pacific (or shipment tracks pointing to some other Mythos nexus).
- The esoteric library at Ring (p. 172) holds any needful Mythos volumes, as might the British Library (p. 184). Getting ahold of them is its own challenge, however.
- Add ghouls to Kingstead Cemetery (p. 191), the Dolingen Tomb precincts (p. 227) and Dead House in Munich (p. 226), Black Site Khoshekh (p. 236), and the abandoned Castles (p. 207) and Tomb of Dracula (p. 308).
- Renfield's Journal (p. 277) contains insights into the Mythos truths; it may even count as a Mythos tome (+1 Cthulhu Mythos rating if the reader doesn't already have one).
- The Earthquake Device (p. 266) is repurposed mi-go or Yithian technology.

MYTHOS LOCATIONS

H. P. Lovecraft and Robert E. Howard mention one Romanian location each in their Cthulhu Mythos tales. This section unpacks Castle Ferenczy from Lovecraft's *The Case of Charles Dexter Ward* as a possible Castle Dracula in that format (p. 207), and the "Black Stone" from Howard's tale of the same name as a location with many possible secrets.

CASTLE FERENCZY

The other was a titan explosion in the Transylvanian mountains east of Rakus, and the utter extirpation with all its inmates of the ill-regarded Castle Ferenczy, whose master was so badly spoken of by peasants and soldiery alike that he would shortly have been summoned to Bucharest for serious questioning had not this incident cut off a career already so long as to antedate all common memory.

— H. P. Lovecraft,
The Case of Charles Dexter Ward

"Castle Ferenczy" is the home of "Baron Ferenczy," an unsavory and reclusive immortal. Lovecraft implies that Baron Ferenczy is the false identity assumed by the Salem (Massachusetts) necromancer Edward Hutchinson, but never explicitly identifies the two. Hutchinson might have been a visiting colleague (the novel only definitively places him there from 1925 to 1928) or majordomo of the "Baron," who in this reading is either Count Dracula or one of his vampiric kindred.

Lovecraft also records the cataclysmic destruction of Castle Ferenczy in October 1928, which recalls Stoker's volcanic devastation of Castle Dracula in 1894: an off-books attempt to recruit Dracula, or another failed attempt to extirpate him? Finally, Brian Lumley ties Lovecraft's Castle Ferenczy into his own vampire-espionage *Necroscope* series.

It's perhaps worth noting that the revenants called up by Hutchinson and his ilk batten on human blood (p. 318). A surviving "Count Ferenczy" can still be a blood-drinking necromancer rather than a vampire per se; a lovely scarlet herring to feed the players, and a note of variety for the Director.

This castle, being technically fictional, can be placed anywhere in Romania you wish, including just off the Borgo Pass (p. 209) or in the Calimani Mountains (p. 209). Brian Lumley's *Necroscope* novels place it between the Zarandului and Metalici Mountains in northwestern Transylvania, for example. Bontesti would be the closest town there, a possible match for Stoker's disinformational "Bistritz." Lovecraft gives us only "the Transylvanian mountains east of Rakus," referring to yet another fictional location. The closest name to "Rakus" in Romania is Rákosd (Racastia), a village in Hunedoara (p. 211), but the nearest mountains there are generally to the west and south of Rákosd. Another possibility is Racos, north of Brasov, which is at least west of the Carpathians and conveniently near a (sadly extinct) volcano. Its castle (Castle Sükösd-Bethlen), however, is both intact and too late (built 1625) to easily be Castle Dracula. Of course, if Dracula "went off the grid" after his earthly "death," he may well have used the title Ferenczy and built himself another castle to go along with it.

CASTLE: It is "on a crag in the dark wooded mountains," ruined and split in half by the explosion in 1928. Battlements (p. 214), Ruin (p. 216), Crypt (p. 214), and definitely a necromantic Hidden Chamber (p. 215). Its dungeons may well be full of resurrected, and very hungry, custodes (p. 318).

Cop Talk: Under Romanian rule, the Baron Ferenczy made it into local police records after 1919. (As a Hungarian nobleman, he found bribing or otherwise silencing Hungarian police simplicity itself.) Inquiring in the provincial capital might turn up some files from the last century detailing not just accusations of grave-robbing and vampirism, but descriptions of the baron and his staff.

Occult Studies: Rumors of necromancy around Castle Ferenczy, and possibly even the name of the unfortunate

antiquarian and madman Charles Dexter Ward (who visited the Castle in 1925–1926), surface with this ability.

THE BLACK STONE

It would seem that the Black Stone represents some order or being lost and forgotten centuries ago. But he spoke of it as one of the keys — a phrase used many times by him, in various relations, and constituting one of the obscurities of his work.

— Robert E. Howard,
"The Black Stone"

The Black Stone, according to fragmentary references in obscure books, is a monolith engraved with unknown hieroglyphics standing at the top of a cliff in the former Hungarian territories of western Romania. Mentioned in passing in several occult texts, the Black Stone is widely acknowledged as the inspiration for the poem "The People of the Monolith" by Justin Geoffrey (1898–1926), who died insane shortly following its publication in his collection of the same name (1-point **Art History** spend).

What little is known about the Stone today comes from a description in a 1931 monograph originally privately circulated by the medievalist Professor James Clement of the University of Richmond. Finding the monograph requires a 2-point **Research** spend in an academic library (or a 1-point spend at the Rosenbach Museum (p. 253), or no spend at the British Library (p. 184)), but it provides the name of the town closest to the Stone: Stregoicavar. Agents can also reduplicate Clement's research (3 total points spent of **Research, Archaeology, Occult Studies**, or **History**) working backward through books of Hungarian or Romanian folklore, or find a copy of Otto Dostmann's *Remnants of Lost Empires* (1809, Berlin: Das Drachenhaus Press; 2-point spend of either **Research** or **Negotiate** with, say, a Bookseller (p. 106)) to arrive at the same name. Neither Dostmann nor Clement give the specific location of Stregoicavar (except "past Temesvar"), and it's not on any map online.

One other book mentions the Black Stone in some detail, the first (1839) edition of *Von Unaussprechlichen Kulten* (*Of Unspeakable Cults*) by Friedrich Wilhelm von Junzt (1795–1840). Later editions were expurgated, possibly due to von Junzt's mysterious and horrible death, his neck snapped by taloned fingers while alone in a locked room. Finding an 1839 copy is a months-long process (1-point **Research** or **Occult Studies** spend every two operations); even the British Library only has the inferior Bridewall (1845) and Golden Goblin (1909) English translations (as *Nameless Cults*). The library at Ring (p. 172) may have an 1839 edition, however.

Hints in von Junzt — or a 2-point spend of **Human Terrain** in either a Romanian university or the Romania desk at a major intelligence agency (such as MI6, p. 124; or GCHQ, p. 115) — allow the discovery of the location of Stregoicavar, a village nestled in the Semenic Mountains in the Banat region of southeastern Romania.

COOL: Stregoicavar is a small hamlet with only three large buildings (police station, store, bar), a satellite dish shared by the residents, and nobody living in it under 40. **Architecture** notes that the houses all date from the 17th century, and (1-point spend) none have windows looking uphill. Two-thirds of the houses are fallen into open decay; **Human Terrain** marks it down as another victim of Communist agriculture and capitalist redevelopment. A 1-point spend gets the villagers reluctantly talking: most of the town was forcibly "re-educated" in 1946 and sent to dig canals as slave labor; local memory doesn't go back much farther. The Black Stone is a ghost story of sorts — sleep there and go mad — but, just before the "canal years," armed men blew it up and took it away, killing many villagers to do so. Nazis or Communists … what difference does it make now?

The spot where the Black Stone once stood is now an empty pit in the ground approximately three meters deep. **Geology** notes the bottom of the pit is shallow fill, as though soil has drifted into it over several decades; **Outdoor Survival** wonders why no plants grow here in that case. A 1-point **Geology** spend notes there must be an underground aquifer or cave system here for drainage, or the hole would have filled with water or mud by now. With an **Archaeology** spend, perhaps a few hours with a shovel and a keen eye could find the 1945 excavation trench: a 1-point spend is enough if the tiny shard of black mineral in it can point to Dracula (only at night, while floating in blood, of course); a 2-point spend is needed if the Black Shard can locate the Scholomance as well, serve other magical purposes, or harm Dracula as a bane.

WARM: Stregoicavar is a small hamlet with three large buildings (school, store, tavern with guest rooms) and a few winding paths lined with brightly painted, stuccoed 17th-century farmhouses. There is no satellite dish, cell tower, or other communication with the outside: the mountains block cellular and Wi-Fi signals; even using a satellite phone takes a Difficulty 4 **Mechanics** test. The townsfolk are quite obviously inbred (**Diagnosis** or **Human Terrain**) but not yet cripplingly so. A few grape arbors, a pig run, and chicken hutches explain how the town survives.

It's up to the Director whether the townsfolk are somehow "smoothed over" by the Stone and therefore friendly to **Flattery** or **Reassurance** ("The Turks killed the hill folk who lived here, and good riddance," "The Black Stone [spit] is up on that cliff, but, since you are my friend, I advise you not to go there") or tainted by the Stone (or by Dracula) and therefore homicidally likely to kill and eat the Agents and/or feed them to the pigs (1-point **Bullshit Detector** notes the whole town is lying, and they've done it before). Town population is 30 civilians, 10 militia, and 3 thugs (***NBA***, pp. 69–70); **Sense Trouble** Difficulties in a murderous Stregoicavar are 5 by day and 6 by night.

After a day's hard climb (Difficulty 4 **Athletics** test to avoid bruising for 1 Health), the Agents reach the Stone. An octagonal basalt (though **Geology** isn't so sure) pillar 1.5 m in diameter, it rises 5 m high from a treeless clearing in the middle of a fir forest. Its whole surface is dented, dinged, and defaced; a 1-point investigative **Explosive Devices** spend (after examining the ground around it) notes that it's taken direct artillery fire and at least one point-blank shaped-charge detonation and survived somehow. Clement, Dostmann, and von Junzt mention hieroglyphs, but none survive.

The Stone's larger purpose is up to the Director:

- It might just be a terrifying encounter; read Howard's story "The Black Stone" and give the Agents a 7-point Stability test (Difficulty 5) nightmare on Midsummer's Night, or St. Andrew's Eve, or when they next close their eyes. That nightmare also grants +1 Cthulhu Mythos rating point to the Agent with the lowest Sanity, and reveals Dracula's connection to the Mythos — he appears as he was in life, being initiated by the wolf-priest.
- It is a place where conventional laws of physics don't apply: Dracula might be invulnerable here, or very vulnerable to some spell from von Junzt or *Le Dragon Noir* (p. 273).
- It acts as the true Gate to the Scholomance (p. 219), or the Black Stake in the body of Zalmoxis (p. 291), or a summoning spot for Yog-Sothoth or Hastur.
- Skeletons of Ahnenerbe, Russian, or Securitate men (1-point **Archaeology** spend to find the body killed by the Stone or the detonations) have papers on them leading to other clues or nodes.
- Dracula's Blood (p. 284) or a jerry-rigged close-focused Earthquake Device (p. 266) or Morris' authentic Bowie knife (p. 272) can spall off a Black Shard, as in Cool, opposite.

CONNECTIONS: The Medievalist (p. 122) or Bookseller (p. 106) can put Agents on the trail of the Clement monograph or Dostmann. Stregoicavar is near enough to the Godeanu Massif (p. 294) that the Archaeologist (p. 292) might know of its Black Stone legend. The record of the well at Black Site Khoshekh (p. 236) might compare its glyphs to those on the Black Stone with a citation to "von Junzt, 1845."

MYTHOS VAMPIRES

To say that we actually believed in vampires or werewolves would be a carelessly inclusive statement. Rather must it be said that we were not prepared to deny the possibility of certain unfamiliar and unclassified modifications of vital force and attenuated matter; existing very infrequently in three-dimensional space because of its more intimate connection with other spatial units, yet close enough to the boundary of our own to furnish us occasional manifestations which we, for lack of a proper vantage-point, may never hope to understand.
— H. P. Lovecraft, "The Shunned House"

In his fiction, Lovecraft mentions or describes five different creatures that drink blood. Any of them might be a minion of Dracula like any of the rest of the vampire bestiary in the core rulebook. Or Dracula might actually *be* any of them.

FEASTERS FROM THE STARS

Invisible, cachinnating horrors summoned by black magicians, the Feasters become slowly visible while draining blood. In life, a summoned Feaster possessed Dracula, its infraterrene matter merging with his flesh and giving him his various vampire powers. He may have other Feasters as his servants, or even as Level 4–5 independent operatives.

GENERAL ABILITIES: Aberrance 9+, Hand-to-Hand 26, Health 11
HIT THRESHOLD: 6 (invisible but chittering); 3 (when feeding, and for 3 rounds thereafter)
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +0 (invisible but chittering)
DAMAGE MODIFIER: +2 (talons) or +0 (lamprey bite); +1 to Stability losses
ARMOR: −3 vs. any (integument); further −2 vs. melee weapons, firearms and projectiles do half damage after armor (Rubbery; ***NBA***, p. 126)
FREE POWERS: "Darkvision" (eyeless), Drain, Extra Attack (one extra talon swipe), Invisibility, *Memory Haze*, *Sonar*, Unfeeling
OTHER POWERS: *Interstellar Warp*, Levitation, Magic, *Mesmerism*, *Regeneration*, Strength, *Summoning*, Tracking (anyone who has ever summoned it or been present at such a summoning), Vampiric Speed
BANES: *acid, lightning, phosgene gas*
BLOCKS: *yellow or blue-white sunlight, high heat*
COMPULSIONS: come when summoned correctly, drink blood, emit high-pitched noises
DREADS: *Elder Sign*
REQUIREMENTS: *drink blood*

RAT-THINGS

Resembling very large rats with human features and hands, the rat-things teach the ways of hyperspace and Mythos magic to human witch-cultists. They feed on blood from their witch. This could describe Dracula's rat form, and hyperspatial manipulation explain his immortality and apportation. A rat-thing may have been Dracula's familiar at Scholomance or come to him from Elizabeth Báthory (p. 65) after her own trial. Austrian soldiers and officials conducted over 100 witch trials in Transylvania (especially Sighisoara, Baia Mare, and Sibiu (see p. 221)) from 1629 to 1762, some of which must have condemned Dracula-serving covens.

INTERNAL ATTACK: If a target has ever participated in a ceremony with a rat-thing (even involuntarily during a dream), the rat-thing can apport to the target's insides (for 2 Aberrance) and chew its way out. Its internal attacks begin against Hit Threshold 0 and increment up by 1 for each attack; the first two do two instances of bite damage. When it reaches Hit Threshold 2, it emerges from the target's skin and can be attacked in turn — assuming the target has any Stability left. (Being chewed through costs 1 Stability per Health point lost; seeing the rat-thing burst from one's own body is a 7-point Stability test.) Truly horrible Directors can allow the rat-thing to target anyone it's bitten or smelled.

GENERAL ABILITIES: Aberrance 13+, Hand-to-Hand 7, Health 3
HIT THRESHOLD: 6 (small and supernaturally nimble)
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +2
DAMAGE MODIFIER: −2 (bite); drained Health lost to rat-thing bite refreshes its Health (up to 6)
ARMOR: none
FREE POWERS: Anaesthetic Bite ("It was a nightmare"), Animal Senses (smell, motion), Apportation (to correct geometries or rat holes), Boneless Flexibility, Darkvision, Drain
OTHER POWERS: *Curse*, Enter Dreams, Hyperspace Travel, Internal Attack, Magic, Mesmerism, *Plague*, *Psychic Vampirism*, *Regeneration (between scenes)*,

Spider Climb, Summoning, Temporal Distortion, Tunneling, Turn to Dwarf or Baby, Turn to Rat
BLOCKS: *specialized geometries*
DREADS: *Elder Sign*
REQUIREMENTS: *drink blood*

RESURRECTED ONES

A ring of necromancers, including Baron Ferenczy (p. 315), have learned to resurrect the dead — even sometimes including themselves! — from the "essential saltes" of the corpse. These resurrected revenants have a powerful thirst for blood. Dracula is such a revenant (unwisely brought back by his Solomonari brothers perhaps, p. 74), who "passes on" vampirism by quick-resurrecting those he has bitten and drained to death. His other powers are Scholomance magics, or Yog-Sothoth-granted exceptions to terrene physical law.

These statistics give a simple "custos," a loyal guardian revenant. For a resurrected necromancer, add +6 to Aberrance, and then another +1 for every 20 years of unlife. After magical (or other) torture, necromancers have Dominance over those they resurrect, though not over those they vampirize. They also have Necromancy and Magic, of course.

GENERAL ABILITIES: Aberrance 5, Hand-to-Hand 16, Health 10, Shooting 5, Weapons 5
HIT THRESHOLD: 4 (quick and hungry)
ALERTNESS MODIFIER: +1
STEALTH MODIFIER: +1
DAMAGE MODIFIER: +0 (fist, bite); +0 (strangle, as lamia; ***NBA***, p. 151)
ARMOR: all weapons do half damage, firearms do only 1 point of damage and shotguns firing shot do only 2 points of damage (Corpse; ***NBA***, p. 126)
FREE POWERS: Darkvision, Drain, *Worrying Bite (as ghoul;* **NBA***, p. 150)*
OTHER POWERS: *Apportation ("slasher movement")*, Resurrection (requires necromancer's spell), Vampiric Speed
BANES: acid, reversed resurrection magic
COMPULSIONS: obey necromancer
REQUIREMENTS: *drink blood*

SPAWN OF YOG-SOTHOTH

Begotten of human woman at the corner of the year, the Spawn of Yog-Sothoth can take any form. It thrives on blood and fresh-killed flesh, especially while young. As such a Spawn, Dracula seeks nothing less than the complete cleansing of the human race, when the geometries are right. Most of his "vampiric" powers actually come from Dho-Hna rituals and other spells he has cast on himself, opening up his corporeality to new laws of physics.

The number before the slash is a humaniform Spawn (H); the number after the slash approximates an invisible monstrous Spawn (M). Powers differentiate using the indicated initials.

GENERAL ABILITIES: Aberrance 21+, Hand-to-Hand 17/33, Health 13/21, Shooting 4/0, Weapons 7/0
HIT THRESHOLD: 4/7 (while invisible); 3 (large, while visible)
ALERTNESS MODIFIER: +2/+1
STEALTH MODIFIER: +1/+2 (both −3 against dogs)
DAMAGE MODIFIER: −1 (fist)/+3 (trample), −1 (trunk); after a successful trunk attack, the Spawn grasps and holds his victim, automatically doing both crushing damage (−1) and draining blood (+0) each round until dead; +1/+3 to Stability losses
ARMOR: none/physical weapons do no damage (immaterial while invisible)
FREE POWERS: Darkvision (H, M), Drain (H, M), *Eclipse Power (H, M) (as vukodlak;* **NBA***, p. 143)*, Invisibility (M)
OTHER POWERS: *Astral Projection (H), Distortion (H)*, Howl (M), Infrasound (M), Magic (H, M), *Stifling Air (M)*, Strength (M), Summoning (H, M), *Temporal Distortion (H, M)*
BANES: none (H); specialized exorcism/banishing spells (M) only while visible
DREADS: *Elder Sign*
REQUIREMENTS: *drink blood*

VAMPIRISH VAPOURS

Created by the mental patterns of a dead sorcerer, the vapours absorb the life force of others living near the bloating, chancrous corpse. It can animate attenuated matter from the body in the form of a mist, spectral wolf, or cloud of mouths. Such a vapour is a murony (***NBA***, p. 152) of exceptional power; the "Dracula" in Britain was just a projection from "native earth" impregnated with the niter and slime of his grave and shipped to Whitby. The key to defeating Dracula is finding and destroying his (by now gigantic) true body with acid. Alternately, Dracula uses these vapours as death traps or subtle corruptors of whole bloodlines: he has buried suitable servants beneath false Castle Draculas, Hillingham, Carfax, and perhaps the former MI6 HQ at Cambridge Circus …

The number before the slash is the vampire's native ratings, in either physical or etheric form. The number after the slash is the modifier it adds to the relevant score of those whom it possesses. Unless otherwise indicated, powers apply only to the etheric specter.

Health score assumes a Health 10 necromancer dead for three centuries (+1 Health per decade dead).

GENERAL ABILITIES: Aberrance 8/+3 Athletics, Hand-to-Hand 13/+5 Hand-to-Hand or Weapons, Health 40/+6 in combat only
HIT THRESHOLD: 3 (immense)/+1
ALERTNESS MODIFIER: +0 (+1 near its corporeal relict)
STEALTH MODIFIER: +2 (etheric specter)/+1
DAMAGE MODIFIER: +0 (drain), increases host's fist (talon) or bite damage by +2 (to +0)
ARMOR: physical weapons do no damage (immaterial specter); corpse immune to all physical attacks (Fluid; ***NBA***, p. 125) except fire or acid; those possessed by the vapour liquefy (+0 damage per round) if exposed to X-rays, as the two fields interact energetically.
FREE POWERS: Absorb Ghost, Darkvision, Drain (also host), Indescribable, Levitation, Necromancy, Psychic Vampirism, *Remote Drain*
OTHER POWERS: Apportation, *Cloak of Darkness, Illusionary Shape*, Magic, Nightmares (does damage to Stability; ***NBA***, p. 131), Plague (damage from disease adds to vapour's Health), Possession, *Send to Sleep*, Stifling Air (damage adds to vapour's Health), *Telekinesis*
BANES: none for specter, destroy the body with acid, X-rays (possessed only)

BLOCKS: *crucifixes (if sorcerer believed himself damned at death)*
REQUIREMENTS: remain within 500 meters of corpse matter ("native soil") at all times, *drain life force*

USING THE DRACULA DOSSIER IN TRAIL OF CTHULHU

The old centuries had, and have, powers of their own which mere "modernity" cannot kill.
— Jonathan Harker's journal

Since both ***Night's Black Agents*** and ***Trail of Cthulhu*** use the GUMSHOE rules system, running a modern-day ***Trail of Cthulhu*** game using ***The Dracula Dossier*** is for all practical purposes the same as running this campaign using ***Night's Black Agents***. Simply mix and match rules and modes between the games to suit the exact feel you're going for, and dive in.

Using this campaign in a "standard" 1930s ***Trail of Cthulhu*** game is more challenging, but not impossible. Too many of the annotations in ***Dracula Unredacted*** depend on the three-level historical details to prove easily adaptable; offer the players a normal copy of *Dracula* for note-taking and inspirational investigation. (See *Unto the Fourth Generation* for similar suggestions; p. 325.) NPCs also require vetting or editing: there is no CIA in the 1930s, for example, and merely translating the BND Deep-Cover Agent to a Nazi SD Deep-Cover Agent requires several changes of cover and mission.

That said, use the ***Director's Handbook*** impressionistically: change the GCHQ Romania Desk Officer to the Naval Signals Black Sea Desk Officer, make NPCs (by and large) older and maler and whiter, swap the French Deuxième Bureau in for the CIA and the Siguranta in for the SRI. The fundamentals of betrayal and corruption remain the same across the decades. And in the 1930s, you get the Ahnenerbe and the NKVD horning in on Edom's action.

1930S SPY CHIEFS

ABWEHR: Captain Konrad Patzig (Chief 1932–1934); Rear Admiral Wilhelm Canaris (Chief 1935–1944)
DEUXIÈME BUREAU: Col. Louis Koeltz (Director 1931–1935); Col. Maurice-Henri Gauché (Director 1936–1940); Lt. Col. Henri Roux (Service de Renseignements Commandant 1930–1936); Lt. Col. Louis Rivet (SR Commandant 1936–1940)
MI6: Rear Admiral Hugh Sinclair (Head of Naval Intelligence 1919–1921; Director 1923–1939); Col. Stewart Graham Menzies (Deputy Director 1929–1939; Director 1939–1952)
NKVD: Genrikh Yagoda (Deputy Chairman OGPU 1926–1934; Commissar of Internal Affairs 1934–1936); Nikolai Yezhov (Commissar 1936–1938); Lavrenti Beria (Deputy Commissar 1938; Commissar 1938–1945)
ROMANIA: Gen. Mihail Moruzov (Head of SSI [Secret Intelligence Service of the Romanian Army] 1924–1940, incorporates Siguranta 1932); Eugen Cristescu (Head of Siguranta 1928–1932; Head of SSI 1940–1944; Iron Guardist, bitter rival of Moruzov)
SS: SS-Brigadeführer Reinhard Heydrich (SD Chief 1932–1942); Obersturmführer Wolfram Sievers (Ahnenerbe Reichsmanager 1935–1945)v

THE DRACULA DOSSIER: 193-

The original Edom mission went awry in 1894, just as in the regular campaign. In 1916 (following the Romanian earthquake of 26 January), Edom activated a team to return to Transylvania and re-awaken Dracula in order to collapse the Austro-Hungarian Army on the Eastern Front. After the end of the Great War, Edom stayed active, chasing the remnants of the Nachrichtenabteilung vampire project (p. 75) and perhaps other endeavors (see *Alraune*, p. 62). Communist revolutions in Hungary and Munich in 1919 drew Edom into the British intelligence war against Bolshevism.

Recently, agents of the Comintern have been disappearing, or appearing with their throats torn out. Edom has found an ally in that war: an aristocrat, a crusader, a magician — everything the Soviets despise. *Almost* everything, that is — neither Dracula nor the NKVD object to the ruthless slaughter of innocents. They have that in common.

The Investigators might be outsiders drawn into the fog of the secret war by one of Dracula's sloppier (or more freelance) spree killings, or they might be tracking *Le Dragon Noir* for its Mythos content and get in over their heads early. They might be American agents of Project Covenant (***Trail of Cthulhu***, pp. 207–9) following up on Quincey Morris' recently discovered diaries, or Special Branch cops curious about why a spate of murders gets a D-notice from MI6. Or, of course, they may be MI6 personnel mounting an internal investigation, unofficially of course. If the Investigators are cunning and discreet, they can count on help from concerned and surprisingly well-informed parties like Donald Maclean and John Cairncross in the Foreign Office, Guy Burgess at the BBC, or Kim Philby of the *Times*.

Legacies, by and large, are easier to track down in this campaign frame, but generally far less willing to talk — the matter isn't vaguely ancestral or academic to them, but happened only 40 years ago. Questions to ask if not immediately answer: Did Lord Godalming agree or disagree with the 1916 plan? Was it his plan? How many of the original band are still alive? Mina and Jonathan would be in their 60s; Seward and Arthur in their early 70s. Van Helsing, of course, is likely to be gone — unless his role in the German Nachrichtenabteilung vampire project paid unexpected fruit.

THEY SAVED HITLER'S BLOOD!

The unity of blood and soil must be restored.
— SS-Obergruppenführer and
Ahnenerbe cofounder
Richard Walther Darré

Your Agents live in an airport-thriller world. Doomsday plots and elaborate conspiracies are suspiciously commonplace, but almost always thwarted in the nick of time. The bad guys are very bad, perhaps a little more obvious and open than would seem wise, and the shades of gray have been color-corrected to look just a little more black or white. Explosions are big, frequent, and always slow motion, and your Agents are as likely to be hyper-competent academics inadvertently caught up in a world of intrigue or retired military officers working for vaguely defined quasi-governmental agencies as anything else.

They Saved Hitler's Blood! turns down the relative plausibility, turns up the thrills, and adds a long-hidden Nazi vampire program to Edom and Dracula's conspiracy for good measure.

Dracula is still Dracula, and Edom is still Edom, but the real villains are, of course, the Nazis, hiding their strength in secret bases in the Pampas of Argentina and icy caverns beneath Antarctica. Dracula may want to rule Britain, but the Fourth Reich wants to rule the world. It secretly hunts Dracula itself to complete a vampire research program the Nazi Ahnenerbe inherited from the kaisers, planning to initiate a true Thousand-Year Reich with an immortal, resurrected vampire Hitler at its head.

RUNNING THIS CAMPAIGN FRAME

They Saved Hitler's Blood! is a **STAKES** mode campaign dialed all the way up to eleven. Keep the plotting breathless and just a little obvious. End scenes and sessions in elaborate cliffhangers, and make sure the Agents have plenty of opportunities for action-movie quips and biting puns as they dispatch foes both living and Un-Dead with the cool competence of a stubble-jawed pulp hero. Dole out refreshes freely and frequently, ensuring your Agents can always find a last reserve of strength when the plot demands. The men are all handsome, the women are all beautiful, and the tension is not about whether the Agents will succeed, but when.

AIRPORT THRILLER RULES MODIFICATIONS

Trading points (***NBA***, p. 9) is allowed during character generation. Agents begin with 3 bonus Investigative build points and 10 bonus General build points that the player may *only* assign during play, to model the airport-thriller heroes' impossibly convenient expertise: "Of course, I haven't used my Criminology since I taught at Quantico …"

If you plan to use telluric vampires and a Nazi saucer program in this campaign, add Fringe Science (***NBA***, p. 24) to the Investigative ability list.

As a general rule, give all mooks Hit Threshold 2, Health 2. Squad leader mooks can have Health 4. Player-Facing Combat (***NBA***, p. 64) should be a frequent thing.

Critical Hits (***NBA***, p. 73) occur on an unmodified attack roll of 6 when the total roll and spend are 4 or more over the Hit Threshold, not the usual 5 or more.

The cost of Autofire (***NBA***, p. 71), Extra Attacks (***NBA***, p. 74), and Jumping In (***NBA***, p. 75) decrease by 1 point each.

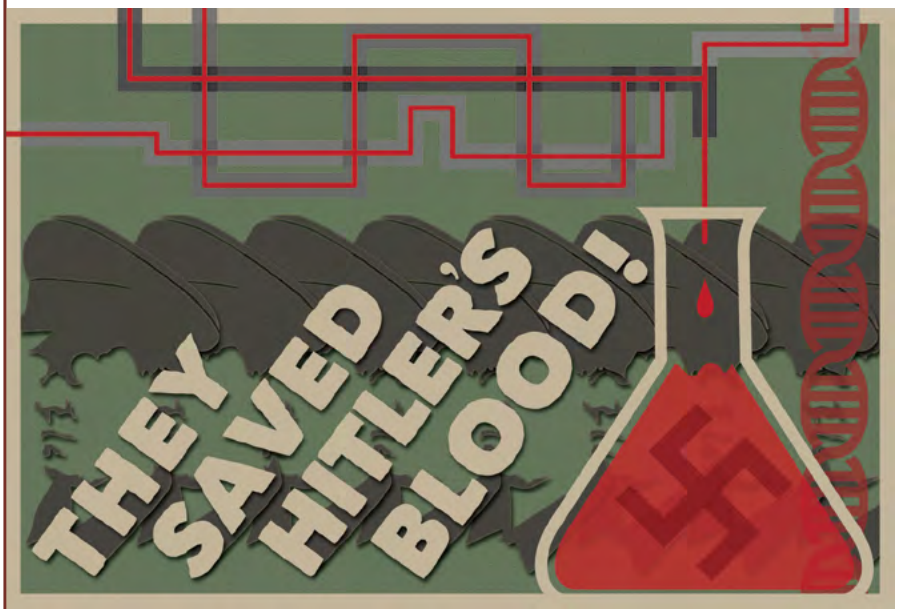
The Thrown Clear by the Blast maneuver (***Double Tap***, p. 53), Gun Cherries (***DT***, pp. 74–75), Achievements (***DT,*** pp. 54-56), and Mastery optional rule (***DT***, p. 38) are highly recommended. If you're using the Q Rule (***DT***, p. 63), a spy gadget costs 8 points of Preparedness and/or its associated ability to possess.

PROJEKT DRAUGR: THE GERMAN VAMPIRE PROGRAM

George Stoker and Armin Vámbéry were not the only intelligence assets to rediscover the existence of vampires in 1877.

THE KAISER'S WAMPYR

While the Russo-Turkish War thrashed bloodily on Austria-Hungary's doorstep, the front lines practically crawled with Austrian and German military advisors, diplomats, doctors, and spies. Medical and scientific analysts in Berlin and Vienna took the scattered reports of the unquiet dead seriously. In 1755, the Empress Maria Theresa of Austria had sent her personal physician, the Dutch scholar Gerard van Swieten to investigate (and cover up) a vampire outbreak in Moravia. A plague of vampirism beset the rural communities



THE DANZIG VAMPIRE

Danzig did suffer a bout of vampire attacks in 1820, at least according to English clergyman and occult writer Augustus Montague Summers. Summers' 1929 work, *The Vampire in Europe*, provides the following:

> *In 1820, a rich landowner whose possession of extensive properties in the vicinity of Danzig made him a very prominent figure throughout the district was sorely beset by a vampire, and only delivered from these attacks by the prayers and mortifications of certain holy Cistercian monks who had been ejected from their house by the abominable decrees of the Prussian government.*

The feral vampire captured by Section N in 1894 could be the same vampire defeated by the Cistercians in 1820, or one of its degenerate spawn. The intercession of the Cistercians — which apparently drove off the vampire, but did not kill it, given that Summers reports victims of the 1855 cholera epidemic in Danzig returning as vampires — may indicate that the monks had some way to control the creature. If identified, this could give the Agents clues for blocks or dreads effective against the creatures of Projekt Draugr.

around Danzig in Prussia as recently as 1820 and 1855 (see box, p. 321). The academics catalogued, cross-referenced, and archived the reports from 1877, 1755, 1820, and 1855 to document areas of higher Un-Dead activity, and then filed their findings: vampires were still bad for imperial prestige. They might have remained in permanent obscurity had the kaiser's network in England not flagged rumors of the British effort to recruit a vampire.

German naval intelligence, the Nachrichtenabteilung (which you should definitely call "Section N" in the game, and ideally hint that *N* stands for "Nosferatu") knew about Edom not long after it was conceived: possibly someone in the X Club (p. 184) dropped a hint to a German biologist. "Abraham Van Helsing" was a Section N operative, using the German and Austrian records to identify potential weaknesses for the deathless creatures. He dispatched Lucy Westenra and drove Dracula out of London before Edom could make their pitch. He cured Mina Harker to remove a potential immortal super-agent from Edom's ranks. The only person in the 1894 operation capable of vouching for Van Helsing was Jack Seward: he may have been also on the kaiser's payroll, or duped by a deep cover, or blackmailed with proof of his deviant behavior or criminal history (for Seward as a potential Ripper, see p. 35).

Using the 1877 reports to generate a sort of primitive heat map, a separate team of Section N hunters set out to capture a marginally weaker vampire from within their own territory: a feral, nameless creature whose humanity had long been forgotten. After several casualties, Section N imprisoned the creature outside Königsberg, but it proved resistant to training and control. With the British operation blunted, and the military satisfied to secure a capability no other nation had, the Kaiser quickly lost interest. Section N never decided on a tactical use for a rabid killing machine as dangerous to its handlers as its targets, and the creature sat out World War I. Rather than let it fall into the hands of the Allies — or worse, of the new cowardly, democratic-socialist Germany — the thing's handlers demolished the East Prussian facility with the wampyr still inside.

A NEW LEASE ON UN-LIFE

In 1933, during the SS takeover of all Germany's state security services, the secret files on Van Helsing and Section N crossed Heinrich Himmler's desk. The occult-obsessed Himmler, unlike Section N, had plenty of use for an unkillable death-bringer. He sent an SS team to excavate the creature's prison and recover it for further investigation and possibly recruitment. Finding the wampyr hibernating unharmed beneath tons of rubble, the team took it to a secret lab in Bavaria (possibly in Dachau Castle, or beneath the Munich Dead House (p. 226)) for proper National Socialist study.

Himmler tasked the creature's care and feeding to Richard Walther Darré, then the head of both the SS Race and Settlement Office (RuSHA) and a key leader within the occult research arm of the SS, the Ahnenerbe. Darré created a small, highly compartmented Ahnenerbe team to manage and study the creature under the name Projekt Draugr, referring to the corporeal revenant from Nordic legend. Understanding that the creature could not be bred back to a state of racial purity, Darré instead proposed a program of controlled infection, in which the curse (or blessing) that granted the beast its incredible abilities could be cultured, refined, and ultimately perfected. At the same time, Draugr launched an extensive study of European vampire lore, hoping to find key vampire bloodlines to bring or breed into the Nazi cause.

By 1940, Draugr had not yet created a vampire, but had successfully produced its own version of the Seward Serum (p. 51) called Xerum 525. With Hitler's health in noticeable decline, Draugr redoubled its efforts to isolate and reproduce a method to grant the führer and his inner circle immortality. Edom's Romanian adventure that year ran into a Draugr team under Maj. Helmut Döring (p. 328; or possibly the Count von Meran, p. 328), and the fracas told the SS that Dracula still lived: Van Helsing's reports had been exaggerated or misleading.

As the war continued, Draugr maintained parallel efforts to recruit (or capture) Dracula for themselves and to further refine their experimental breeding program. Dracula, unwilling to become a mere tool to forward someone else's megalomania, remained aloof from German attempts at direct recruitment, but used his contacts in Romania's fascist government (and possibly the exiled Iron Guard and Echipa Mortii, p. 149) to seed Draugr (and the broader SS, which heavily recruited Iron Guardsmen) with minions and thralls. Whether from Dracula's blood, dissected Renfields, a captured Bride, or a new feral bloodline, Draugr finally produced a true vampire in 1944: a twisted creature more beast than man, but with enough remaining intellect

to potentially serve as an asset in the field. Draugr named the creature Orlok (p. 70), after the vampire from the 1922 film *Nosferatu*.

By then, however, the tide of war had turned. The SS had begun preparing for the previously unthinkable — a way to carry on the conflict after Germany's official capitulation — as early as 1943. Within a year, the Ahnenerbe relocated the most sensitive occult research projects, including Projekt Draugr, to more secure facilities outside Europe along with the various "wonder weapon" programs headed by SS-General Hans Kammler. The SS split Draugr's files, records, and personnel between a purpose-built facility in Argentina (Malargüe, p. 225), an Arctic facility identified only as Point 103 (possibly an island near Iceland, p. 231), and a heavily fortified redoubt in Antarctica known as Point 211.

A core group of the program's researchers, scientists, and mystics continued working in secret from Bavaria until May 1945, a last-ditch attempt to fully weaponize the program and turn back the Allied advance (perhaps eventually leading to a Fourth Reich version of Marburg V; ***NBA***, pp. 146–47). They also took blood and tissue samples from the Third Reich's elite, during elaborate occult suicide rituals designed to allow the Projekt to resurrect the Nazi leadership — including Hitler — as immortal vampires.

Assuming, that is, they could eventually bring the master vampire himself, Dracula, to their cause.

DRAUGR NOW

From secret bases in Argentina and Antarctica, the Fourth Reich pulls puppet strings from Wall Street to Whitehall, manipulating industry leaders and politicians and weakening their sworn enemies in Washington, London, and Moscow. The Allies' rush to secure and recruit useful Nazi scientists, spies, and technology experts in the closing days of World War II gave the surviving leaders of the Reich a vast network of sleeper agents in place. Along with a host of other supposedly ex-Nazis, Draugr operatives made their way into MI6's asset pool. From there, they dangled vampire-science intel until they found Edom. Draugr assets inside Edom continue their search for a usable tissue sample from Dracula (Vial of Blood, p. 284), or for the occult source of the Count's own immortality (*Le Dragon Noir*, p. 273).

INDEPENDENT: If the 1977 mole hunt led Edom to identify the Fourth Reich sleepers in its midst, the British hounded them out and forced the Nazis to reinvest in their own independent hunt for the unadulterated bloodline of the Prince of Un-Death. Dracula plays Edom and Draugr against each other throughout Europe and the Middle East. The Reich, as the weakest of the three parties, may even approach the Agents with offers of support or intelligence in their war against Edom: Draugr just wants to make sure that when the time comes to take down Dracula they get the blood they need. You decide which genocidal monster is worse.

ASSET … HANDLERS: If the Fourth Reich escaped Edom's purges, Edom is now a Nazi cat's-paw. The Defector (p. 93) was an Echipa Mortii necromancer sent across as a quid pro quo, and Loman (p. 89) was framed and killed because he knew the truth. Digging into the mole hunt might reveal some of it, and flip Oakes (p. 52). The Edom rank and file still believe they serve Queen and Country — until they get a shot of Xerum 525 and become Renfields for the Reich. It's then they get access to the Carfax Red Room (p. 187) and see the swastika banners hanging from the walls. This whole option pretty much has to lead up to Philip Holmwood, Lord Godalming (p. 43) saying "Heil Hitler" in his plummy Etonian accent.

CONSPIRACY: Or perhaps the whole Nazi vampire program — maybe even everything from the creation of the Thule-Gesellschaft (p. 75) up through the Ahnenerbe to the inception of Projekt Draugr — has been part of Dracula's long game. The Reich doesn't need to capture Dracula; it worships him as the true Aryan superman waiting to initiate a golden age beneath a Black Sun by baptism of pure, eternal Un-Dead Blood. Under the Count's tutelage, the Reich has created an army of hypnotically loyal Renfields in fortresses at the end of the earth. Hitler, as Dracula's puppet führer, simply awaits the Count's command to unleash the Nazi saucer fleet and take over the world … starting with Britain.

TWO DOOMS

The nature of vampirism in the game, and of Nazi super-science generally, depends on the origin of Dracula as you see it.

LINEA DRACULA

If Dracula's sin or Scholomantic studies are the prime source of vampirism in your campaign, Project Draugr's work is more magic than science. Ahnenerbe researchers dig through old tomes and grimoires seeking the specific blasphemies necessary to summon a demon powerful enough to bestow the powers of vampirism on a carefully chosen aspirant. The feral vampire captured by the Germans in 1894 is probably a forgotten, degenerate assign (***NBA***, p. 145) created by one of Dracula's get during the Count's long centuries of slumber. This helpfully also explains why Draugr was unable to use the creature to create more vampires.

Orlok, then, is the result of Draugr luring (or forcing) another Linea Dracula vampire into creating a new assign, or perhaps an up-and-coming SS officer willing to sacrifice his soul and replace his blood with demonic ichor for the survival of the Reich. Draugr comprises alchemists, necromancers, and karcists; their ongoing projects have as much or more to do with excavating damned artifacts (like the Black Stone, p. 316) from forgotten tombs than gene mapping or nano-viral mutation schemes.

The SS Kammlerstab likewise builds its wonder weapons on a foundation of black magic. The saucer program (if the Nazis have one) is vril-powered, based on runic magic lore received by Fourth Reich mediums communing with the Un-Dead Aryan Secret Masters of Agartha. The inception of the Thousand-Year Reich may depend on the mystic summoning of a new Black Sun in extra-lunar space, a mass necromantic sacrifice to power the spells needed to raise Thule-Atlantis from beneath the ice, or the opening of a gateway between earth and the parallel universe around Aldeberan from which the pure Aryan übermenschen first colonized Earth — perhaps also inviting in the Great Old Ones (*The Abhorrent Truth*, pp. 313–319) as a final capstone.

TELLURIC VAMPIRES

If, on the other hand, your Dracula is a telluric vampire (p. 59), Draugr's pet revenant — and the vampires discovered in 1877 by both Germany and Britain — were probably created by meteorite strikes carrying the same extraterrestrial bacteria (or traces of meteoric "red mercury") that infected Dracula: perhaps the meteorite strike at Mezö-Madaras, Transylvania, in 1852, or Pułtusk, Poland, in 1868, or Timisoara (Temesvár) in 1875. Humans infected or altered outside the specific resonant fields created by volcanic activity in the Romanian hinterlands still gain incredible powers and a thirst for human blood, but lack the full suite of abilities that Dracula himself can bring to bear.

Draugr's first subject was one of these weaker creatures; Orlok was born of an unholy union of Mengelean medical science and an experimental physics foolishly dismissed by mainstream scientists as nonsense. This version of Project Draugr is very much a part of the Nazi wonder weapon program, with Draugr's research into magnetic currents, ley lines, and theoretical harmonic-resonant "aether physics" producing a red mercury-like substance known only as Xerum 525. Xerum 525 not only powers the legendary Nazi flying saucer program that began with the device code-named Die Glocke ("The Bell"; see the ***Die Glocke*** PDF from Pelgrane for more details), but also granted some test subjects a substantial subset of vampiric power, rather like Edom's Seward Serum (p. 51).

In this version, Draugr's prime facility was not in Bavaria, but rather part of the underground base called Der Riese ("The Giant"), tunneled into solid rock near the Wenceslas mine in Poland's Owl Mountains. Its surviving agents are amoral physicists, mad epidemiologists, and frustrated academics playing God with forces they barely understand.

The Fourth Reich's advanced technology is, well, advanced technology. The Nazis still might have inherited the underpinnings of their Xerum-525 powered saucers from a forgotten advanced culture that ruled during a hypothetical Aryan golden age, but it's just as likely that the telepathically linked alien bacteria behind both the Xerum and the "curse" of vampirism are slowly, subtly influencing Un-Dead hosts to build a way home. Or maybe it's urging them to terraform the planet (using a larger and more powerful version of the earthquake machine on p. 266), making Earth a more suitable place for the bacteria to thrive outside its formerly human hosts.

FOLLOWERS OF THE FOURTH REICH

Stats for Draugr assets generally echo those of Edom ratings (p. 54). However, their Hit Threshold and Health vary between mooks (Hit Threshold 2, Health 2) and bosses, who use Special Police (***NBA,*** p. 69) for Gestapo and Special Operations Soldiers (***NBA,*** p. 70) for *lebensborn* SS hitters. By and large, if the Agents are attacking, their foes are mooks; if the Agents are being attacked, their foes are bosses. Feel free to vary this rule of thumb to suit specific combats, of course.

Given the high-contrast feel of this frame, there should be one major villain per player character, plus Orlok. Fourth Reich villains are robust "level boss" types. They're not just jacked up on Xerum 525, but also brimming with rating points: map each villain as a combination of two Dukes of Edom (p. 50). Match one combination to each player character based on her background: a Hacker–Wire Rat, for instance, should face a Draugr scientist built from Prince (p. 53) and Tinman (p. 53). You can go with the stereotypical blonde sadist, an eternally youthful (or cloned) and dangerous Otto Skorzeny or other "famous face," a sweating trench-coated torturer-necromancer (with Aberrance instead of Athletics; build him from a Solomonar (p. 74) plus a Duke, perhaps), and so forth. Originality is not necessary for this frame, certainly.

By and large, any NPC listed with a possible connection to Germany or the BND can be assumed to be suborned by the Reich or grimly investigating it until an informative death. Some specific changes might include:

Geerd Hoorn (p. 45) is a Fourth Reich stooge using the port of Rotterdam to smuggle illicit material in and out of Europe. He backstops Van Helsing's Dutch cover and warns Draugr if anyone starts digging into Van Helsing's past. Use the write-up of Hoorn as German agent (p. 45), but leave him a crew of thugs (***NBA***, p. 70) to use in a sloppy, early attempt to remove the Agents from the board, or give him control of a couple of enhanced Draugr leg-breakers (with plenty of access to Xerum 525) if the Agents encounter him later in the campaign.

Even if the **Anti-Communist** (p. 81) isn't a Renfield, he is still a Romanian fascist and war criminal who joined the Waffen-SS in 1941, only to be assigned to Draugr shortly thereafter. He was one of the Reich's most important double agents in the immediate postwar era, burrowing deep into the MI6 and CIA networks in Eastern Europe. If Dracula got to him before the SS did, he's essentially identical to the minion version of Ilie Patrescu, but has been playing both MI6 and the Nazis on the Count's orders since at least the 1940s. Regardless, he has dirt on old Draugr facilities, programs, and personnel, and can point the Agents at other currently active Fourth Reich fixers if properly motivated.

The **Former Gehlen Org** (p. 82) was instrumental in moving the last of Draugr's scientists out of Europe, and maintains active smuggling routes to and from the Reich's remaining bases of operations in Argentina and indirectly to Antarctica. He and the Anti-Communist have several contacts in common. If one of them isn't also working for Dracula, the other definitely is.

The **Icelandic Diplomat** (p. 119) is the station chief for the old Point 103 facility, now operating in secret in Iceland. Where? Possibly in a biotech startup (re-skin Nox Therapeutics, p. 162) outside Reykjavik, or a network of tunnels under Laki (p. 234). Thor aids anticapitalist and antiglobalist causes to interfere with the Nazis' great potential enemies. He looks forward to the rise of the Black Sun, when sub-humanity in its billions will be cleansed from the planet, allowing the environment to finally recover.

The **Neo-Nazi** (p. 85) has the outlines of the old Nazi vampire program mostly right, derived from scattered records left in Austria during the Allies' final push into the Reich. His broad hints of received wisdom from Hans Kammler are self-serving lies, but they might also parallel, at least by chance, the truth of the Reich's activities and intentions in the modern world. Bonus points if Kreider really did meet Hans Kammler — who is,

incidentally, a good candidate for acting führer of the Fourth Reich — in 1968. For added irony, have the true believer brutally murdered by a team of Fourth Reich assassins (Renfields or Draugr-created ghouls; ***NBA***, p. 150) or maybe even Orlok himself after trying to sell the Agents his obviously phony mystical (or scientific) secrets of the SS. For all his fabrications, he still cuts too close to the truth.

The **CIA Agent** (p. 91) has been promised eternal youth … but by the Reich, not Dracula, and not until the Nazis can resurrect Hitler and initiate the Thousand-Year Reich. Bewler as a minion (of the Reich) works basically unchanged: the Nazis use her to control MI6 and hopefully push Dracula into their waiting arms. A loyal Bewler has some dated IMINT and SIGINT from Rear Admiral Richard Byrd's 1946–1947 Operation Highjump Antarctic mission. Actually a failed ONI or OSS attempt to destroy Point 211 when it was still vulnerable, its intel can aid the Agents in infiltrating the Nazi facility (TFFB (***NBA***, p. 108); −2 to **Infiltration** Difficulties).

The **Hungarian** (p. 94) holds some Vámbéry papers indicating the existence of a parallel German program around Danzig. The supposed correspondence between Arminius and Van Helsing is faked, potentially giving the Agents the first crucial clues that the good doctor from 1894 was not who he seemed. The Hungarian probably launders money for the Reich as well as the Russians. A look at his personal finances with **Accounting** gives the Agents a funding trail that leads to Argentina; evidence that shell companies and puppet hedge funds are bankrolling rare earth element purchases (to build and maintain the saucer fleet) instead points the Agents toward **Fringe Science** and Antarctica.

The **Seismologist** (p. 100) works best as a relative innocent, but his theories about harmonic resonance and a suppressed aether physics bear a startling resemblance to the Fourth Reich saucer program that grew up alongside Projekt Draugr way back in World War II (assuming, of course, you want to give your Nazis flying saucers). His consulting work for mining companies across the Balkans — including at least one owned by the Hungarian — may also lead the Agents to the wellspring of red mercury or hotspots for telluric bacteria that the Nazis need to continue their wonder-weapon programs.

The asset version of the **Hildesheim Legacy** (p. 116) is a pretty obvious ally against the Reich. The shadow operation he represents may just be preparing the environment for a later Israeli Sayeret Aluka (p. 75) strike against immortal war criminals and genocidal madmen. The Agents make useful, deniable assets he can sacrifice freely without endangering the broader mission.

The **Petroleum Executive** (p. 127) is a fiction: an identity created out of whole cloth and sent into the heart of enemy territory by the Reich. (He's no longer African American, of course.) He has all the same connections to the CIA as the asset, and may even affect a possible connection to the Morris Legacy. A deep dive into his background reveals its artificiality to Agents who spend **Data Recovery, Traffic Analysis** (he doesn't have nearly the social-media or other online connections he should), and **Forgery**. In reality, he is the case officer running Draugr's hunt for Dracula in the Balkans, as well as the front person for the Reich's substantial commercial interests in Europe and the US. He has more shell companies and Swiss bank accounts than the Agents can count, and he's almost certainly in the know about whatever the Reich has planned for after the führer's glorious resurrection. High spends of **Interrogation** pierce his extensive mental training and get him to break character long enough to expose his true origin, but Nazi science (or ritual magic) has elevated him to at least Renfield levels of power. Regardless, if anyone is ordering Nazi monsters like Orlok out to hunt the Agents, it's him.

POINT 211: THE FINAL REDOUBT

The German submarine fleet is proud to have built for the Fuhrer, in another part of the world, a Shangri-La on land, an impenetrable fortress.

— German Grand Admiral Karl Dönitz, 1943

[It is] imperative for the United States to initiate immediate defense measures against hostile regions. [We could] be attacked by flying objects which could fly from one pole to the other with incredible speeds.

— US Admiral Richard Byrd, 1947

The climactic encounters of *They Saved Hitler's Blood!* will almost certainly take place in the capital of the Nazi breakaway civilization, the underground city first established by the SS in ancient caverns beneath the Germans' newly claimed Antarctic territory of Neuschwabenland in 1938. Finding the base is not easy, especially given the relative lack of potentially friendly facilities on Antarctica.

Spending **Bureaucracy** or **Data Recovery** after a raid on the Fourth Reich research facility in Argentina (p. 225) reveals extensive records of supplies and personnel being ferried to and from Point 211, but they elide its exact location in Antartica, still a closely guarded secret for the Reich. However, longer-term observation and **Electronic Surveillance** (or **Data Recovery** spends on imagery from the DIFC Tasker, p. 111) allow the Agents to identify cargo flights — or even saucer visitations — that lead them directly to Antarctica.

If Dracula and the Nazis have reached an accord of one kind or another, HGD Shipping (p. 145) supplies the fortress city by sea. **Forgery** and **Traffic Analysis** allow the Agents to catch inconsistencies within HGD's outbound and inbound customs manifests: a suspiciously large number of HGD's southern hemisphere cargos seem to disappear off the Antarctic coast. **Accounting** reveals that HGD, for some reason, hasn't reported any losses.

COOL: Thick electrical conduit runs along the walls of miles of concrete tunnels near Antarctica's Lake Vostok, opening into an enormous, geothermally heated cavern. A city that at once evokes Tibetan monasteries and the Wagnerian grandiosity of 19th-century Munich stands abandoned, unnaturally warm thanks to still-active geothermal taps drilled by SS engineers in 1939. Shafts capped by irised metal blast doors cut through a kilometer of ice to the surface, each set over what appears to have been an airfield. A single saucer-shaped craft remains in a nearby hangar, as if it was abandoned mid repair. Wherever the inhabitants of this city went (the Moon?), they left in a hurry, and took

everything of value that wasn't bolted down. Perhaps some clues remain to their ultimate goal: a propaganda film, or a horrendous biological culture spawning madly in an untended lab.

WARM: The city bustles with activity. Alarm klaxons echo through the vast cave complex, and loudspeakers urge everyone in blaring robotic German to proceed quickly and calmly to crisis stations. Aircrews swarm over innumerable rows of sleek, metallic saucers while black-uniformed soldiers goose-step two-by-two into cigar-shaped troop carriers. After mind-controlled slaves load canisters of a glowing, rust-colored liquid into the central core of each craft, the saucers rise smoothly and silently from the airfield before disappearing into the shafts that lead to the surface. It doesn't take **Military Science** to see that a new world war is about to begin.

Dracula stands on the balcony of the central palace exhorting the fleet to victory in his name. Or he is trapped, held in a medical facility in one of the city's lower levels. Draugr scientists work with stereotypical efficiency to connect a series of sensors and medical lines to both the Count and what appears to be a withered, mustached corpse; a chorus of nearly identical young men, each in SS uniforms, stands nearby, singing a hymn in praise of the Eternal Führer.

Hope you brought a lot of grenades!

UNTO THE FOURTH GENERATION

Dracula's evil casts a shadow longer than the 20th century, from the original Operation Edom in 1894 all the way to the present day and the new age of uncertainty. The conventional ***Dracula Dossier*** campaign picks up the story at the tail end, and treats all that past as prologue. But that's not for you. You've got ambition. You want to see it all, from the very start to the bitter end.

This campaign frame kicks off in 1894, with the original team of hunters. You play through the events of *Dracula*, then create new characters in each subsequent generation — 1940, 1977, and the present day.

As the players will be annotating their own *Dracula*, you'll need a copy of the original novel that you don't mind them scribbling on.

The other useful resource for this campaign frame is the *Dracula Dossier* adventure anthology, ***The Edom Files***. These historical adventures explore the history of Edom; you can use your agents in place of the provided pregenerated characters.

RUNNING UNTO THE FOURTH GENERATION

In a regular ***Dracula Dossier*** campaign, the Agents must uncover the secrets of the past. They need to follow the fragmentary clues from the annotations to track down various NPCs, locations, nodes, and other connections, and then work out what happened all those years ago. Once they know what's going on in the present, they can take down Dracula's Conspiracy and Edom.

Unto The Fourth Generation works the same way. It's still an improvised campaign. The difference is that the Agents are uncovering the secrets of the present each time. As Director, you'll need to translate the various nodes back in time, restoring the youth of the older NPCs and looking into the history of organizations and locations. In most cases, this can be done on the fly — while you'll describe a hospital in 1940 very differently from one in 2015, their narrative function and potential encounters there remain the same.

Employ aggressive editing and scene framing. Don't be afraid to elide over months, years, or even decades — avoid getting bogged down in one particular era. Skip onto 1940 rather than let the 1894 Agents endlessly chase fruitless leads in the early 1900s.

1894: THE FIRST GENERATION —

The players may play any of the original characters described on pp. 32–40, except the ailing Lucy Westenra. In the novel, Jonathan Harker is still on the Continent at the start of the game, but his role is important enough that you can speed his return if a player wants to take his role. Alternatively, players may take a character who was written out of the novel like Kate Reed, Francis Aytown, or an entirely new character. Most of the Agents should be innocent — neither part of Edom nor a minion of Dracula. None of them should be minions to begin with, but one or two players could start off as Edom assets (or even German or American agents) if they wish.

CREATING VICTORIAN ERA AGENTS

The following two Investigative abilities are not yet available:

- **Data Recovery**
- **Electronic Surveillance**

Outdoor Survival no longer incorporates horsemanship, which falls under **Riding** (see p. 326).

Add one new Technical ability, **Telegraphy** (see box, p. 326).

SOCIAL CLASS

Interpersonal relations are defined by class during the Victorian era. To **High Society** (***NBA***, p. 21), this build adds three complementary abilities: **Middle Class** (including small landholders, clerks, and the urban bourgeoisie), **Working Class** (which includes the urban poor and immiserated farmers alike), and **Below Stairs** (for domestic servants). These new Social Class abilities cover the same sorts of skills and knowledges that High Society does, for their own class level. This grossly simplifies the actual arcana of Victorian class structures, but it's already inconvenient enough to model the resulting social and communication gaps.

1894 TECHNICAL ABILITY: TELEGRAPHY

Although precursor devices had existed since 1804, it was Samuel F. B. Morse's electrical telegraph of 1837 that rapidly revolutionized communication in the industrialized world.

You can:

- use a telegraph sending key and apparatus to send and receive telegraphic signals
- decipher and encipher Morse and other major telegraphic codes
- perform minor repairs on telegraphic equipment, wires, etc.
- detect and recognize the "fist" of another telegrapher

Tapping a telegraph wire to intercept messages is an Investigative use of Mechanics.

1894 GENERAL ABILITY: RIDING —

This new General ability deals with riding animals, primarily horses. You are a skilled rider of horses, able to keep your saddle and control your animal under the most adverse conditions. You can evade or conduct pursuit, successfully ride across country or steeplechase, jump your mount over obstacles, feed and care for the animal, and maintain and adjust saddles, tack, bridles, etc. It can also be used as an Investigative ability when dealing with horses and riders.

Remember that many other Investigative abilities provide the equivalent of social-style Interpersonal connections to the various professions (Bureaucracy, Cop Talk, Diagnosis, Law, Streetwise, etc.).

At character creation, you receive 1 rating point in one of these four Social Class abilities for free. This represents the social class you were born into and brought up in. If you buy ratings in another social class than your native one, you must provide the Director with a plausible explanation: a High Society–born Agent with Working Class knowledge might simply be devoted to slumming it, while the reverse indicates a rogue and impersonator of the worst possible color.

All of the original hunters are High Society, with the exception of the Middle Class Jonathan Harker and Mina Murray (although Mina has likely bought some High Society points too).

In **BURN** or **DUST** games, it costs 2 build points to buy 1 rating point in a different Social Class ability than your native class.

You must spend 1 point from the Interpersonal ability in question to use Bullshit Detector, Flattery, Flirting, Intimidation, Negotiation, or Reassurance at all on targets "outside" your native social class, even if you have a rating in more than one, unless you are successfully Disguised as a member of the class you are interacting with *and* you have the relevant Social Class ability.

The Difficulty of a Disguise test increases by 1 if the disguise also shifts a social class: e.g., for a Working Class Agent to disguise himself as a butler in a gentleman's club. If it is intended to fool members of that social class, the Difficulty of the Disguise increases by 2: e.g., for a Working Class Agent to disguise himself as a butler below stairs or in a tavern catering to those in service.

If the players don't want to build Agents covering all social class bases, remember that you can use Network to build a trusted servant, working-class lackey, or aristocratic patron encountered during military service, at a Masonic meeting, or on one of those slumming excursions.

GENERAL ABILITY CHANGES

Digital Intrusion is not yet available.

Driving primarily refers to carriages, wagons, hansom cabs, and other horse-drawn vehicles, not motorcars. Outside major urban areas, automobiles are the playthings of the rich, and their controls are far from standardized. Driving a motorcar is a Mechanics test, and it requires a one-time 1-point spend of either Urban Survival or High Society to be able to do so at all.

Driving a railroad locomotive is also a Mechanics test; it requires a one-time 1-point spend of Working Class to have experience driving a train. With such experience, the Difficulty of the Mechanics test decreases by 2.

Piloting refers to boats, ships, and balloons. There are no heavier-than-air aircraft, and almost no gliders or dirigibles until 1900. The first rating point in Piloting always refers to small boats (sailboats, rowboats, dories, etc.). Additional points can provide mastery of barges and tugs, sloops and schooners, steamships, clippers, balloons, etc.

Arthur Holmwood demonstrated surprising mastery of a steam launch when pursuing Dracula by river.

For **Riding**, see the box at left.

AGAINST DRACULA

Play begins as Van Helsing arrives at Hillingham to diagnose Lucy Westenra. All events prior to that — Harker's visit to Castle Dracula, and the action at Whitby — happen as described in the novel. Jonathan Harker might be an Edom asset, or a clueless cat's-paw; the players will determine that in play.

Van Helsing's **Vampirology** lets him determine that Lucy Westenra has been the victim of a vampire. From that point on, events will almost certainly diverge from the novel, although the investigation will likely follow along similar lines — the Agents need to track Dracula's movements, hunt down his boxes of earth, and chase him out of London.

Edom's responses depend on which, if any, of the player characters are Edom assets, and on the likelihood of securing a vampire of its own. It'll take a vampirized Lucy or Mina instead of Dracula if that's what's available. Its assets in place include whoever you've pegged as the original "D" (likely Peter Hawkins, Renfield, or some offstage mastermind in Naval Intelligence), and the original set of Dukes — they don't have HMS *Proserpine* crew or Jacks yet.

Like the original hunters, the Agents may think they've slain Dracula, but the Count survives.

FINDING THE BOXES OF EARTH

From Jonathan Harker's notes, the Agents know to start at Carfax. From there, they might trace Dracula's coffins by interrogating the porters (Axel Logistics, p. 141) or using **Traffic Analysis** and **Vampirology** to find more victims of the Count and search for his nearby safe houses (p. 194). They also need to obtain vampire-hunting supplies — Van Helsing has access to the support of the Archdiocese (p. 141) and Vanderpool



(p. 244), but the players may explore other weapons against vampires.

DRACULA'S MINIONS

To avoid retracing the events of the book exactly, give Dracula some more minions beyond the eponymous Renfield. Even if you don't go down the *Makt Myrkranna* Satanic conspiracy route (p. 55), you could include the Silent Servants (p. 58), some of his Brides (p. 57), or any of the monsters from ***Night's Black Agents***.

Depending on how events turn out, Edom may also intervene to protect its "investment."

INTRODUCING DRACULA

While Dracula is several centuries old even in 1894, his "child-brain" has not yet learned the full extent of his power. Use the following stats for the Count instead of those on page 56:

GENERAL ABILITIES:
Aberrance 42, Hand-to-Hand 28, Health 28, Weapons 10
HIT THRESHOLD: 6
ALERTNESS MODIFIER: +2
STEALTH MODIFIER: +2

- Lower Dracula's Regeneration to 1 Health per week for physical damage; Harker's shovel wound remains visible for more than a day.
- Remove the following powers: Break Will, Send to Sleep.
- Increase the Aberrance cost of the following powers to 3 each: Apportation, Cloak of Darkness, Control Weather, Magic, Necromancy, Summoning.
- Dracula's feats of Strength require tests (***NBA***, p. 137).
- In 1894, Dracula cannot move while staked in his coffin.

STOPPING DRACULA

The final confrontation with Dracula doesn't necessarily take place in Transylvania as it does in the novel — the Agents might corner Dracula in London, or intercept and board the *Czarina Catherine* as it sails through the Dardanelles.

The final battle with Dracula, if it occurs, should be inconclusive. Stoker points the way here, with the Count vanishing into mist at the very moment of sunset.

Other possibilities:

- The Count's "death" causes a tremendous earthquake that buries him, and prevents the hunters from cutting his head off.
- The Ruvari Szgany arrive in force and carry off the Count's remains.
- Edom secures the remains of the Count and returns them to Castle Dracula in 1900 for further study.

AFTER THE HUNT

Regardless of what really happened, Edom releases Bram Stoker's novel as disinformation. Give a copy of *Dracula* to one of the players, and ask them to make any marginal notes they wish to pass on to the next generation of hunters. Remind them to include notes about any clues they found but were unable to follow up on.

Ask the players to collaboratively narrate what happens to their Agents after 1894. Do they join Edom? Do they try to forget about the horrors of that terrible summer? Do they continue to hunt Dracula — or were they subverted by the Count? What happens to them in the decades that follow? Take the time in five-to-ten-year chunks, and remind the players that they must set up the next generation of Agents.

You can, if you wish, drop in more adventures from the ***Edom Files*** or of your own devising during the period 1900–1930; unless their youth is unnaturally prolonged, the 1894 Agents are too old to continue as player characters by the time 1940 rolls around. They may, however, be taken as Network contacts, mentors, Solaces — or even parents — by the next generation of Agents. However, a player may *not* take her previous Agent as a connection; she must connect to someone else's former player character, not her own.

EDOM AFTER 1894: A THING OF SHADOWS

After the debacle of the original attempt to recruit a vampire, Edom dedicated itself to gathering more information about the Un-Dead. The Agents might:

- return to Transylvania to hunt down younger vampires for study
- thwart the efforts of the German vampire program before and during WWI
- explore legends of other supernatural creatures in China

1940: THE SECOND GENERATION —

In this section, the players are going to play the Agents parachuted into Romania in 1940. Their mission is to reawaken Dracula and convince him to stop the Nazi advance — by any means necessary. All of the new Agents should be connected to the previous generation in some manner — children, students, relatives, protégés — but must also be plausible recruits for the Special Operations Executive, either by dint of their existing skills or because of their family backgrounds. Edom might recruit Van Helsing's nephew out of academia, or train Lord Godalming's daughter as a spy and radio operator, for example.

CREATING WORLD WAR II-ERA AGENTS

This build covers Agents active during the 1930s and 1940s. The advent of concealed microphones and wire recording means **Electronic Surveillance** is available. The following changes from the core rulebook ***Night's Black Agents*** build apply:

- **Data Recovery** is not available. Recovering information from invisible ink or soaked paper is Tradecraft or Chemistry; aerial photo interpretation is part of Photography or driven by subject matter (fortifications are Military Science, ruins are Archaeology, buildings are Architecture, etc.)
- Add **Radiotelegraphy** as a Technical ability to represent the huge amount of radio traffic sent as Morse or other code signals. This ability covers Telegraphy as in the Victorian build above (p. 326), as well as the use of voice or keyed radio equipment. Repairing or constructing radio equipment still falls under Mechanics; intercepting radio signals is Electronic Surveillance. Sending messages in adverse atmospheric conditions may require a spend; gathering core clues by radio never does.
- **Digital Intrusion** is not available; tapping telex, telephone, or telegraph cables is Electronic Surveillance and Mechanics.
- Add the General ability **Riding** as above (p. 326). By this time, driving carriages or other horse-drawn vehicles falls under Riding, mostly to prevent skill bloat. A 1 point rating in Riding can represent great skill either in riding a horse or driving a buckboard or wagon.

All Agents receive 1 free rating point in each of Hand-to-Hand, Shooting, and Weapons, and 3 more General build points to distribute between those abilities as they desire. This represents the basic military training all active Agents of the era underwent.

In DUST mode games, reduce the General build points budget accordingly, from 55 to 49 build points.

SETTING ROMANIA ABLAZE

Give the annotated copy of *Dracula* to the players. Let them explain how they obtained it — is it part of the mission pack, a gift from a relative, or sent in a mysterious parcel just before the mission begins?

Play begins as the Agents parachute into Romania (Difficulty 4 **Athletics** test to avoid +1 damage and a broken ankle). To avoid having to stick to a preplanned mission brief, throw things into chaos from the start. Maybe the mission leader — Edom's handpicked Duke, the only one who really knew what the plan was — gets killed by anti-aircraft fire on the way down, or maybe the contact on the ground in Romania turns out to be a Nazi spy. However things go awry, the Agents are left behind enemy lines, with an ill-defined mission of finding and resurrecting Dracula (at least, that's Edom's goal — some Agents may have family revenge in mind).

CROSSING ROMANIA

So, you've just been parachuted into Romania. Time to make contact with your local partisans, cross the countryside, dodge the fascist "Greenshirt" Iron Guard and the brutal Siguranta secret police, and locate the Count's resting place based on whatever intel you can scavenge from the annotations in your copy of *Dracula* and what remains of the original mission brief.

Space precludes a full treatment of everyone you might meet in Romania in 1940, but here are a few NPC pointers. Asterisks denote actual historical figures, for research-mad Directors. As with the NPCs in the main book, any or all of these could have a second agenda for Edom or Dracula.

BRITISH

***Eddie Boxshall:** Runs the SOE Romania Desk in London, predecessor of the MI6 Romania Desk Analyst (p. 124).

***Alfred Gardyne "Chas" de Chastelain:** High-flying SOE super-agent sent in under diplomatic cover to rescue the operation on 15 January 1941. A Duke of Edom, the 1940s Alvah (p. 50); increase Infiltration, Shooting, and Weapons each to 8.

Paul Garrott: SOE asset in Galati, father of the Balkans Specialist (p. 91).

***Ronald Hazell:** Runs the SOE network in Bucharest on the ground; arranges the team's safe house, etc. Equivalent of a Lamplighter (p. 123).

***Frank E. Stevens:** American reporter for the United Press syndicate. He knows everybody worth knowing and has a fund of political gossip. Former boxer who can take care of himself; otherwise equivalent of the Journalist (p. 120).

GERMAN

Maj. Helmut Döring:** Luftwaffe aide in Bucharest and Abwehr agent. Very likely connected to the German vampire program; in the "default" timeline, SOE kills him on Dracula's orders, precipitating the Iron Guard coup attempt. Use Special Police stats (NBA***, p. 70).

***Col. Alfred Gerstenberg:** Döring's superior officer, chief air attaché and Abwehr station chief in Bucharest. His files eventually wind up with the Former Gehlen Org (p. 82).

***General Erik Hansen:** Wehrmacht commander of the German military mission (DHM; Deutsches Heeres Mission) in Romania. Distrusts the Iron Guard.

***Johann Stephan, Count von Meran:** SS-Standartenführer, SD agent liaison with the Echipa Mortii. Born in 1867, may have known Van Helsing or worked on the German vampire project. Austrian nobility; possible Dolingen (p. 227) connection. Use Oakes stats if needed (p. 52).

***SS-Obersturmführer Otto von Bolschwing:** SD agent in Bucharest, sympathetic to Iron Guard. After the coup fails, runs the SD ratlines allowing the Guardists to escape to Germany. Equivalent of a Lamplighter (p. 123).

***Baron Manfred von Killinger:** German ambassador to Romania after 15 Jan 1941. Anti-Semite; former Germanenorden and Freikorps death-squad leader. Supports the Iron Guard personally, but loyal to Hitler; smuggles Iron Guardists out under diplomatic cover.

1940-1941 TIMELINE

9 Apr 1940: SOE attempt to block the Danube fails, reactivation of Edom approved
10 Oct 1940: German troops enter Romania
2 Nov 1940: Edom agents parachute into Romania (default)
10 Nov 1940: Vrancea earthquake cripples countryside; 500+ buildings and 10,000+ houses in Bucharest leveled or seriously damaged, hundreds dead
23 Nov 1940: Antonescu meets with Hitler, signs the Tripartite Pact (Axis)
26 Nov 1940: Iron Guard death squads kill 72 antifascist, royalist, and anti-Guard figures
27 Nov 1940: Massive public "reburial" ceremony of Codreanu and 13 cohorts
4 Dec 1940: Iron Guardist Eugen Cristescu takes over the SSI
12 Dec 1940: St. Andrew's Eve ("Vampires' Night")
14 Jan 1941: Antonescu in Germany to meet with Hitler, receives support against Iron Guard in exchange for agreeing to join invasion of USSR
18 Jan 1941: Maj. Döring shot and killed outside the Ambassador Hotel (DHM HQ)
19 Jan 1941: Mass Iron Guard rallies across Romania
20 Jan 1941: Antonescu announces the purge of the Iron Guard
21 Jan 1941: Iron Guard coup, pogrom begin
23 Jan 1941: Romanian Army and Wehrmacht crush Iron Guard coup attempt
12 Feb 1941: British diplomats expelled from Romania
4 May 1941: St. George's Eve

ROMANIAN

Gheorghiu Balan: Roma hunter-forester-smuggler, fairly influential in his family. Open to helping anyone against the *fascisti*. Same clan as the Human Rights Activist (p. 118).

Perga Belimace: Deputy minister of religion and art, trusted aide to Iron Guard leader Horia Sima, and Dracula's man on the inside of the Iron Guard. Possibly the father of the Anti-Communist (p. 81). If not, add Perga Patrescu as another Iron Guardist in the Foreign Ministry.

Mihnea Codreanu: Pro-royalist medievalist (and MI6 friendly supporting the antifascist movement) at the University of Bucharest; grandfather of the Bureaucrat (p. 108).

Constantin Dragos: SOE asset in Romania, runs a haiduci ("outlaw") gang between Castle Dracula and Bucharest. Father of the Retired MI6 Asset Runner (p. 98).

Iulian Epureanu: Colonel in the Romanian Army; possible great-grandfather of the NATO Liaison (p. 125).

Iosif Freza: Deputy in the Interior Ministry, fixer, connected weasel, and secret Iron Guardist. Father of the Pensioner (p. 86).

Isaac Hildesheim: Jewish merchant in Galati, and *very* unlikely to be working for the Iron Guard or the Nazis. Leaves Galati for Turkey during the pogrom and stays there until 1944. The current Hildesheim Legacy (p. 116).

***Radu Mironovici:** Chief of the Bucharest Police; Iron Guard. Purged 19 January 1941 by Antonescu.

The Ruvari Szgany (p. 147), Siguranta-SSI (SRI, p. 156), and Jandarmeria (p. 154) are relatively constant, albeit more brutal (in all cases).

This fall and winter are the high tide of the Brigada Echipa Mortii (p. 149), out in force and behind any number of skullduggeries. Literally — they exhume and "rebury" the Iron Guard founder-martyr Corneliu Codreanu and 13 of his cohorts in a bizarre ceremony on 27 November 1940.

Other connections can include the mother of the Alleged Mole (p. 89), a Vámbéry working for MI6 or the Hungarian government or the Nazis or all three (Hungarian; p. 94), a contemporary Romanian Police Inspector (p. 130), Siguranta Agent in Charge (p. 133), and a Slovakian river pirate (and possible safe boat out of Romania) named Skinsky (p. 131).

CONTACTING DRACULA

As the Agents approach Castle Dracula, amp up the horror. This may be an excellent time to introduce a rival Nazi operation, possibly including Orlok (p. 70). Are they here to recruit Dracula themselves, or to capture the Castle before the Count awakens?

What's the state of Count Dracula after 1894? Has he recovered fully, or must the Agents reawaken him? Maybe they need to recreate the lightning bolt that awoke the Countess Dolingen (**CU167**) or use an earthquake machine to trigger the 1940 tremor, or descend into fathomless volcanic caverns beneath the castle and recover a sample of the mysterious gases that animate the vampire — or maybe they just have to provide him with huge quantities of fresh blood.

If they do awaken Dracula, then their mission brief calls for them to convince the Count to take control of the Romanian government with Edom backing. In the "default" timeline, this goes horribly awry, and that's going to happen in your game too. The question is when — does Dracula turn on the Agents immediately, or does he demand that they serve him first, eliminating key enemies in the Romanian (and German) establishment and helping Dracula rebuild his power network?

THE COUP ATTEMPT

Complicating matters, the Iron Guard seeks to overthrow Romania's military dictator Ion Antonescu. All they need is an excuse, and the killing of Döring (or some other overt act committed by the player characters) gives it to them. On 21 January 1941, the Guard seizes the country's radio stations, Bucharest and National Police HQ, and the Ministry of the Interior. To bring the urban masses behind them (and lure the Nazis into assisting them), the Guard begins a mass pogrom of Bucharest's Jewish population. The Echipa Mortii attempts to resurrect their leader "Capitanul" Codreanu. Romania teeters on the verge of chaos and bloody thanatocracy.

Then the Nazis save the day. Hitler gives Antonescu his full support to crush the Iron Guard revolt, and the Wehrmacht provides "advisers" and armor support at crucial points. The Romanian Army moves into the city on 23 January, killing

Guardists and restoring order. The SS, blocked by the Wehrmacht, settles for rescuing as many of the Iron Guard as they can. The Agents may be tempted to settle their own scores, or rescue Jews, or do any number of things that aren't their mission — or they may take this opportunity to head for the border or the Danube or both.

Why did Dracula withhold his hand? Perhaps his time was not yet right to emerge, or his brilliant tactical mind saw no future in fighting the Wehrmacht. Perhaps the Iron Guard's magical core knew how to defeat him, and he could not risk intervention. Possibly the Agents survived long enough to stake or at least weaken Dracula at the crucial moment. Whatever happens, by the end of January Hitler and Antonescu are in control of Romania — Dracula and Edom are not.

AFTER THE MISSION

If any of the Agents escape Romania — and that's by no means a given — ask the players to narrate how they make it back to England (probably via neutral Switzerland, or else by heading east across the Black Sea and through many adventures in Turkey (p. 76)). Do they return to the SOE — and to Edom — or let their superiors assume that they died in Transylvania? What do they do in the intervening years between now and 1977? Again, take the time in five- to ten-year chunks, and let the players prepare the ground for the third generation of Agents.

Again, have one of the players annotate that copy of *Dracula* with any useful information that they wish to pass onto the next generation.

EDOM AFTER 1940: THE DECLINE

After a second failure, the process of winding down Operation Edom began. The Agents might:

- hunt down vampire spawn in England and Europe
- ensure that retired Edom officers don't sell their secrets to the US or USSR
- find ways to safely dispose of artifacts or monsters captured by Edom before the war

1977: THE THIRD GENERATION —

The question to be resolved in the 1977 section is "has Dracula subverted Edom?" There's a mole in the British intelligence establishment, passing information to the Romanian Securitate, and Edom suspects the mole is connected to Dracula and his stay-behind network established in 1894. By the end of the section, *someone* is named as the mole. If the mole is correctly identified, then Edom stays mostly free of Dracula's influence in the present day. If the wrong person is chosen, then Dracula gets his fangs into the organization that's supposed to keep him in check.

CREATING COLD WAR AGENTS

Again, the players create their new Agents. They don't have to be part of Edom, but should be connected to the British espionage apparatus or at least have access to sensitive information (government officials, journalists, academics in certain fields). They should, in fact, be plausible candidates for the mole. Optionally, some players can keep their Agents from the 1940 operation, if they're still young enough to be plausible badasses.

This build primarily covers Agents in the 1960s and 1970s. Agents in the 1950s transition from the World War II build to this one, and Agents in the 1980s use the standard ***Night's Black Agents*** core rulebook build with hilariously clunky tech and skinny neckties.

INVESTIGATIVE ABILITY CHANGES

- **Data Recovery** is renamed **Data Retrieval**. This ability now also includes getting any information off of computer tapes, punch cards, etc., at all. Data Retrieval still includes air and satellite photo interpretation.
- Add **Radiotelegraphy** as in the World War II build (p. 328). Communications equipment isn't quite idiotproof enough yet to not need an ability, and radiotelegraphy is still prevalent enough that it's not just a minor filip on Electronic Surveillance or Mechanics as it becomes by the 1990s or so.
- **Digital Intrusion** is not yet available: remote hacking of computer systems begins in the early 1980s as computer interlinkages grow. (Phone phreaking, the art of getting free phone calls and tracking unlisted numbers, falls under Mechanics and "social engineering" Reassurance.) Instead, add **Computer Use** (see sidebar) as a General ability.

1977 GENERAL ABILITY: COMPUTER USE

You can program, maintain, build, and repair computers, those big boxes with whirring tape spools on their front, slots for punch card input, and blinking lights throughout. You can program computers to control machines such as industrial robots or security alarms. You can program computers for specialized types of information analysis, but you still need to enter the data; programming a computer for traffic analysis, for example, requires taped or punched input data in specific formats. Data entry takes one minute per item (one personnel record, one surveillance report, etc.); programming can take hours or days depending on the difficulty or sophistication of the analysis to be performed. You can also deliberately misprogram computers to overlook data or to perform actions at the wrong time.

If digital intrusion is nevertheless possible, with a telex cable and remote terminal somehow slipped into the facility perhaps, this ability covers it.

Agents with Computer Use ratings of 8+ receive 1 free point in Data Retrieval.

WHO'S THE MOLE?

Next, take a number of index cards equal to the number of players plus three. Write "MOLE" on two of them (if you've only got three players, then write just one MOLE card), leave the rest blank, and deal one card to each player. Secretly show any players who get MOLE cards the *You're the Mole!* sidebar, opposite. If no players get the MOLE card, then all the moles are NPCs. The existence of player character moles *does not* exclude the possibility of other double agents in Edom, but stopping the "card-carrying" MOLEs here keeps Dracula (mostly) at bay in the 21st century.

YOU'RE THE MOLE!

You are a spy for the Conspiracy. For some time now, you've been passing information to your vampiric masters in Transylvania. Answer the following:

- *Why are you spying for the Conspiracy?*

Are you a mind-controlled slave of Dracula? Did he promise you immortality? Wealth? Is the Conspiracy blackmailing you? Is it threatening those you love?

- *How are you reporting to the Conspiracy?*

Do you have a handler? Do you leave messages in a dead drop in some churchyard, or whisper your secrets to the rats in the walls? Does Dracula contact you in your dreams, or at the moments of sunset and sunrise?

You may not be the only mole in the organization. You know that the hunt will end when Edom finds a mole, so it's in your best interests to find and expose (or frame) another spy. They're disposable. You are not.

(If you don't want the added complexity of player-vs-player intrigue, then don't write MOLE on any of the cards, but deal them out anyway — a little paranoia adds spice.)

Other candidates for the mole include:

- Nicholas Loman, the Alleged Mole (p. 89), recruited at a young age and sent to infiltrate Edom
- Peter Wright, retired MI5 officer, contacted as a result of his experiments with ELINT and telluric currents
- Mabel Garrott, the Balkans Specialist (p. 91), seduced by a vampire
- Eugene Dragos, an MI6 Asset Runner (p. 98), compromised in Romania
- Brian Blackwood, an MI6 Computer Boffin (p. 99), hypnotized by Dracula's remote influence
- one of the Dukes of Edom, perhaps turned during a vampire hunt or descended from Dracula's stay-behind network
- anyone who used a particularly bad batch of Seward Serum

THE GAME IS AFOOT

Play begins with each of the Agents being questioned or surveilled by Edom. It's clear (**Tradecraft**) that they're all potential suspects in the mole hunt. Soon afterward, they're all called to Ring, where a trusted Duke (ideally a mentor, relative, or former 1940 player character) asks them to assist in the hunt for Dracula's spies in England.

EDOM DIVIDED

Edom was a virtually moribund organization prior to seizing control of the mole hunt. Now suddenly, it has a chance to regain its former influence. There are several factions within Edom, each of which have their own goals — goals that are suddenly within reach if they find the mole first. One of these factions recruits the Agents, who must search for Dracula's minions while also fending off sabotage and infighting from other parts of Edom. Even though they're on the inside, they won't have access to the full picture.

Factions within Edom might want to:

- continue the original plan of gaining control of Dracula
- seize control of Dracula's stay-behind network
- go back to vampire hunting and occult suppression
- trade vampire lore to curry favor with the CIA and get back into the good graces of the Cousins
- prolong the mole hunt for as long as possible, to bolster Edom's influence — the longer they're in charge of the operation, the farther their tendrils can spread in Whitehall
- prolong the mole hunt for as long as possible, so they can use it as an excuse to hunt down Soviet spies, criminals, rivals, old enemies, and other undesirables — possibly using vampire or Jack assassins
- redeem Edom's past mistakes by bringing about a quick end to the mole hunt.
- try to protect the mole for their own secret Communist beliefs instead of any connection to Dracula

IN ENGLAND

Nicholas Loman: The Alleged Mole (p. 89). A translator within MI6, Loman has access to most (but not necessarily all) of the information passed onto the Securitate. His sudden panicked attempt to flee to Romania may be evidence of his guilt, or a plot by the real mole to cover their tracks.

Michael Bereford: An Edom analyst working primarily on Operation Piper, Bereford becomes convinced that the mole hunt is going disastrously wrong. His increasingly obscure and paranoid journal entries become the "Cushing" (p. 92) annotations to the Dracula Dossier.

Simon Cotford: An MI5 pavement artist, who assists Edom in searching for the mole. Following his "accident" in December, he retires. In the modern-day time frame, he's the retired MI5 Deputy (p. 95).

Aleister Singleton: The Psychic (p. 96), brought in by Edom in an attempt to fathom Dracula's mesmeric powers.

***Maurice Oldfield:** "C," the head of MI6; he retires suddenly in February of 1978. Described as genial and unassuming, with a good sense of humor.

***Dick Franks:** Oldfield's deputy and successor at MI6. More driven and ambitious than his predecessor, Franks was involved in the intelligence coup of recruiting KGB general Oleg Gordievsky as an MI6 agent. The mole threatens this vital source of information, so Franks is willing to do anything to plug the leak before Gordievsky is exposed.

***Michael Hanley:** Director general of the Security Service (MI5), Hanley's tenure as director was dominated by allegations from former Prime Minister Harold Wilson that MI5 was plotting against him. While current PM James Callaghan has exonerated the Security Service, suspicions linger — which is why Edom was able to swoop in and take charge of the investigation.

***Peter Wright:** A recently retired MI5 officer and former head of the Fluency Committee that investigated the penetration of the British security establishment by Soviet spies following Kim Philby's defection in 1963. Wright later alleged in his book *Spycatcher* that former DGSS Roger Hollis was a Soviet spy, and supported

1977-1978 TIMELINE

4 March 1977: An earthquake centered on Vrancea county in the Carpathians strikes Bucharest, causing widespread devastation and loss of life. More than 1,500 people are killed, and more than 11,000 left homeless. Confused initial reports suggest a much bigger loss of life. The Ceausescus return home hastily from a visit to Nigeria.

May 1977: The British government hosts the third G-7 summit at Downing Street. Later that month, MI6 learn from their spy Oleg Gordievsky that the KGB has access to detailed transcripts of these meetings.

June 1977: Source IVOR (probably the Defector, p. 93, unless he's a false front for a more senior figure like Pacepa) makes contact with the MI6 Asset Runner in Bucharest, and reveals that the G-7 transcripts were originally obtained by the Romanian Securitate through a mysterious asset within the British Establishment.

The MI6 Asset Runner reports back to London. MI5 begins to investigate. Initially, they assume that Downing Street is bugged; further revelations from IVOR suggest there must be a mole within one of the clandestine services.

The Hungarian's (p. 94) father vanishes.

August 1977: After nearly three months, MI5 fails to turn up any leads. Alarmed at the prospect of another spy scandal, Labour prime minister James Callaghan turns to Edom.

September 1977: Edom begins their mole hunt, forming three parallel working groups. Piper's brief is to determine the scope and range of vampiric mesmerism and psychic communication. Dancer's role is to cross-reference those with access to the information revealed by Source IVOR with those who might have come into contact with the supernatural. Gardener's mission is to re-examine Dracula's activities in 1894 and identify any allies or servants he left behind that were not previously eliminated by Edom.

All three operations go horribly wrong.

While the English branch of Edom looks for the mole in London, its assets in Romania watch for signs of resurgent vampire activity.

November: The CIA attempts to trade for information from Source IVOR, but is turned down.

Operation Dancer results in multiple arrests.

December 1977: The MI5 Deputy, Edom's liaison with the Security Service, is severely injured in a hit-and-run accident in London.

"D," the director of Edom, meets with the Second Sea Lord, Admiral Tait (former commander of, among other vessels, the wonderfully named HMS *Sanguine*).

January 1978: Dancer and Piper extend their scope to include Romania, in the hopes of identifying Conspiracy assets there.

February 1978: Securitate forces from the Counter-Espionage Division raid multiple Edom safe houses in Romania in a series of coordinated strikes. Several officers are killed; others are arrested and never seen again.

The Romanian government chooses not to make the arrests public.

February 1978: "C," the head of MI6 resigns; veiled questions are asked in Parliament about the debacle in Bucharest.

March 1978: After British assets in Romania were destroyed in February, Edom is forced to reopen negotiations with the CIA for use of their agents there.

Early April 1978: Dancer identifies Nicholas Loman, a translator, as the alleged mole. He flees England before he can be arrested.

23 April 1978: Nicholas Loman is shot trying to cross into Romania.

July 1978: Ion Mihai Pacepa defects to the United States. Andrei Aritonivici defects to the United Kingdom.

Harold Wilson's claims about a conspiracy within MI5.

Did Wright really retire in 1977? Was he brought in as a Duke (possibly Teman, given his background as a scientist and surveillance expert) to coordinate the findings of the Piper, Gardener, and Dancer working groups? Or was Wright — always a loose cannon — running his own freelance investigation on the side? (It would be a delicious irony to have Wright *be* the mole …)

Mabel Garrott: The Balkans Specialist (p. 91), consulted by Piper and Dancer on Romanian politics and folklore.

IN ROMANIA

Source IVOR: The Defector (p. 93), Andrei Aritonivici. He's a Securitate agent, working under Ion Mihai Pacepa.

Kate Bewler: Junior CIA officer (p. 91) attached to Station Bucharest (p. 159); MI6 are forced to bring in her and her network after the events of February 1978.

Eugene Dragos: An MI6 handler stationed in Bucharest; he's the Retired MI6 Asset Runner (p. 98) by the present day. He's the only link to Source IVOR.

***Ion Mihai Pacepa:** Deputy director of the Securitate, and national security advisor to Ceausescu. He defects to the United States in 1978, claiming a crisis of conscience over an order to assassinate the director of Radio Free Europe's Romania service. He may have been the true identity of Source IVOR.

SPIES AND MONSTERS

How do you find the servants of a vampire? How do you counter-spy against a foe who can change his shape, control minds, command the weather, and has had nearly a century to entrench his position and prepare for this confrontation? The mole is Dracula's highest-placed servant, the top node in the English part of his Conspyramid, but there are other spies and minions out there. The standard ***Night's Black Agents*** tactic of finding a low-level node and beating it up until it drops a clue to the next-highest node holds true here, with the caveat that what looks like a low-level node from the outside might be a KGB cell or an organized crime gang or a wild vampire with no connection to the

Conspiracy. Throw false trails in front of the Agents to prolong the chase.

The mole hunt takes place over roughly eight months, from September of 1977 to April of 1978. One dangerous episode every one or two months is a workable compromise between slow, deliberate Smiley-esque investigation and Bourne-style action, which gives the Agents six to eight clues that lead to the mole. Raise tension by including lots of dead ends and red herrings — perhaps two of the working groups present leads at the same time, but the Agents only have the resources to follow one of them. Do they investigate the madman who's drawing pictures of a red-eyed monster, or do they put a suspected KGB agent in London under surveillance? If they pick the right lead, they'll get a clue pointing toward the identity of the mole.

To crack the case, the Agents must determine:

- how the mole was recruited by the Conspiracy
- how the mole gains access to sensitive documents and intelligence
- how the mole communicates with the Conspiracy — psychic connections, dead drops, bat messengers, clandestine meetings, or something stranger
- whether or not the mole has a handler in England, and, if so, who that handler is
- the identity of the mole

PIPER, DANCER, AND GARDENER

Edom's three parallel working groups provide plenty of scope for internal rivalries, power plays, and conspiracies. Elite Edom player characters get to move between working groups as needed; civilians brought in to help get assigned to Piper and Gardener, leaving Dancer to the "professionals."

Piper investigates supernatural powers, especially mesmerism and the psychic connection between vampires and their victims as exhibited by Mina Harker. Operatives carry out all sorts of weird experiments and chase down unlikely tangents — everything from tracking bat migrations to mapping telluric fields to experiments in remote viewing. They chase ghosts, send expeditions into volcanoes to collect samples, investigate folklore, dig up old documents and scrolls — anything that might enable Edom to block or intercept communications between Dracula and the mole. They use asylums as listening posts, trying to triangulate horrific dreams. Assign the Agents to work with Piper when you want eliptonic weirdness with radio transmitters and cryptids.

Gardener looks for Dracula's stay-behind network. Operatives dig into the Dracula Dossier, attempting to retrace the Count's movements in London in 1894 and uncover any agents he left behind. This investigation prefigures the modern-day Agents trawling of *Dracula* for clues — of course, you can have them uncover one whole Conspyramid of bad guys, but they miss Dracula's parallel network that survives to the present day.

The **Dancer** working group investigates contacts between British government and security staff and potential Conspiracy assets. It's much more traditional spy-work than the other two groups — going through reports and travel records, reading transcripts of conversations caught on hidden microphones, long boring stakeouts, endless interviews and interrogations like a dog worrying a bone in the hope of catching a contradiction in a subject's testimony. For the most part, you can leave Dancer to the non-player characters — its operatives work best as antagonists, hounding the Agents or causing trouble by arresting the wrong people.

In 1978, Dancer starts reaching into Romania — investigating and interrogating potential vampire vectors on the far side of the Iron Curtain. Piper (dominated, perhaps, by the ambitious and self-serving Aleister Singleton) carries out its own experiments in the Carpathians, studying vampires on their home ground.

THE NIGHT OF FANGS

Then, in February of 1978, the jaws of the Securitate close on Edom. (You can use some other arm of the Conspiracy if you prefer — maybe Ruvari Szgany strongmen, or throat-slitting Slovaks, or supernatural monsters.) MI6's whole network in Romania is blown. Assets are arrested or killed. Any undercover spies, including the player characters, need to flee the country or share the same fates. Here's where you cut the Agents off from their Edom support network and put them through the wringer in the Carpathians. Were they betrayed? Is this the mole's masterstroke? Was the whole scheme just a ruse to expose and destroy Edom's agents in Dracula's homeland?

THE MOLE REVEALED

The Dancer working group identifies Nicholas Loman as the mole in March 1978. According to them, he was recruited by the Securitate through his Romanian mother, and stole secret files from MI6 to pass on to his handlers in the Romanian embassy. His arrest is suspiciously botched, and Loman manages to flee England. He's shot by Romanian guards while trying to cross the border illegally.

It's clear that someone's trying to put an end to the mole hunt — but who? Is the real mole trying to hide their tracks? MI6 cutting their losses after the Night of Fangs? MI5 trying to stop Edom from interloping further on their territory? The government, terrified of another scandal? Can the Agents identify the real mole before the case is officially closed?

AFTER THE MOLE HUNT

The outcome of the mole hunt determines Edom's status when you move into the final part of the campaign. If the mole was found, then Edom may be sinister, misguided, corrupt, and dangerous, but ultimately human at least. If the mole was never correctly identified, then Dracula has access to Edom's innermost secrets; Edom may think it's running him, but he's running it. At least a third of the Dukes of Edom are minions of the Count, along with suitable other major figures in Edom, MI6, and Britain as they come up in the game.

Again, have one of the survivors write up the annotations in the "family Bible."

Unless you're going to segue into the *Fields of Edom* campaign frame in the ***Edom Field Manual*** for the final chapter, then have the players describe how their Agents become estranged from Edom between 1977 and the present day. The fourth and final generation of Agents will have a much clearer idea of what's going on than the average ***Dracula Dossier*** group, but they still shouldn't know Edom's current status and reach at the start of the final part of the campaign.

EDOM AFTER 1977 - ROGUE STATE

Revitalized by the mole hunt, Edom grew in the shadows, a secret even within the secret service. The Agents might:

- deal with Soviet spies and informants
- secure vampires from across the world
- trade occult secrets with the CIA in exchange for leverage over MI6

NOW: THE FOURTH GENERATION —

The final phase of the campaign takes place in the present day.

Create ***Night's Black Agents*** characters as normal; it's up to your players whether they are Edom, MI6, or traditional burned spies and deniable assets. They may connect to any previous player characters, beloved NPCs from earlier generations, or even Legacies from the 1894 operation.

Instead of a copy of ***Dracula Unredacted***, use your own annotated *Dracula* as the MacGuffin. Kill off the surviving 1977 character who last had the book; that Agent sends the book to the new generation of Agents just before being eliminated. Was she killed by Edom or the Conspiracy?

You can still have the Edom-annotated ***Dracula Unredacted*** (and its associated NPCs, like "Hopkins") as a factor, but the Agents must track down a copy instead of having it handed to them at the start of the campaign. Pile on the pressure in this stage of the campaign — since the players already know the historical context, there'll be less investigation of past events, and so they'll be able to jump to the meatier parts of the campaign immediately. (Look at the *Dracula Death Race*, p. 25, for an idea of how fast things can go.)

You now rejoin ***The Dracula Dossier*** campaign, already in progress. Hunt Dracula. Finish the job you started over a century ago.

LOOKING GLASS: BUCHAREST

"Other towns get ruined in the winds of time and fate. But Bucharest was just built like that: its architects projected it in ruins, like a monument of human melancholy."

– Mircea Cartarescu

A CITY OF FRACTURED IDENTITY, BUCHAREST — perhaps ironically derived from the Romanian word *bucur,* meaning "joy" — wears the scars of history livid upon its skin. Bucharest first existed as a 15th-century citadel, Curtea Veche (the "Old Court"), possibly founded in 1459 by Romania's national hero Vlad III the Impaler. The Wallachian voivode struggled to protect the Romanian peoples against the Ottoman Empire and Hungary during his reign (1456-1462), making the strategic fortress his princely residence. For decades, Bucharest was fought over by Turks, Wallachians, Hungarians, Russians, and Austrians, and decimated by earthquakes (1471, 1681, 1738, 1802, 1829), fires (the Great Fire of 1847 destroyed a third of the city), and plague (1675, 1716, 1737, 1813-1814, 1829).

It was not until 1862 that Bucharest became the capital of the newly united Principality of Romania, soon the Kingdom of Romania. In the 1890s, King Carol I revitalized the city, adding gas lights, tramways, and ornate French-inspired architecture, culminating in Calea Victoriei (Victory Avenue). Bucharest was heralded as the "Little Paris" of the east. After shaking off its WWI German occupation, Bucharest flourished as an urban center between the wars despite railway strikes, earthquakes, and the Iron Guard's paramilitary rebellion. Heavily bombed by the Allies after Romania joined the Axis, Bucharest weathered German bombings after an anti-Axis royalist coup in 1944. Soviet occupation strengthened the previously outlawed Romanian Communist Party, and Bucharest became the capital of the new Romanian People's Republic in 1947.

Under its Communist leaders, Bucharest became a paragon of Socialist-Realist design. In 1965, the hardline neo-Stalinist Nicolae Ceausescu seized power, moved Romania out of lockstep Soviet control, and flirted with the West. He bulldozed vast stretches of Bucharest, building concrete tower blocks and megalomaniacal government edifices; another devastating earthquake in 1977 further scarred the city. In 1989, the Romanian Revolution overthrew Communism. Ceausescu and his wife Elena fled the city, were executed by firing squad, and now lie buried in Bucharest's Ghencea Cemetery.

BUCHAREST: ONE LOOK

POPULATION: 1.9 million (a little more than Las Vegas), packed into an area about the size of Manhattan Island only. The outlying suburbs (Voluntari, Buftea, and Otopeni) add another half a million people.

LANGUAGES: Romanian (official language, 91% speak it), Hungarian, and Vlax Romani, the Roma language. Most residents are likely to speak English and French, as they are taught in school, and many speak Italian (especially the Roma) from working abroad.

CURRENCY: Romanian leu (lion) (rule of thumb 4 lei = $1). The leu is subdivided into 100 bani. The leu was revalued in 2005 from 10,000 lei to 1 lei, and even now some places still use the outdated, inflated notation.

BEST HOTEL: The InterContinental Bucharest, built between 1967 and 1971 as part of larger project that included the Bucharest National Theatre, is a five-star, high-rise hotel at the heart of the city. It is the tallest hotel in Bucharest and as such each room offers a unique panorama of the city. The Imperial Suite on the 19th floor is lavishly decorated with Italian walnut furniture edged in gold, Murano glass light fixtures, and features a white Steinway piano. The enclosed pool on the 22nd floor is the highest pool in all of Romania. Bucharest's best casino is in the basement.

BAD NEIGHBORHOOD: The Ferentari neighborhood, in Sector 5 (southwest), is considered a hive of drugs, prostitution, and organized crime. Squatting is prevalent, with many inhabitants illegally tapping into the city's electrical grid. The area is also a haven for the impoverished Roma. Pickpocketing is rampant in all sectors, especially on the Metro. Begging by street children is endemic at the Piata Victoriei (Victory Square) metro station in central Bucharest.

SPECIAL RULES EFFECTS

Bullshit Detector requires an additional 1 point spend in Bucharest as guile and fabrication are social camouflage here. The locals have no use for absolute truth – such rigidity is dangerous – so, pragmatically, their beliefs change with each breath.

Driving tests in Bucharest are at a +1 Difficulty, except at night, when the sheer volume of traffic dies down. **Urban Survival** may be useful for finding open routes during the daytime. There are nearly 1.2 million cars in Bucharest and the streets are perpetually clogged during daylight.

Romanians only value enduring relationships, so unless an investigator is Bucharesti or has an existing **Network**, an additional 1- or 2-point spend is needed to get quality information, items, or invitations, depending on whether you are at least Romanian and not an "alien" from another country.

Today, Bucharest navigates capitalism, globalization, and the EU — a city fast, furious, and sometimes feckless.

Beautiful and brutalist, Bucharest seems a confusing and contradictory mess. On one hand, Romania's elite embrace capitalism and even incandescent consumerist greed. 2000s shopping malls like AFI Palace and Sun Plaza boast high-end stores and global brands; Lexus and Mercedes luxury sedans and SUVs bully their way through the Manhattan-like traffic. Bucharest vibrantly embodies and endorses EU optimism and excess.

On the other hand, the dismal weight of Romania's beleaguered past remains written in broken concrete, utilitarian squalor, ravenous stray dogs, and paint-huffing street children — the true legacy of Communism. Privation always lives just next door, a sour memory of yesterday, today, and likely tomorrow. The air is often tense with unexpressed rage, the product of so much disappointing history.

Bucharest appears grey and dismal, weighed down by dust, disregard, and deprivation. Yet, just beneath the surface, down a twisting alley or beyond a sagging apartment block lie wonders and mysteries: vibrant clubs, lavish markets, breathtaking parks, and architectural marvels. With a magician's flourish, Bucharest again becomes "Little Paris" — a city of incomparable exuberance and exceptional beauty.

LAY OF THE LAND

Maps of Bucharest appear on pp. 202-203.

Bucharest lies on the southeastern edge of the Romanian plain in Wallachia, about 45 minutes north of Bulgaria and 2-3 hours west of the Black Sea. Comprising seven low hills (Mihai Voda, Dealul Mitropoliei, Radu Voda, Cotroceni, Spirei, Vacaresti, and Sf. Gheorghe Nou), much like Rome, Bucharest marks a rough circle nestled amid a growing collection of suburbs, communes, and cities, as well as ancient woods, palaces, and monasteries.

The Dâmbovita River, part of the Danube system, meanders northwest to east regulated by a series of canals, dams, and wastewater stations (the Glina Wastewater Station being the largest). Known for its "sweet" water, it has never been navigable within the city and is spanned by a network of 16 bridges, many of them wrought iron.

The city is divided into six administrative Sectors radiating from the historical center of Bucharest (Sector 3). The neighborhoods within each Sector are well known and distinctive, yet are not marked in any way. The boundaries are imperceptible to outsiders, but unmistakable to Bucharestians. The uninitiated can easily wander unwittingly into troubled areas or become disoriented amid the identical gray blocks. Romanians rarely provide useful or accurate directions — all paths are obvious to them and defy clarification. Guides only lead people they like. Even if paid, a guide may just declare a random place the destination and disappear. Bus drivers only identify stops on a whim.

Upmarket and hip, the red brick and glass buildings of Sector 1 (northwest) are home to the Bucharesti nouveau riche. Embassies and cafes abound in the exclusive Dorobanti neighborhood. At its heart is Herastrau Park and the Arcul de Triumf (modeled after the one in Paris). The sector also boasts the business-only Baneasa City Airport, as well as the 37-story (137m) SkyTower, Bucharest's tallest building.

Further east, the landscape changes; at first, one encounters the mansions and sweet-smelling linden trees of the Tei neighborhood, but the rest of Sector 2 is a darker, dingier place. Pantelimon is a refuge of the working class and home of the hip-hop sensation B.U.G. Mafia. Obor retains a legacy of black-markets and public hangings, while Colentina and Mosilor house Bucharest's multicultural population (Hungarians, Turks, Chinese).

On the east-center is Sector 3, the most important, populous, and contrast-filled area in Bucharest. The pedestrianized Old Town (Lipscani) is a charming tourist mecca of quaint shops, cafes, and cobbled streets: the heart of Bucharest's Wallachian history. The Kilometre Zero monument from which all Romanian roads are measured lies here, outside the New St. George Church (built in 1699 on one of the city's seven hills). Nearby Piata Universitatii (University Square) hosts the Bucharest National Theatre and InterContinental Bucharest hotel. Next door looms the shockingly stark, Soviet-era Centrul Civic, home of the monstrous Palace of Parliament. Half-completed buildings and vast empty lots dot the area. Wandering down the shady tree-lined Unirii (Union) Boulevard, modeled after Paris's Champs-Élysées, offers some compensation. The neighborhoods to the east burst with malls and new apartments.

The post-industrial slums of Sector 5 (southwest) cram the poor and dispossessed (including most of the Roma) into dilapidated housing blocks in the Ferentari and Rahova neighborhoods. In contrast, the Cotroceni neighborhood near the Centrul Civic features the Botanical Garden, the Bucharest Opera, and the opulent Cotroceni Palace, home to the Romanian president since 1991. This former 17th-century monastery is a sanctuary of garden walkways, classical arches, and white stone columns.

Sectors 4 (south) and 6 (west) are largely residential and recreational. Lake Vacaresti, to the south, includes the ruins of Ceausescu's failed 1980s amusement park project. Nearby is the popular Parcul Tineretului ("park of the youths"), created in 1965 purportedly by young Communist volunteers. The western dormitory neighborhoods of Drumul Taberei and Militari exemplify compact, high-density urban design. Regie is a warren of bars, clubs, and student dormitories servicing the Politehnica University of Bucharest. The largest lake in Bucharest, Lacul Morii, serves as the city's summer centerpiece, featuring concerts, festivals, and watersports. On the lakeshore, the working-class Crângasi

neighborhood hosts a thriving flea market; in Roman times it produced industrial pottery, some of which turns up even now. Northwestern Giulesti, a medieval village absorbed into Bucharest in 1939, holds traces of the Neolithic Boian culture (4300–3500 BCE).

GATEWAYS

Most who enter Bucharest do so via the Henri Coanda International Airport, popularly referred to as Otopeni Airport, being 16.5 km northwest of the city limits in the Otopeni suburb. Small by Western standards with only two terminals and 32 gates, security is tight. Weapons, valuables, and unusual items must travel secured and with the proper paperwork or they will be confiscated without explanation. Bribes are often ineffective in such situations (see box, p. 338).

The Gara de Nord train station (in the southeastern tip of Sector 1) is Bucharest's second major gateway. Built in 1872, this cavernous neoclassical building is one of the busiest locations in Bucharest. Noisy and dynamic, it bustles with students, school children, business travelers, rural villagers, and foreign tourists (mainly from Hungry, Moldova, and Bulgaria) — and with fake taxi drivers and pickpockets, especially street children. The Caile Ferate Române (CFR) operates internal services connecting to all major Romanian cities and external services linking to the pan-European railway network. Train travel is usually seamless, except to Moldova and the Ukraine, where a gauge change stop is required.

Despite is riverine location, Bucharest is not accessible by water; however, the ports of Constanta and Braila on the Black Sea are but a few hours east by car or train. Bucharest lies at the center of vast network of motorways and expressways, which feed into wide boulevards bisecting each Sector. The two greatest crossroads — Piata Universitatii and Piata Unirii — are always an aggravating snarl of traffic.

Bucharest has one of the largest subway systems in Europe, averaging almost half a million passengers per day. Comprising four lines (M1–M4), the Bucharest Metro (p. 259) covers all six Sectors and provides a convenient loop through the center. Plans to extend service north to Otopeni Airport ran into financial uncertainty and failing political will, leaving a gaping wound pattern of abandoned equipment and partially erected tracks and overpasses across the city. RATB buses, trams, and trolleybuses crisscross the city, providing convenience and traffic snarls in equal measure.

MARKETS AND MASSES

Despite the trials of their past, or perhaps because of them, the Bucharesti embrace everything with patient cynical fatalism and a bland if wry acceptance of failure. Bucharesti greet bad news as greeted like a lover, with familiarity and indulgence; good news like a stranger who must earn trust. But at heart, they remain secure in the knowledge that they have survived each crushing blow to face a more hopeful age.

The people of Bucharest are passionate, explosive, and immediate. Joy, anger, vanity, frustration, concern, even ennui — all are performed larger than life and demand an audience. While the Bucharesti may ignore visitors, hiding behind apathy or truculence, ignoring a Bucharesti gives grievous offense.

Further, Bucharesti are obsessed with being Correct, rebuking quickly and harshly any deviation from their social or behavioral norm. This lends a disconcerting homogeneity to the peoples of Bucharest: there is only one way of doing anything. Challenging a local viewpoint elicits hand waving and derisive laughter. Locals expect visitors to be impressed by and respect Bucharesti wisdom and practices.

Finally, excitement and daring drive the Bucharesti. Caution is mocked, fear of risk derided. Like their hero Vlad Tepes, the Bucharesti view themselves as immortal. Getting in a car with a Bucharesti at the wheel makes for a perilous outing of near misses, squealing tires, and breathless abandon.

Capitalism remains new and fresh in Bucharest. On the Bucharest Stock Exchange, development is king, and Bucharest currently revels in a retail boom of malls, hypermarkets, and entertainment complexes. Most Romanian companies operate headquarts in Bucharest, with information technology and communications at the forefront.

The place to see and be seen in Bucharest, Calea Victoriei (Victory Avenue) runs past most of Bucharest's major museums, monuments, and buildings. Commemorating the Independence War of 1877-1878, this high-octane cultural and commercial district rivals Fifth Avenue with its opulent consumer choices (Gucci, Armani, Prada, and many more). Lipscani (Old Town) offers a bevy of singular shopping experiences, as well as Bucharest's liveliest entertainment district, with numerous theaters and discos and many street performers and artists.

Locals, of course, eschew upmarket and touristy locales, favoring the numerous street markets. The largest and oldest, Obor Market (Piata Obor) is a rehabilitated version of the original black-market fair that for the past 300 years has provided Bucharest with anything and everything. This lively market now burgeons with typical street-market fare: compact discs, local fruit and veg, live chickens and goats. Nevertheless, it is said those with the knack can resurrect the Obor of the past, drawing from it anything imaginable. On weekends, local peasants travel inward to set up a bustling farmer's market in Targul Taranului (Sector 5). Equally, Targul Vitan-Barzesti (Sector 4) transforms each Sunday into the busiest flea market in Bucharest — a mayhem of crowded stalls and bold hawkers.

Gun shops remain common in Bucharest, mainly in Sector 2 east of the city center. Handguns, hunting rifles, and shotguns are legal only with a police permit and hunting license. Purchasers must show a state ID and pass a thorough background check (p. 154).

DRACULA AND BUCHAREST

Many flock to Romania's capital in search of the legendary Count Dracula, a figure conflated by Bram Stoker with Romania's national hero Vlad III. Sensing a tourist buck, Bucharest perpetuates the Dracula mania, drowning the truth in Technicolor fantasy. While the most interesting "real" (and real) sites lie outside Bucharest, touts steer enthusiasts toward the Count Dracula Club (http://www.count-dracula.ro/), a lurid burlesque of dimly lit rooms, melodramatic sets, and enthralling actors. Diners are distracted by Van Helsing platters, impaled chicken, and the vulgar Renfield dish. Harmless folly or sinister front? The nearby Dâmbovita River flows sluggish and deep here, and its dark waters conceal much.

BRIBERY IN BUCHAREST

While Bucharest and Romania are renowned for corruption, bribery (like everything else in Romania) is not straightforward. Giving gifts (called *attenti or spaga*) to civic officials, doctors, corporate bureaucrats, or the like is commonplace, and often not even considered bribery. Success in dealing with police — or any Bucharesti — is based entirely on personal good will, or a personal stake in the outcome. (**Network** trumps **Negotiation,** in other words.) Good fortune is fickle, so officials do not expect windfalls of cash or goods, even when bullying or hinting for *rasplata* ("recompense") or a *plic* ("envelope"). Typically, if he meets resistance to a bribe suggestion, the official backs down, seemingly good-naturedly: *it was just a joke, can't blame a man for trying, it works on the Italians, etc.* Even so, about 20 lei (as an amuse-bouche instead of a bribe) lets you avoid appearing unfriendly.

That said, with Romania one of the top 10 arms manufacturers in the world, access to illegal small arms requires only the right connections. Criminal outfits know the transport routes, drivers' wages are low, and boxes "fall off trucks" regularly. During the post-Communist period, many soldiers sold their weapons, leaving more military-grade weapons in unregulated circulation. Illegal dealers sell Romanian-made weapons (e.g., Pusca Automata assault rifles (5.45mm, +0), Pistol Mitraliera submachine guns (9mm, +1) and LMGs (5.45mm, +1), the PSL sniper rifle (7.62mm, +1), the Dracula Md. 1998 machine pistol (9mm, +1)), plus Czech and Russian second-hand weapons.

THREE BACKDROPS

Backdrops lend color and depth to your stories. They might be the main setting, a scenic or thematic element, or just somewhere to stage a fight scene.

PALACE OF PARLIAMENT

Home to the Romanian Parliament (which occupies only a third of it), this feat of Communist-era megalomania is the second largest building in the world (after the Pentagon). Officially the House of the Republic, it also holds the National Museum of Contemporary Art, the Museum and Park of Totalitarianism and Socialist Realism, and the Southeast European Cooperative Initiative, a cross-border crime prevention organization. Ceausescu levelled three neighborhoods (one fifth of the city's historical area) to create it, displacing 40,000 Bucharesti and countless pets, incidentally creating Bucharest's massive feral dog problem. Ceausescu's monstrous conceit was left unfinished after the Revolution. Still mostly vacant, its 12 floors and 3,100 rooms are panelled in marble with 480 chandeliers and masses of woollen carpets and velvet curtains. Underneath lies a warren of utilitarian passages and garages, including a nuclear survival bunker 20 meters down. The "People's House" is now disparagingly referred to as "Ceausescu's House", but only in whispers, to prevent the dead dictator hearing.

CURTEA VECHE (OLD COURT)

Vlad Tepes either founded or expanded this fortress in 1459, making it his princely residence. A century later, Mircea IV Ciobanul ("the Shepherd") transformed it into a palace and added the Annunciation Church of St. Anthony the Great, the oldest church in Bucharest. Wrought silver globes illuminate a space that witnessed the coronations of Wallachian princes and two centuries of Orthodox services. Sfântul Anton, Egyptian father of monasticism, gazes from the nave, haloed by arcane symbols.

A Turkish sack in 1660, three fires (1718, 1719, 1847), and an earthquake (1738) destroyed the palace complex, and the Turkish phanariot governors allowed it to decay completely. Communist archaeologists in the 1970s unearthed fragments of a water supply system, a Turkish bath, and several curious murals, as well as Dacian pottery and Roman coins. Rumors claim escape tunnels and dungeons undercut the entire site and the surrounding district; ground-penetrating radar hints at unusual voids.

Visitors enter the underground portion via wooden steps and an iron gate. The interior is dim and dank, and often empty — few visit Curtea Veche, and beyond the gate no attendants go. Above ground, gravel rims a row of faded tombstones and a stylized stone bust of Vlad Tepes.

HERASTRAU PARK

The city's lungs, Herastrau Park encompasses 400 acres of woodlands, fields, and planned recreational areas including a large lake, an open-air theater, a yacht club, a small fairground. Adjacent to the park lie the Diplomatic Club and golf course. Originally marshland, archaeologists have found traces of Neolithic civilizations and even older Neanderthal flint knives. Some digs have yielded mammoth and woolly rhinoceros bones, as well as Dacian gold coins and silver bracelets and bowls from the 1st century BCE. The centerpiece of the park is the National Village Museum, an open-air ethnographic showcase of Romanian village life containing over 200 authentic farms and houses relocated from rural Romania to Bucharest.

CONFLICTS

Bucharest's main struggle simmers between a reckless, greedy political elite who wish to push capitalism and self-interest as far as they can, and a wary, outspoken populace who remain largely communist in nature if not in ideology. Since the fall of Communism in Romania, economic growth has increased exponentially better than the European average, yet poverty in Romania continues to worsen; more than 30% of the population lives on less than $5 a day. Large-scale riots and protests have flared over myriad grievances: cuts to health care, political corruption, mass layoffs, worsening working conditions,

pay reductions (in industry, railroads, and hospitals), underfunded education, plans to use cyanide in gold mining, fracking, and a weakening of the Penal Code to exempt politicians. The largest protests, in 2012, involved thousands of people and 200+ arrests, and injured 88, mostly due to the Jandarmeria response. Smaller protests are frequent: disputed elections, animal cruelty laws, football matches, gay rights. Bucharest's impulsive, politically independent mayor often adds fuel to the flames with his florid inconsistency.

The only inter-group conflict in Bucharest flares between the Romanians and the Roma (p. 224). Violence is almost unheard of in Bucharest, except against the Roma. Most Roma are unemployed, supported entirely by family members working abroad, mostly in Italy. Within Bucharest, those Roma who do find jobs often do so by concealing their Roma identity from their employers. Some change their names to be more Romanian; others rely on the doctored papers bought from the Roma criminal clans — thus many legitimate Roma workers owe favors, making their position even more precarious.

Destitute, ostracized, and segregated, the Roma have few good choices besides, many feel, crime — both petty and organized. This naturally increases tension between them and the Romanian Bucharesti. Stuffy Bucharesti decry the corrupting influence not only of Roma crime but even Roma manele music — a fusion of traditional folk tunes and rap — despite its popularity. Many Romanians hold the law-breaking of some Roma against all, and consider it grounds for revocation of their Romanian citizenship, which warrants much fury in return from Roma activist groups.

FACTIONS

Bucharest has its own municipal **Bucharest Police** to control crime and maintain civil order, operating alongside the national Politia Romana (p. 154) and, since 2004, six Sector police forces. The **Police Rapid Intervention Service (SPIR)** serves as Bucharest's SWAT unit, tasked as well with mobile public security and counter-riot action. As the capital, Bucharest also hosts elite units of the Independent Service of Special Interventions and Actions (SIIAS, p. 155; part of the Politia Romana) and the Jandarmeria's Special Intervention Brigade (BSIJ, a.k.a. "Vlad Tepes") as well as its own detachment of regular Jandarmeria (p. 154).

Due to, or despite, all these overlapping jurisdictions and operations, Bucharest has very little violent crime: with fewer than 20 reported murders per year, Bucharest is one of Europe's safest capitals.

Bucharest police (both municipal and national) are direct and efficient, well-staffed, and somewhat jaded. They do not like to have their time wasted and deal harshly with those who try. They have little time for meddling tourists. They view the Jandarmeria and the SRI with bored contempt — following what they want but nothing more.

The Jandarmeria and other special police expect total and immediate obedience. Questions or disruptions are not tolerated; resistance may be met sharply with a rifle butt to the face.

ORGANIZED CRIME

Two broad types of mafia clans vie for criminal supremacy in Bucharest: Romanian and Roma gangs. (See *Romanian Mafia,* p. 157.) Both are cold-blooded and ambitious, but their organization and methods vary according to their outlook. The lines are not hard and fast in all cases; the **"Athletes"** included both Roma and Romanian crews at their height, for instance.

The Romanian gangsters assume the mantle of criminal kingship. Motivated by twisted *noblesse oblige*, and descendants of the truly vital black market racketeers of the Communist era, they graciously and expansively provide the goods and services most needed by their fellow Romanians. Politically and socially reviled, some Roma clans take to crime as a political response and a socio-economic last resort. Their gangs generally operate on a tight family basis, and are less "traditional" than the Romanian mafias.

Although boundaries and rackets shift with every arrest and every rumble, Bucharest's gangs broke down c. 2012 as follows. The violent Roma clan **Gemenii** ("Twins") traffic in luxury cars, while the Buba, "Capones," and **"Belgians"** prey on the Sector 1 Romanian elite. Prostitution, drugs, and human trafficking are split among the Gemenii's rival **Duduieni** (in Pantelimon), the Caran, and the **Gigi Corsicanu** in Sector 2, the latter considered a front for the Chinese Triads. The "Athletes" clan (Sector 4) dominates racketeering and the Roma Grula clan steals cars and scrap metal (its rivals the "Stomachs" nest in Sector 3), whereas in Sector 5 the Roma clans Piano and Steoaca run extortion and street drugs, respectively. Weapons theft and resale falls to the **"Fighters"** clan of Sector 6, Romanian ex-boxers and wrestlers.

The Gigi Corsicanu often clash with the **Pietroi,** Cuza, and Chira mobs of Sector 3 over supremacy in the drug trade, especially in Old Town clubs. Custodians of the dark, pleasurable underbelly of capitalist progress, Romanian mafiosi operate many of the best Sector 3 discos and gentlemen's clubs.

The pleasure clubs of Bucharest are savage and enthusiastic. One can find all kinds of distractions — drugs, sex, and even deeper vices are on offer. Nothing is forbidden — but nothing is free, and one is responsible for the actions of one's friends as well. If one cannot pay…well, as they say, "God knows it can all turn into blood in a blink of an eye." Staffed from Romania's thriving human trafficking business, the clubs often operate with Russian or Italian partners: for example, Club Bamboo in Bucharest is owned by the Castellano family, tied to the Camorra by Italian prosecutors.

Since 2009, the Camorra and Cosa Nostra also use Romania as a profitable burial ground for Italian garbage, laundering profits through mobbed-up Romanian waste management companies. Sicilian mafia don Vito Ciancimino's men run the waste disposal operation at Glina on the Dâmbovita River, likely in partnership with the Pietroi gang. Italian Mafia dons even "retire" in Romania: in 2010, Bucharest police arrested Giuseppe Scuderi of the Cosa Nostra in a casino on a Europol warrant.

Bucharest "Athletes" mafia founder Ion Anghel was the closest thing Bucharest had to a "boss of bosses," bringing smaller gangs in under the Athletes' protection and partnership. Following his (apparently peaceful) death in 2014, and the 2013 and 2014 arrests by DIICOT (Directorate for Investigating Organized Crime and Terrorism) of the new heads of the "Athletes," "Loan Sharks," Duduieni,

Caran, Vancica, and several other clans, underworld Bucharest has returned to a state of chaos, or nature, or both.

GOALS AND STORIES

Human trafficking is rampant in Romania (see *Human Trafficker,* p. 118). Rotating dens of imprisoned women or children dot the city. Always looking to expand, the Romanian mafia cares little for the fates of their chattel or the appetites of their patrons. At first, the still-abundant street children were easy prey, but now they remain alert for the mafiosi who occasionally comb the Metro station habitats of these unfortunate vagrants.

Leadership among Romanian mafias is contentious and competitive — they lack any central organization or gang, and instead form loose and volatile alliances based on personal territory and mutual interests. The clans jockey for control and prestige—Bucharest is a pressure-pot with little option for expansion except to take from another. Alliances form and break with regularity, and clans often employ fortunetellers and Roma magicians to curse their enemies.

Less occult retribution can be as rapid as a bullet to the head, though most Romanian mafiosi disdain such hasty methods. Death is a mercy, suffering is punishment. One cannot get money from a corpse, and if one is dead, one cannot be crushed by the weight of one's poor choices. Bucharesti mobsters are more likely to hang a transgressor by one ankle over a culvert, or superglue two offenders naked back to back or to a pole in a busy intersection than waste a bullet.

THE PARTIES

Romania is a turbulent representative democracy with a bicameral parliament and many warring parties, constantly breaking up and recombining into various fragile factions. In 2012, President **Traian Basescu** (former mayor of Bucharest) and Prime Minister **Victor Ponta** conducted a bitter and petty struggle, the War of the Palaces, to try to oust one another. The two sides flung threats of imprisonment and impeachment alongside accusations of plagiarism, blackmail, and physical threats toward other politicians. Partisan and muckraking journalists trumpeted lobbying scandals and executive incompetence. The war ended in a stalemate, despite a temporary suspension of Basescu, with both men remaining in office.

In 2014, the fed-up Romanian electorate voted in **Klaus Iohannis,** an ethnic German, of the Christian Liberal Alliance (PNL–PDL) as President. Pro-West and pro-unification with Moldova, he has made fighting corruption within government his main thrust. Ponta, currently head of an alliance of the Social Democratic Party (PSD), the independent National Union for the Progress of Romania (UNPR), and the Conservative Party of Romania (PL), remains Prime Minister at this writing, despite accusations of irregularities in his 2012 re-election.

GOALS AND STORIES

Basescu, now part of the newly formed People's Movement Party (PMP), is poised to take back the presidency. Leveraging connections with the European Parliament, the new party is gaining seats and influence. The head of the party Elena Udrea, from the Moldavia region, is a fervent ally. Previously Minister of Tourism, she commands great influence, wielding her cosmopolitan élan like a weapon.

Any political thriller gets more interesting in Bucharest, what with old Securitate files, turn-on-a-dime opportunist politicos, and the whiff of blood in the air.

BUCHAREST STORIES

Stories set in Bucharest fit naturally into the Mirror mode in ***Night's Black Agents***; so much here is hidden and unreliable. Everyone has shifting loyalties and personal or political agendas that vary with mood, moment, and opportunity. Bucharest is sly and slippery: the ground is never certain, often literally. Potholes and pits are a frequent unmarked hazard. Locals shrug and snigger at unfortunates who topple into them.

With its strange melding of pragmatic realism and unquestioning superstition, Bucharest can also provide rich ground for a tense and secretive ***Esoterrorists*** campaign or a dream-like journey into the toothy tendrils of a classic ***Trail of Cthulhu*** tale. In Bucharest, astrology is taken as prophetic, broadcast on the daily news alongside stories of politicians swaying public opinion with spells. Here the government commissions witches to scry a solution to the recession, and jails them when predictions fail.

SEEDS AND HOOKS

For more possibilities, see *Quick and Dirty Bucharest* (***NBA,*** p. 173), and the Bucharest locations (pp. 159-160, 204-205) and NPCs (pp. 86, 103-110, 118, 122, 125). The Emotional Modulation beats for Bucharest (p. 204) might inspire some story action, as well.

- Bucharesti drive exceedingly fast and recklessly. Impatient Bucharesti drivers sometimes jump the curb, speeding up the pavement to avoid traffic snarls. When on foot, there is a high risk of being grazed or hit by an expensive European car (BMW, Audi, Jaguar). Any collisions are always the other person's fault and lead to bombastic arguments. Such conflicts could produce a mundane tangle or be the jumping off point for a mafia (a body in the trunk) or vampiric (listless children with telltale throat wounds in the back seat) thread.
- In 1970 and 1971 the "Vampire of Bucharest," Ion Rîmaru, brutally butchered four waitresses and attacked 12 more. He struck after midnight, usually under cover of snow, rain, or fog. He dragged off his victims, hacking them with weapons, drinking their blood, and biting off and eating their flesh. The son of a serial killer (who bashed in four women's heads in the summer of 1944), Rîmaru was diagnosed with clinical lycanthropy,

THRILLING ELEMENTS: BUCHAREST —

Here are ten thrilling elements to introduce into a Bucharest chase scene (***NBA,*** p. 54):

- A rambling herd of goats in the city center
- Militant graffiti artists painting over statues
- A really angry driver in a pristine Jaguar
- A hole or series of holes too deep to climb out of
- Street children struggling over a can of Aurolac paint and a half-filled plastic bag
- A pack of rabid feral dogs
- A gaggle of protesters with placards and iPhones
- Two large arguing groups of large arguing football fans
- A pair of Roma selling contraband
- Lights go out on a stairwell as the manual timer runs out

the urge to hunt like an animal triggered by odd weather. Rîmaru showed a preference for murdering women called "Elena" just as his father had. His father Florea died in a suspicious train accident in 1972.

- After Ceausescu's death, the geologist and revolutionary Gelu Voican Voiculescu carpeted his apartment with garlic braids to ward off the dictator's ghost. A fervent astrologer, he headed the UM 0215 post-revolutionary secret services from 1989 to 1992 and had access to the Securitate files.
- In 2003, a family in Craiova, fortified with *pálinka* (plum brandy), dug up their uncle Petre Toma's grave, tore out his heart, burned the body to ash, and then drank the ash mixed with water.
- Often country folk (thousands of whom now live in Bucharest) drive a fire-hardened stake through a corpse's heart or belly as a "preventative."
- At 3 a.m. on October 16, 2012, seven paintings (worth up to $266 million) were stolen from the Kunsthal Museum in Rotterdam, Netherlands, by a highly skilled team of six Romanian art thieves. The ringleader's mother claims to have burnt the paintings. Three suspects face extradition and currently reside in the Rahova Penitentiary. The paintings (1 Picasso, 1 Matisse, 2 Monets, 1 Gauguin, 1 de Haan, and 1 Freud) have never been recovered.
- The Memorial of Rebirth, commemorating the 1989 revolution, is 25-meter-high marble obelisk impaling a mesh metal "crown." Mocked as "the potato of the revolution," the memorial has been plagued by vandals. The slogans are in an indecipherable script in reddish brown paint.
- In 1944 a Soviet submarine in the Black Sea sunk a Turkish schooner, the *Mefküre,* carrying Jewish Holocaust refugees from Romania to Istanbul. Only the crew and five refugees survived. Giurgiului cemetery (Sector 5) has a memorial to the estimated 300 who died. When divers find an intact portion of the boat, the Romanian authorities move the recovered bodies and their effects — including several clay mannikins — to Giurgiului to await proper burial. Can the agents beat the elderly rabbi flying in from Jerusalem to the scene, and possibly recover the lost Golem (p. 268)?
- Romulus Veres, "the man with the hammer," was a notorious Communist-era serial killer. A raving schizophrenic who blamed the Devil for his actions, he was committed to the Stei psychiatric facility in 1976. He is said to have killed more than 200 women between 1972 and 1974, but only five victims were documented. He purportedly died on December 13, 1993, but why have his hospital records just disappeared? And why has a hammer rumored to be his surfaced and sold to an online bidder in Bucharest last week?

SOURCES AND RESOURCES

The best way for a non-Romanian GM to get a sense of the Bucharest of ***Night's Black Agents*** is to watch the 2013 film *Charlie Countryman*, which follows a hapless American on a personal journey of discovery in Bucharest. He finds love, despite brushes with the drug underground and the mafia. This film captures the frenetic atmosphere of modern Bucharest while revealing its hidden beauty and depth. *Youth Without Youth* (2007) journeys into the dreamy mystical side of Bucharest. Set between 1939 and 1969, the story has many elements reminiscent of Lovecraft's reveries.

Romania Explained to My Friends Abroad, by Catalin Gruin, provides more thorough information on Romania, its people, and its issues — both historic and current. Gruin covers topics from Ceausescu to the Roma to Dacians, with a level of detail Directors can appreciate. The *Complete Insider's Guide to Romania*, by "Sam R.," is your one-stop shop for daily life and customs in Bucharest, written by an American expat. This book would be a great aid to anyone wanted to flesh out an investigator living in Bucharest.

For a jauntier look, check out British journalist Mike Ormsby's *Never Mind the Balkans, Here's Romania*. This collection of wry vignettes about living and working in Bucharest gives you a profound understanding of the Romanian psyche and the trials of living in a post-Communist city.

While Lonely Planet (www.lonelyplanet.com/romania/bucharest) and the Romania Tourist Board (http://romaniatourism.com/bucharest.html) offer up-to-date travel info on Bucharest, *Top Ten Sights Bucharest* and *Four Days in Bucharest* present a more intimate view of the city's best sights.

SOURCES

The following are some of the sources we used in creating ***The Dracula Dossier***. Follow our trail, if you'd like: knowing more about something is a great way to get ideas for shooting vampires because of, at, near, or around that thing.

This section doesn't repeat sources cited in the core rulebook (***NBA***, pp. 207–8), nor does it try to follow our two-year-and-change sojourn through an endless number of websites, online news sources, and other weird Googly side trails.

BRAM STOKER'S DRACULA

The first stop, whether you've read it once or a hundred times, remains Stoker's masterpiece.

OSTENSIBLE FICTION

Stoker, Bram. *Dracula* (1897)



Auerbach, Nina, and Skal, David J., eds. *Dracula: A Norton Critical Edition* (1997)

De Roos, Hans Corneel, ed. and illus. *The Ultimate Dracula* (2012)

Klinger, Leslie S., ed. and annot. *The New Annotated Dracula* (2008). Contains the fullest look at Stoker's original Manuscript. The notes live the kayfabe of Dracula's survival … and of his strong editorial hand on Stoker's throat.

Leatherdale, Clive, ed. and annot. *Dracula Unearthed* (1998). Probably the most comprehensive annotation, but among the least accessible.

Wolf, Leonard, ed. and annot. *The Essential Dracula* (1993). This became our favorite annotated edition, and not only because it's much easier to lift than Klinger's.



Codrescu, Andrei. *The Blood Countess* (1995)

Elrod, P.N., ed. *Dracula in London* (2001)

Emerson, Joel H. *The Un-Dead: The Dracula Novel Rewritten to Include Stoker's Deleted Characters and Events* (2007). Re-vamps prose from Stoker's other work where possible.

Ewers, Hanns Heinz. *Alraune* (1911). Ewers continued Frank Braun's adventures in *Vampyr* (1921)

Farnsworth, Christopher. *Blood Oath* (2010). Thriller about the American Vampire.

Furst, Alan. *Blood of Victory* (2002). Terrific espionage novel set in prewar Romania.

Gibson, Alan, dir. *Dracula A.D. 1972* (1972) and *Satanic Rites of Dracula* (1973). Film series depicts a no-fooling secret British government hunt for Dracula in Britain in the 1970s. Magnificent Seventies cheese from the Hammer pantry.

Henderson, Jason. *The Sword of Dracula* (2005). Technothriller comic about the hunt for "the Osama bin Laden of vampires."

Howard, Robert E. "The Black Stone" (1931)

Klinger, Leslie, ed. *In the Shadow of Dracula: Classic Vampire Fiction* (2011)

Kostova, Elizabeth. *The Historian* (2005). Epistolary novel about a multi-decade attempt to track down a surviving Dracula.

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Lumley, Brian. *Necroscope IV: Deadspeak* (1990). Romania-set *Charles Dexter Ward* crossover in Lumley's psychic spies–and-vampires potboiler series.

Prouty, Royce. *Stoker's Manuscript* (2013). Novel about a Chicago bibliophile's hunt for Stoker's real manuscript, and the vampires who inspired it. Umm …

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Rudorff, Raymond. *The Dracula Archives* (1971). First novel to re-imagine Stoker's story, and to connect Dracula with both Vlad Tepes and Elizabeth Báthory.

Stoker, Bram. *The Jewel of Seven Stars* (1903). The seminal mummy novel.

Stoker, Bram. "Dracula's Guest" (1914)

Stoker, Dacre, and Holt, Ian. *Dracula: The Un-Dead* (2009). A ripping sequel by Bram's grandnephew.

NONFICTION ABOUT THE FICTION

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De Roos, Hans Corneel. "Bram Stoker's Vampire Trap: Vlad the Impaler and His Nameless Double," in *The Ultimate Dracula* (2012)

De Roos, Hans Corneel. "The Dracula Maps: Geographical Background and the Castle's Site," in *The Ultimate Dracula* (2012). I bought the whole book for this one 50-page essay, and I was not disappointed.

De Roos, Hans Corneel. "Fact and Fiction in Bram Stoker's *Dracula:* Time For a New Paradigm?" (2013)

De Roos, Hans Corneel. "*Makt Myrkranna:* Mother of All Dracula Modifications?" (2014). Uncovers more and wilder details of the 1901 Icelandic version of Stoker's novel.

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Frost, Brian J. *The Monster With a Thousand Faces: Guises of the Vampire in Myth and Literature* (1989)

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Miller, Elizabeth. *A Dracula Handbook* (2005)

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Murray, Paul. *From the Shadow of Dracula: A Life of Bram Stoker* (2004)

Skal, David J. *Hollywood Gothic: The Tangled Web of Dracula from Novel to Stage to Screen* (rev. ed., 2004)

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Storey, Neil R. *The Dracula Secrets: Jack the Ripper and the Darkest Sources of Bram Stoker* (2012)

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When life hands you a horror masterpiece, and a real-life history on the border of Hell, you make what you can of it. Especially if you live there.

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Gerard, Emily. *The Land Beyond the Forest: Facts, Figures, and Fancies from Transylvania* (1888)

Giurescu, Dinu C. *Romania in the Second World War* (2000)

Gunther, John. *Inside Europe* (1936)

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MacKenzie, Andrew. *Archaeology in Romania* (1986)

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Sweeney, John. *The Life and Evil Times of Nicolae Ceausescu* (1991)

Tiu, Ilarion. *The Legionary Movement After Corneliu Codreanu* (2010)

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Watts, Larry L. *Romanian Cassandra: Ion Antonescu and the Struggle for Reform 1916–1941* (1993)

Williams, Nicola, and Wildman, Kim. *Lonely Planet: Romania & Moldova* (2001). As always, the best RPG supplement for any location is the Lonely Planet tour guide.

Wilson, George N. *The Iron Guard: 1933–1941* (1945)

TRUE CRIME

As Stoker revealed in 1901, and as others have noticed since, Dracula's depredations occur against a backdrop of human monstrosity.

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Dimolianis, Spiro. *Jack the Ripper and Black Magic: Victorian Conspiracy Theories, Secret Societies and the Supernatural Mystique of the Whitechapel Murders* (2011)

Gordon, R. Michael. *The Thames Torso Murders of Victorian London* (2002)

Kara, Siddharth. *Sex Trafficking: Inside the Business of Modern Slavery* (2010)

London, Sondra. *True Vampires: Blood-sucking Killers Past and Present* (2004)

Molony, Senan. *The Phoenix Park Murders* (2006)

Schneck, Robert Damon. *The President's Vampire* (2005). Includes a detailed exploration of the historical truth behind the legend of Andrew Johnson's American Vampire.

Sugden, Philip. *The Complete History of Jack the Ripper* (rev ed., 2002)

THE CLANDESTINE WORLD

If only the world of rogue covert operations, incompetent intelligence work, and sociopathic ends-justify-the-means manipulation existed only in games. The truly frightening possibility: this may be the best clandestine world possible given the constraints of necessary lies, incomplete information, and genuine evil on the other side.

Andrew, Christopher. *Her Majesty's Secret Service: The Making of the British Intelligence Community* (1985)

Andrew, Christopher. *The Defence of the Realm: The Authorised History of MI5* (2009)

Boghardt, Thomas. *Spies of the Kaiser* (2004)

Campbell, Christy. *Fenian Fire: The British Government Plot to Assassinate Queen Victoria* (2002)

Cook, Andrew. *M: MI5's First Spymaster* (2004)

Hite, Kenneth. *The Nazi Occult* (2013)

Jeffery, Keith. *The Secret History of MI6: 1909–1949* (2010)

Marks, Leo. *Between Silk and Cyanide: A Codemaker's War 1941–1945* (1998)

Ogden, Alan. *Through Hitler's Back Door: SOE Operations in Hungary, Slovakia, Romania and Bulgaria 1939–1945* (2010)

Pacepa, Ion Mihai. *Red Horizons: Chronicles of a Communist Spy Chief* (1987)

Paglen, Trevor. *Blank Spots on the Map: The Dark Geography of the Pentagon's Secret World* (2009)

Porter, Ivor. *Operation Autonomous: With SOE in Wartime Romania* (1989)

Priest, Dana, and Arkin, William M. *Top Secret America: The Rise of the New American Security State* (2011)

Spence, Richard B. *Secret Agent 666: Aleister Crowley, British Intelligence, and the Occult* (2008)

Wright, Peter. *Spycatcher* (1987). Centers on the real-life 1970s mole hunt in MI5 we adapted for Edom. Petty, unreliable, paranoid, and potentially treasonous — in short, the ideal espionage memoir.

WORKNAME	PAGE	CLEARTEXT	ANNOTATIONS	TRUE NAME
DRACULA		Vlad III Tepes, Jason Hunyadi, John Dracula, Nicolaus Olahus, Graf Orlok, Count Dolingen, Baron Ferenczy	*passim*	
Wilhemina Murray Harker	33	Ellen Mowbray, Genevieve "Gina" Malcolm, Elizabeth Farris	*passim*	
Jonathan Harker	32	James Harper, Jackson Hutter, Jeffrey Hosmer	*passim*	
Abraham Van Helsing	33	Max Windshoeffel, Martin von Hessel, Jakob van Helmont, Friedrich Max Müller, Baron Ernst von Blomberg, Moritz Benedikt, Albert Willem van Renterghem, William Thornley, Stoker, Robert Roosevelt	*passim*	
Lucy Westenra	34	Alice Westen, Charlotte Westerman, Laura Wexford	*passim*	
Dr. Jack Seward	35	James Sanders, Jonathan Sievers, John Sadler, Joshua Stanley	*passim*	
Arthur Holmwood	36	Grosvenor Arthur Alexander Hood, Hon. William Turner Hinton, Hon. George Osborne	*passim*	
Quincey Morris	36	Brutus Marix, Quincy Adams, James Brown, Mark Franklin	*passim*	
Katherine Reed	37	Genevieve Havelock, Barbara Ward, Catherine Cook, Edith Craig	*passim*	
R.M. Renfield	38	James Kelley, Roderick Reynolds, Clark Maybrick, Sir William Gull, Montague Druitt, William Bury, et al	*passim*	
Peter Hawkins	39	Abraham Aaronson, Arthur Abbott, John Gilbert, William Henry Hall, Cyprian A.G. Bridge	*passim*	
Inspector Cotford	39	Ebenezer Crook, Thomas Snell, Athelstan Jones	*passim*	
D	49	*R.M. Renfield (p. 38), Peter Hawkins (p. 39), Lord Godalming (p. 36), Lucy Westenra (p. 34),* Retired MI6 Asset Runner (p. 98), Lewis or Spence from the 1940 operation, Jasper Harker (p. 43)	N/A	
Dr. Drawes	50	Dr. Jack Seward (p. 35), Thorley Stoker, George Stoker, Dr. Jacqueline Seward (p. 47), Geerd Hoorn (p. 45), Drug Boss (p. 113), Human Trafficker p. 118), Head of Ahnenerbe	N/A	
Hopkins	117	GCHQ Romania Desk Analyst (p. 115), DIFC Tasker (p. 111), MI6 Romania Desk Analyst (p. 124), MI6 Lamplighter (p. 123)	**CU44**	
Source IVOR		Defector (p. 93), Anti-Communist (p. 81), other deceased ex-Securitate	**CU11**	
TELL		CIA Agent (p. 91), Chief of Station Bucharest (p. 109), some other CIA, Carmilla Rojas (p. 46)	**CU219**	
BRUTUS		Human Trafficker (p. 118), Drug Boss (p. 113), Smuggler (p. 131), Arms Runner (p. 102), someone in the Romanian Mafia (p. 157)	**HO85**	
CARVER		MI5 Agent (p. 122), MI5 Deputy (p. 95, Philip Holmwood (p. 43), Tabloid Journalist (p. 134)	**HO140**	
GOBLIN		Drug Boss (p. 113), Smuggler (p. 131), Human Trafficker (p. 118), Retired KGB Agent (p. 97)	**HO149**	

WORKNAME	PAGE	CLEARTEXT	ANNOTATIONS	TRUE NAME
WANDERER		Turkish Agent (p. 136), Bookseller (p. 106), BND Deep Cover Agent (p. 105), Thad Morris (p. 46), one of the Brides (p. 57)	**HO236**	
CHARLES		Black Site Interrogator (p. 104) , Pharmaceutical Researcher (p. 128), Dr. Drawes (p. 50), Jacqueline Seward (p. 47), Securitate torturer (p. 154)	**HO23**	
TIBOR		Anti-Communist (p. 81), the Hungarian (p. 94), Smuggler (p. 131); generic member of Romanian Mafia (p. 157)	**CU227**	

These worknames don't appear in the Annotations – drop them into your own documents or conversations with sources.

WORKNAME	CLEARTEXT	CONTEXT	TRUE NAME
BULSTRODE	MI6 Lamplighter (p. 123), Tabloid Journalist (p. 134), MI5 Agent (p. 122), Ex-IRA Informant (p. 115), someone from the Caldwell Foundation (p. 160)	Blackmailer with inside dirt on Edom	
SCHOLAR	Bram Stoker (p. 235), Abraham Van Helsing (p. 33), Enigmatic Monsignor (p. 114), the Hungarian (p. 94), the Medievalist (p. 122), Tour Guide (p. 135), Bookseller (p. 106),	Expert in vampire lore	
WARLORD	Dracula (p. 56), Neo-Nazi (p. 85), CIA Agent (p. 91), NATO Liaison, Syrian General (p. 133), Radical Imam (p. 129)	Target or primary mover in the war on terror	
FOOTSTEP	Seismologist (p. 100), Volcanologist (p. 136), Journalist (p. 120), Online Mystic (p. 126), Geerd Hoorn (p. 45), Miriam Sala (p. 151)	Someone who hears something they shouldn't	
SMITH	Bucharest Private Detective (p. 107), Bucharest Street Cop (p. 108), SRI Agent-in-Charge (p. 133), Romanian Police Inspector (p. 130), Miriam Sala (p. 151)	Edom asset in Romanian government	
ERSKINE	Ex-IRA Informant (p. 115), George Stoker, DIFC Tasker (p. 111), Retired MI6 Asset Runner (p. 98), "Cushing" (p. 92), J.Q. Harker (p. 43), Tabitha Holmwood (p. 44)	Speculative source on Edom activity, ideally with an Irish connection or paranoia about the Germans	
WHIPSNAP	GCHQ Romania Desk Analyst (p. 115), Journalist (p. 120), Sniper (p. 131), Pensioner (p. 86), Online Mystic (p. 126), BND Deep Cover Agent (p. 105), Sculptor (p. 100), Billie Harker (p. 42)	Suspicious or troublesome woman	
BELLEDAMME	Edom's 1894 Vampire or another Bride (p. 57), Alraune (p. 62), Sniper (p. 131), CIA Agent (p. 91), Pharmaceutical Researcher (p. 128), Carmilla Rojas (p. 46), Dr. Jacqueline Seward (p. 47)	Assassin or merchant of death	
PULPIT	Radical Imam (p. 129), Enigmatic Monsignor (p. 114), Late Con Artist (p. 84)	Religious leader	

Entries marked with a ? are speculative, even by our standards. Consider them instances of thematic resonance rather than secret history.

HO 1 No entry
VS 2 Bram Stoker (p. 235)
CU 3 Alleged Mole (p. 89)
HO 4 No entry
HO 5 No entry
CU 6 Ring (p. 172)
HO 7 Barnafoss (p. 231)
CU 8 Old Pinakothek Museum (p. 228)
VS 9 Dead House (p. 226), DIFC Tasker (p. 111)
HO 10 Castle Dracula (p. 207)
CU 11 Defector (p. 93), SRI (p. 156), Bistritz (p. 203), Alleged Mole (p. 89)
VS 12 No entry
HO 13 "Black Light" Black Site (p. 204), Black Site Interrogator (p. 104)
HO 14 Chinese Agent (p. 110)
CU 15 Smuggler (p. 131)
HO 16 Bistritz (p. 203), Castle Dracula (p. 207)
HO 17 Enigmatic Monsignor (p. 114), Vatican Vampire Program (p. 76)
VS 18 No entry
HO 19 No entry
CU 20 Exeter (p. 167)
CU 21 Harker Rosary (p. 268), Retired MI6 Asset Runner (p. 98)
VS 22 No entry
HO 23 Black Site Interrogator (p. 104)
VS 24 No entry
CU 25 Balkans Specialist (p. 91)
CU 26 HMS Proserpine (p. 169)
VS 27 No entry
VS 28 No entry
HO 29 Jonathan Harker (p. 32)
VS 30 Telluric Vampires (p. 59)
CU 31 Albemarle Hotel (X Club) (p. 183)
HO 32 Volcanologist (p. 136), National Institute for Earth Physics (p. 151)
VS 33 Castle Dracula (p. 207)
CU 34 No entry
VS 35 Cryptic Lockbox (p. 264)
HO 36 Red Jack (p. 73), Norman Shaw Buildings (p. 193)
HO 37 Earthquake Device (p. 266)
HO 38 Carfax (p. 185), DIFC Tasker (p. 111)
CU 39 Other Ports (p. 172)
CU 40 No entry
VS 41 No entry
HO 42 Online Mystic (p. 126)
VS 43 Iron Guardsman (p. 83), German Vampire Program (p. 75)
CU 44 "Van Sloan" (p. 87), "Cushing" (p. 92), "Hopkins" (p. 117)
HO 45 Lilith (p. 69), Anthropologist (p. 90)
HO 46 Dracula (p. 56), Medievalist (p. 122)
CU 47 Safe House Network (p. 194), MI5 Deputy (p. 95)
HO 48 Other Ports (p. 172), Axel Logistics (p. 141), HGD Shipping (p. 145)
VS 49 None
HO 50 Billington & Sons (p. 142), Burdett's Private Bank (p. 143), Leutner Fabrichen (p. 146), Klopstock & Billreuth (p. 145)
VS 51 Ministry of Regional Development and Tourism (p. 154)
HO 52 Santa Maria la Nova (p. 239), Operation Gladio (p. 163)
CU 53 Bistritz (p. 203), Dead House (p. 226)
CU 54 Peter Hawkins (p. 39)
CU 55 Ring (p. 172), Dukes of Edom (p. 50)
HO 56 SRI (p. 156), SRI Agent in Charge (p. 133), Smuggler (p. 131), Drug Boss (p. 113), Arms Runner (p. 102), Romanian Mafia (p. 157), Human Trafficker (p. 118) MI6 Romania Desk Analyst (p. 124), GCHQ Romania Desk Analyst (p. 115)
VS 57 Ruvari Szgany (p. 147), Human Rights Activist (p. 118)
HO 58 Sotheby's (p. 198), Art Forecaster (p. 103)
CU 59 Satanic Cult of Dracula (p. 55)
CU 60 Radu (p. 276), MI5 Deputy (p. 95), American Vampire Program (p. 76)
VS 61 Echipa Mortii (p. 149), Iron Guardsman (p. 83), German Vampire Program (p. 75)
HO 62 Norman Shaw Buildings (p. 193), "Mr. Hopkins" (p. 117)
HO 63 Exeter (p. 167), HMS Proserpine (p. 169)
HO 64 Carfax (p. 185), Seward's Asylum (p. 195), Dr. Jack Seward p. 35), Dr. Jacqueline Seward (p. 47)
CU 65 Lucy Westenra (p. 34), Wilhemina Murray Harker (p. 33), Kate Reed (p. 37)
CU 66 Seward's Asylum (p. 195), Ring (p. 172)
HO 67 Red Jack (p. 73)
HO 68 Quincey Morris (p. 36), CIA Agent (p. 91), American Vampire Program (p. 76), Thad Morris (p. 46), American Vampire (p. 63)
CU 69 No entry
CU 70 Argentina (p. 225)
HO 71 Korea Club (p. 192)
CU 72 Late Con Artist (p. 84)
CU 73 Westenra Brooch (p. 284)
HO 74 Petroleum Executive (p. 127)
HO 75 Westenra Brooch (p. 284)
VS 76 Anti-Communist (p. 81), Echipa Mortii (p. 149)
HO 77 Renfield's Journal (p. 277)
VS 78 Neo-Nazi (p. 85)
CU 79 Hypnosis (p. 31)
VS 80 Ring (p. 172), Arthur Holmwood (p. 36), Philip Holmwood (p. 43), Psychic (p. 96)
CU 81 No entry
CY 82 No entry
HO 83 Romanian Police Inspector (p. 130), Chief of Station Bucharest (p. 109), Al-Qaeda in Rum (p. 148)
HO 84 Francis Aytown (p. 40), Old Pinakothek Museum (p. 228), Sculptor (p. 100), Art Forecaster (p. 103)
HO 85 Smuggler (p. 131)
CU 86 Turkish Vampire Program (p. 76), Turkish Agent (p. 136)
CU 87 Hong Kong (p. 229), Jenglot (p. 67), Dolingen Tomb (p. 227)
CU 88 Elah? (p. 52), MI6 Lamplighter (p. 123), Whitby (p. 177)
HO 89 Kenaz? (p. 51)
HO 90 Westenra Brooch (p. 284)
CU 91 Seismologist (p. 100), Whitby (p. 177)
HO 92 MI6 Lamplighter (p. 123), Whitby (p. 177), "Cushing" (p. 92)
CU 93 Psychic (p. 96)
CU 94 No entry
HO 95 Billington & Sons (p. 142), Axel Logistics (p. 141)
CU 96 MI5 Deputy p. 95), Balkans Specialist (p. 91), Psychic (p. 96), Acting Director of MI5 (p. 80)
CU 97 Satanic Cult of Dracula (p. 55)
CU 98 Psychic (p. 96), Cerneati (p. 66)
HO 99 Aytown Photographic Studies (p. 262), DIFC Tasker (p. 111)
CU 100 Seismologist (p. 100), National Institute for Earth Physics (p. 151)
CU 101 Ring (p. 172)
HO 102 Argentina (p. 225)
CU 103 Retired MI6 Asset Runner (p. 98), Balkans Specialist (p. 91)
HO 104 British Library (p. 184), "Mr. Hopkins" (p. 117)

HO 105 No entry
HO 106 Bram Stoker (p. 235), Dun Dreach-Fhola (p. 235)
HO 107 Journalist (p. 120), Tabloid Journalist (p. 134)
HO 108 Queen Tera (p. 71)
HO 109 Heal the Children (p. 150)
HO 110 Stoker's Notes (p. 280), Bram Stoker (p. 235), Rosenbach Museum (p. 253)
HO 111 Albemarle Hotel (p. 183)
CU 112 Seward's Asylum (p. 195)
HO 113 No entry
HO 114 Satanic Cult of Dracula (p. 55), Lilith (p. 69), Barnafoss (p. 231)
CU 115 Securitate (p. 154), Other National Vampire Programs (p. 75)
CU 116 No entry
HO 117 Seward's Asylum (p. 195), Heal the Children (p. 150), Pharmaceutical Researcher (p. 128), Nox Therapeutics (p. 162), Dr. Jacqueline Seward (p. 47)
HO 118 "Camp Midnight" (p. 252)
CU 119 Van Helsing's House (p. 243)
HO 120 Vanderpool Glass-House (p. 244)
CU 121 Alraune (p. 62)
CU 122 No entry
CU 123 Sotheby's Auction House (p. 198), Jeweled Dagger (p. 270)
HO 124 Real Estate Broker (p. 129)
VS 125 German Vampire Program (p. 75), Neo-Nazi (p. 85), Former Gehlen Org (p. 82)
CU 126 No entry
CU 127 Elizabeth Bathory (p. 65), Defector (p. 93), Cachtice Castle (p. 245)
CU 128 Caldwell Foundation (p. 160)
HO 129 Peter Hawkins (p. 39).
CU 120 Carfax (p. 185), Safe House Network (p. 194), Satanic Cult of Dracula (p. 55), Jeweled Dagger (p. 270)
HO 131 Politia Romana (p. 154), Al-Qaeda in Rum (p. 148), Bucharest (p. 204), Bucharest Street Cop (p. 108), "Cushing" (p. 92)
CU 132 London Zoo (p. 192)
HO 133 London Zoo (p. 192)
CU 134 Billington & Sons (p. 142)
CU 135 Renfield's Journal (p. 277)
CU 136 Hillingham (p. 190), Ring (p. 172), Exeter (p. 167)
VS 137 No entry
CU 138 Psychic (p. 96), Balkans Specialist (p. 91), *Le Dragon Noir* (p. 273)
CU 139 No entry
HO 140 Argentina (p. 225), Carmilla Rojas (p. 46)
HO 141 No entry
CU 142 German Vampire Program (p. 75)
CU 143 CIA Agent (p. 91)
CU 144 Pinon? (p. 52)
HO 145 Satanic Cult of Dracula (p. 55)
HO 146 No entry
HO 147 No entry
CU 148 Psychic (p. 96)
HO 149 Kingstead Cemetery (p. 191), Smuggler (p. 131), Drug Boss (p. 113)
HO 150 Online Mystic (p. 126), Cerneati (p. 66)
CU 151 Feral Child Vampire (p. 191)
CU 152 Abraham Van Helsing (p. 33)
CU 153 Seismologist (p. 100), Kingstead Cemetery (p. 191), Whitby (p. 177)
CU 154 Archdiocese of Mechelen-Brussels (p. 141)
HO 155 Abraham Van Helsing (p. 33)
CU 156 Station Bucharest (p. 159)
CU 157 No entry
HO 158 Vampire Hunting Kit (p. 281)
HO 159 Sibiu (p. 221), Orlok (p. 70)
HO 160 John Seward (p. 35)
HO 161 Hospital of St. Joseph & Ste. Mary (p. 230), Vatican Vampire Program (p. 76)
CU 162 Psychic (p. 96), Seismologist (p. 100), Retired MI6 Computer Boffin (p. 99)
HO 163 Castle Dracula (p. 207)
VS 164 Echipa Mortii (p. 149), Pensioner (p. 86)
HO 165 Brides of Dracula (p. 57), Dolingen Tomb (p. 227)
HO 166 Russian Vampire Program (p. 76), Retired KGB Agent (p. 97)
HO 167 Bram Stoker (p. 235), Stoker's Notes (p. 280), Dead House (p. 226)
CU 168 Exeter (p. 167), MI5 Deputy (p. 95), Retired KGB Agent (p. 97), Hillingham (p. 190)
CU 169 Hungarian (p. 94)
CU 170 Tepes Tapestries (p. 280)
HO 171 No entry.
HO 172 No entry.
CU 173 Exeter (p. 167), Monastic Caverns Hotel (p. 247), Black Site Khoshekh (p. 236)
CU 174 Coldfall House (p. 188), Satanic Cult of Dracula (p. 55)
HO 175 Silent Servants (p. 58), Stoker's Notes (p. 280), Rosenbach Museum (p. 253)
VS 176 Echipa Mortii (p. 149), Neo-Nazi (p. 85), German Vampire Program (p. 75)
CU 177 Psychic (p. 96), Spirit Board (p. 279)
CU 178 Carfax (p. 185), Red Room (p. 187)
CU 179 HMS Proserpine (p. 169)
HO 180 MI5 Deputy (p. 95), Philip Holmwood (p. 43), Tyler? (p. 53)
CU 181 Retired MI6 Asset Runner (p. 98), Defector (p. 93)
CU 182 Balkans Specialist (p. 91), London (p. 179)
HO 183 Other National Vampire Programs (p. 75)
CU 184 Elizabeth Bathory (p. 65), Lilith (p. 69), Dolingen Tomb (p. 227), Queen Tera (p. 71)
CU 185 Zohar of Moses de Léon (p. 285)
HO 186 "Cushing" (p. 92), National Institute of Earth Physics (p. 151), Retired MI6 Computer Boffin (p. 99)
CU 187 MI5 Deputy (p. 95), Retired KGB Agent (p. 97), Iram (p. 51)
CU 188 Retired MI6 Asset Runner (p. 98), Balkans Specialist (p. 91)
CU 189 Hungarian (p. 94)
CU 190 Seismologist (p. 100), Classense Library, (p. 238)
CU 191 Hong Kong (p. 229), Jin-Gui (p. 68)
HO 192 Icelandic Diplomat (p. 119), Laki (p. 234), Makt Myrkanna Correspondence (p. 275)
HO 193 HMS Proserpine (p. 169), Vampire Hunting Kit (p. 281)
VS 194 Sibiu (p. 221), Scholomance (p. 219), Solomonari (p. 74), Pensioner (p. 86), Echipa Mortii (p. 149)
CU 195 Portrait of Dracula (p. 275), Cameos of Dracula (p. 263)
CU 196 Alleged Mole (p. 89)
CU 197 Seward's Asylum (p. 195), Mibzar? (p. 51)
CU 198 Renfield's Journal (p. 277)
CU 199 Carfax (p. 185), Safe House Network (p. 194), Alraune (p. 62), Other National Vampire Programs (p. 75)
CU 200 No entry.
CU 201 Alleged Mole (p. 89)
HO 202 Safe House Network (p. 194), Tabloid Journalist (p. 134)
CU 203 HGD Shipping (p. 145), Iceland (p. 231)
HO 204 Cross Angel Cold Storage (p. 189), Journalist (p. 120)
CU 205 Cameo of Dracula (p. 263)
HO 206 Aërated Bread Company (p. 182), Seismologist (p. 100)

CU 207 *Le Dragon Noir* (p. 273), John Dee's Diary (p. 270), British Library (p. 184)
CU 208 Jetheth? (p. 52)
CU 209 No entry
CU 210 No entry
HO 211 Vial of Blood (p. 284)
CU 212 No entry
CU 213 Vial of Blood (p. 284)
CU 214 SRI (p. 156), Pitesti Prison (p. 218)
CU 215 Balkans Specialist (p. 91)
CU 216 No entry
HO 217 Zohar of Moses de Leon (p. 285), *Le Dragon Noir* (p. 273), Sotheby's Auction House (p. 198), Extraordinary Objects Department (p. 161), Caldwell Foundation (p. 160), Bookseller (p. 106)
CU 218 Balkans Specialist (p. 91), Retired MI6 Asset Runner (p. 98), Hungarian (p. 94)
CU 219 CIA Agent (p. 91), Argentina (p. 225), Defector (p. 93), American Vampire Program (p. 76), Oholibamah? (p. 52)
VS 220 No entry
CU 221 Brides of Dracula (p. 57), Westenra Brooch (p. 284), Alleged Mole (p. 89), MI5 Deputy (p. 95)
CU 222 Psychic (p. 96), Dead House (p. 226)
CU 223 Retired MI6 Computer Boffin (p. 99)
CU 224 No entry
CU 225 Alleged Mole (p. 89), CIA Agent (p. 91), Retired KGB Agent (p. 97)
VS 226 Dissident (p. 112), Romanian Mafia (p. 157)
CU 227 MI5 Deputy (p. 95), Alleged Mole (p. 89), CIA Agent (p. 91), Retired MI6 Asset Runner (p. 98)
CU 228 Retired KGB Agent (p. 97)
CU 229 Psychic (p. 96), Strasba Orphanage (p. 223)
VS 230 Orient Express (p. 248), Pensioner (p. 86), Tokat Castle (p. 250)
CU 231 No entry
VS 232 No entry
HO 233 Medievalist (p. 122)
HO 234 National Institute of Earth Physics (p. 151), DIFC Tasker (p. 111)
CU 235 Balkans Specialist (p. 91), Brides of Dracula (p. 57)
HO 236 Turkish Agent (p. 136)
HO 237 No entry
CU 238 Other National Vampire Programs (p. 75)
VS 239 Balkans Specialist (p. 91)
CU 240 HGD Shipping (p. 145), Geerd Hoorn (p. 45)
CU 241 Hildesheim Legacy (p. 116)
VS 242 Fortified Monastery of St. Peter (p. 144)
CU 243 Slains Castle (p. 176)
VS 244 Earthquake Device (p. 266)
HO 245 Strasba Orphanage (p. 223)
VS 246 Retired MI6 Asset Runner (p. 98)
HO 247 Vesuvius Observatory (p. 242), Seismologist (p. 100)
CU 248 No entry
CU 249 Late Con Artist (p. 84), Retired MI6 Asset Runner (p. 98)
CU 250 No entry
CU 251 Aytown's Photographic Studies (p. 262), Vampire Hunting Kit (p. 281)
CU 252 Brides of Dracula (p. 57)
CU 253 No entry
HO 254 Bram Stoker (p. 235), Stoker's Notes (p. 280), Rosenbach Museum (p. 253)

Page numbers in **bold** indicate main entries for main subjects.

7/7 terror attacks 11, 92, 124.
18 levels of Hell 230.
197 Chicksand Street 194; *see also Whitechapel.*
347 Piccadilly 143, 182, 187, 194, 270; *see also Piccadilly.*
1894 originals 10, 13, 16, 27, 30, **32-48,** 67, 76, 80, 84, 186, 189, 192, 248, 267, 280, 282; playing as, **325-327**; *see also specific hunters.*
1894 vampire 27, 49, **53-54,** 57, 158, 161, 191; *see also Proserpine, Sealed Coffin.*
1930s spy chiefs **319.**
1940 operation 10-11, 14, 15, 16, 33, 50, 80-88, 91, 98, 109, 125, 173, 176, 192, 218, 227, 229, 264, 265, 266, 278, 282, 284, 309, 321; people, **80-88**; playing out, **327-330**; *see also "Van Sloan."*
1977 mole hunt 11, 14, 28, 30, 42, 44, 52, 64, 81, 82, 86, 88, 89-101, 118, 124, 159, 188, 192, 225, 229, 264-267, 277, 289, 309, 322; people, **89-101**; playing out, **330-333**; *see also Alleged mole.*
Abbey Mills Pumping Station 185; Abbey Road DLR, 185.
Abhartach **61-62,** 135.
Abhorrent Truth, The (campaign frame) **313-319**, *see also Cthulhu Mythos.*
"Abraham" 95; *see also Informant.*
Abteilung IIIb 34, 62, 75.
Abwehr 11, 28, 62, 82, 136, 176, 308, 319, 328; *see also Döring, Helmut.*
Acting Director of MI5 50, **80,** 81, 269, 271, 309.
Aërated Bread Company **182-183**.
Afghanistan 39, 111, 113, 125, 126, 142, 148, 154, 156, 169, 204.
Agares (demon) 267.
Agatha, Sister 230, 231, 269.
Agathyrsi 294.
Agartha 322.
Ahnenerbe 45, 50, 71, 75, 176, 209, 228, 235, 309, 314, 317, 319, 320-322.
Airport thriller rules mods 320.
Aiud prison 153, 276.
Alba Iulia (Apulon) 294, 309.
Albania 229, 293; Albanians, 122, 148, 157, 224.
Albemarle Hotel **183-184**.
Albert Victor, Prince 39.
Alchemy 53, 70, 85, 90, 228, 271, 283, 313, 314, 322.
Aldebaran 322.
Al-Furqan 148.
Alien vampires 28, 74, 294, 308, 317, 323.
Allam, Yousef 133; *see also Syrian general.*
Allatius, Leo 77.
Alleged mole **89,** 322, 329, 331-333.
Allen, Paul 235, 280.
Al-Qaeda 11, 15, 18, 22, 23, 27, 43, 76, 82, 104, 133, 304, ; in the Levant, 76, 134; in Rûm, 66, 105, 111, 113, 122, 124, 129, 130, 134, 142, **148-149,** 159, 188, 194, 224, 226, 247, 248, 314.
Alraune **62-63,** 75, 189, 269, 319.
Alvah (Duke) 50, 89, 328; *see also Elvis.*
Ambrosian Rite Mass 56, 141.
American vampire **63-64,** 76, 159, 162, 252, 254, 279; program, 28, 64, **76,** 104, 151, 162, 204, 225, 237, 240, 252, 254.
Amman 237.
Amorth, Fr. Gabriele 114.
Amsterdam 33, 45, 67, 226, 243, 272, 278; Begijnhof, 243; Municipal University, 33, 243.
Andesite 294.
Anghel, Ion 339.
Anghelescu, Michael 83; *see also Iron Guardsman.*
Anghelescu, Nicu 130; *see also Romanian Police inspector.*
Angleton, James 11, 164.
Anime Pezzentelle (Abandoned Souls) 240, 241, 243.
Annotations 14; table, 347-349.
Antarctica 309, 320, 322, 323.
Anthropologist 55, 63, 65, 69, **90,** 132, 164, 286.
Anti-Communist **81-82,** 123, 141, 150, 158, 219, 292, 309, 323, 329.
Antiquities smuggling 52, 70, 74, 100, 103, 106, 131, 142, 145, 157, 161, 190, 198, 215, 254, 255, 268, 293, 322.
Antonescu, Ion 11, 75, 83, 103, 125, 149, 153, 218, 329, 330.
Apollo missions 60, 235.
Arcana Caelistia 126.
Archaeological Journal 237.
Archaeologist 55, 72, 90, 184, 234, 252, 286, **292-293,** 314, 317.
Archaeology: Ahnenerbe, 209, 231, 235, 316, 321, 322; Caldwell Foundation, 160; Khoshekh, 75, 236-237; Cthulhu Mythos, 314, 316; Egyptomania, 71; Icelandic, 231; in the Middle East, 70, 114, 292; in Romania, 153, 208, 216, 221, 310, 311, 336, 338; Scholomance, 142, 222; Tokat, 251; Zalmoxis, 295; *see also Antiquities smuggling, Castle Dracula, Geto-Dacians, Tunnels.*
Archdiocese of Mechelen-Brussels 77, **141,** 144, 150, 164, 228, 243, 263, 279.
Archives 122, 126, 141, 142, 160, 184, 185, 198, 208, 212, 231, 233, 235; Edom, 36, 72, 90, 141, 143, 167, 230, 236, 243, 272, 275, 278, 320; generic, 254; Gresham College, 271; India Office, 129; Kew, 81, 269; Liddell Hart Centre for Military, 269; Securitate/SRI, 107, 133, 144, 156, 157, 208, 263, 277, 286, 341; *see also Libraries.*
Argentina 21, 47, 71, 75, 82, 144, 160, 165, **225-256,** 236, 241, 252, 263, 309, 320, 322, 323, 324; *see also Malargüe, Rojas.*
Arges River 211, 212.
Aritonovici, Andrei 93; *see also Defector.*
Armenia 113.
Arms runner 44, **102,** 107, 113, 115, 123, 124, 129, 145, 147-149, 155, 158, 160, 162, 217, 228, 257, 261, 283.
"Arrange Accident" **22,** 289.
"Arrest Agent" **21,** 164.
Art forecaster 55, **103-104,** 162, 198, 269, 281, 292.
Arundell, Francis Vyvyan Jago 168.
Ash (wood) 245, 253, 256.
Ásmundsson, Valdimar 275.
Assign, vampiric 20, 54, 106, 313, 322.
Asylum, Seward's 33-35, 38, 40, 47, 49-51, 53, 64, 121, 128, 141, 142, 162, 167, 171, 176, 185, 186, **195-197,** 204, 263, 268, 274, 275, 277-279, 284, 288, 297, 312; Infiltration of, 196, 278; plan, 197.
"Athletes" mafia clan 157, 339.
Atlantic (ship) 63.
Auction 34, 60, 106, 146, 161, 197, 216, 235, 265, 271, 275, 280; rules, 198; *see also Sotheby's.*
Australia 130, 292, 305.
Austria 34, 85, 212, 320, 323, 328; Austro-Hungarian Empire, 211, 294, 317, 319, 320; *see also Graz, Hapsburg, Styria.*
Avenul Mare (cave) 295.
Avram Iancu (lake) 219.
Axel Logistics 45, 46, 55, 130, **141-142,** 143, 145-147, 172, 177, 190, 193, 195, 197, 225, 243, 252, 292, 326.
Aydin, Sait 129; *see also Radical imam.*
Aytown-Baptiste, Vivienne 100; *see also Sculptor.*
Aytown, Francis **40,** 197, 229, 264, 275, 314, 325; Dracula portrait, 40, 100, 144, 198, 215, 229, 244, 264, **275-276**; Legacies, 100; Linda, 100, 229; photographic studies, 40, 42, 100, 229, **262-263,** 264, 265, 273, 278, 283, 285, 309.
Azerbaijan 113.
Bacteria, toxic volcanic 28, 59-61, 68, 73, **222,** 236, 323, 324; *see also Telluric vampires.*
Bagram AFB 204.
Baia Mare 285, 314.
Balan, Aishe 118; Gheorghiu, 329; *see also Human rights activist.*
Balea, Lake 219.
Balkans specialist 37, **91,** 96, 150, 184, 214, 215, 244, 250, 254, 265, 270, 328, 331, 332.
Balsa, Maria 310.
Banat 157, 316.
Banks: Burdett's, 23, 55, 99, 140, **143-144,** 188, 193, 265; Klopstock & Billreuth, 16, 23, 63, **145-146,** 188, 190, 226, 295.
Bankson, Brett "Portman" 123; *see also MI6 lamplighter.*
Barbatelli, Nicola 240, 310.
Barbulescu, Natalia 108; *see also Bureaucrat.*
Barnafoss **231-234.**
Basarab, House of 30, 270; Neagoe, 310.
Basescu, Traian 340.
Basilica Cistern 248.
Basingstoke 172.
Bataan, USS 204.
Báthory, Elizabeth 28, 56, 57, **65,** 71, 135, 164, 188, 212, 238, 245, 271, 302, 312, 317; family, 30; journal

of, 219, **267-268**; Stephen, 271.
Bats 36, 46, 144, 167, 173, 178, 189, 192, 195, 197, 203, 216, 225, 226, 263.
Battlements 209, 211-213, **214,** 245, 315.
Beaulieu 173.
Beersheba 236.
Begin, Menachem 116.
Beijing 75, 110.
Belfast 115.
Belgium 25, 125, 141, 243; Archdiocese of Mechelen-Brussels, **141**; Gladio in, 164.
Belimace, Perga 81, 329; *see also Anti-Communist.*
Bell, Gertrude 293.
Benedikt, Moritz 34.
Berca mud volcanoes 136.
Bereford, Michael, 92, 93, 331; Lorna, 92; *see also "Cushing"*
Berlin 38, 62, 81, 105, 110, 149, 150, 176, 316, 320.
Berne 145.
Bethnal Green 53.
Betlemi cave 66.
Bewler, Kate 91, 332; *see also CIA agent.*
Bhuta 308.
Bicaz 292; Dam, 212; Gorge, 203, **208**, 295; Lake, 212; River, 208.
Biggs, Daniel 122; *see also MI5 agent.*
Billington & Sons **142-143,** 172, 177, 178, 188, 195.
Bin Laden, Osama 27, 148.
Biohazard gear 253.
Bistrita (Bistritz) 16, **203-204,** 208, 211, 212, 269, 281, 315; map, 200; River, 212.
BKA (Germany) 146.
Black, James 272.
Black Lake 219.
"Black Light" black site 23, 76, 104, 112, 116, 121, 149, 156, 162, 171, 188, **204-205,** 226, 252; interrogator, **104-105**; plan, 205; program, 28, 76, 104, 162, 204, 237, 252.
Black Mass 55, 96, 149, 151, 187, 233; *see also Satan, Satanic cult of Dracula.*
Black Sea 11, 125, 145, 153, 248, 250, 303, 319, 330, 336, 337, 341; Bank, 146.
Black site Khoshekh 75, **236-237,** 251, 286, 312, 315, 317.
Black site interrogator 74, 79, 83, **104-105,** 107, 121, 149, 156, 164, 171, 188, 205, 215, 260, 314.
Black Stone 314, **316-317,** 322; Black Shard, 309, 316, 317.
Black Sun 308, 322, 323.
Blacknest seismic research site 100.
Blackwood, Brian 99, 331; *see also Retired MI6 computer boffin.*
Blake, William 253.
Blomberg, Baron Ernst von 34; Serum, 80, 115, 128, 175, 187, 197, **282,** 283, 297, 307.
Blood, vial of 24, 44, 117, 190, 197, 226, 236, 265, **284,** 322.
Blood-Ruby of the Toad 314.
"Bloofer Lady" 35, 37, 190, 191, 255.
Blue Lagoon 233.
Blythe, Lucy 24, **41-42,** 192, 270.
BND (Germany) 27, 28, 45, 71, 75, 82, 94, 103, 107, 110, 113, 118, 135, 138, 141, 237, 244, 279, 323; deep-cover agent, 19, 70, 73, **105-106,** 113, 124, 132, 156, 203, 228, 257, 305, 319.
Bogata 309.
Bohr, Niels 341.
Bolschwing, Otto von 328.
Bond, Elijah 279.
Bontesti 315.
Book of the Dead 72.
Bookseller **106-107,** 132, 162, 184, 253, 268, 274, 280, 316, 317.
Border Police, Romanian 155; Slovakian, **164.**
Borgo Pass 137, 203, 208, **209,** 295, 309, 315.
Bosnia 148.
Bosporus 76, 248.
Boston 63, 84.
Boston Spa 184.
Bottomless Lake 219.
Bowie knife 36, 272, 273, 282, 317.
Boxshall, Eddie 328.
Braila 337.
Bran, Castle 135, 207, **209,** 211, 281, 294, ; plan, 210.
Brasov 148, 209, 315.
Bratianu 144, 217.
Bratislava 65, 164, 309.
Braun, Frank 62, 75.
Braun, Unternehmen 75.
Brides of Dracula 13, 16, 20, 23, 25, 28, 34, 44, 53-55, **57,** 63, 65, 68, 76, 97, 113, 119, 127, 145, 150, 159, 177, 191, 207, 212, 214, 220, 228, 229, 233, 245, 247, 250, 268, 279, 285, 296, 300, 301, 313, 321, 327; possible NPC, 47, 106, 132.
Bridge, Cyprian A. G. 39.
Bridge of Lies 221.
Brigada Antiterorista 154, 157.
"Bright Light" program 104, 126, 204, 252.
Britain 15, 19, 22, 28, 34, 45, 55, 129, 150, 162, 175, 230, 253, 302, 313, 322, 330-333; Establishment of, 20, 55, 72, 73, 80, 96, 135, 144, 161, 193, 275, 332; locations in, **167-179,** 182-198; map, 166, ; nodes in, 141-143, 145, 150, 160, 161; *see also London, other specific cities, institutions, locations.*
British Army 10, 43, 45; *see also Royal Air Force.*
British Library 129, 177, **184,** 193, 219, 237, 271, 274, 292, 315, 316.
British names 138.
British Petroleum 140, 153.
Brooch, Westenra 96, 143, 160, 171, 179, 190, 191, 265, 279, **284-285.**
Brooklyn Daily Eagle 63.
Brothers of the Yellow Sign 314.
Brown, Edwin 63.
Brown, James (vampire) 63; *see also American vampire.*
BSIJ 154, 339.
Bucegi Natural Park 304.
Bucharest 11, 18, 55, 86, 89, 103, 106, 110, 113, 118, 125, 127, 142, 143, 149-151, 154-159, 163, 205, 223, 225, 243, 248, 250, 290, 302-307, 309, 310, 328-329, 332, **335-341**; 1940 earthquake, 11, 85, 329; 1977 earthquake, 11, 332, 335; airport, 260, 337; archaeology in, 337, 338; "Black Light" site, **204-205**; bribery in, 338; "Bright Light" site, 104, 126, 204; Bullshit Detector in, 335; Chief of Station, 75, 104, 107, **109-110,** 132, 156, 160, 164, 254; Chinese Market, 255; Cismigiu Garden, 159; conflicts in, 338-339; Curtea Veche, 335, 338; Dracula and, 337; Driving in, 335; emotional modulation, **204**; Ferentari, 335, 336; Herastrau Park, 338; history, 335; languages, 335; locations in, 204, 223, 336-338; Looking Glass, **335-367**; mafia clans, 157, 339; Magurele, 151; maps, 202, 203; markets, 337; Metro subway, 259-260, 335, 337; Mosilor, 106, 336; Municipal Museum, 311; National Art Museum, 159, 311; National History Museum, 60; NATO records office, 126, 204; neighborhoods, 336; nodes in, 142, 148, 149, 150-159; NPCs in, 86, 103-110, 113, 117, 118, 122, 123, 125, 127; One Look, 335; Palace of Parliament, 336, 338; plagues in, 335; Police, 339; population, 335; private detective, **107-108,** 158; security in, 305; Shaolin Dojo, 158; Station Bucharest, 75, 89, 91, 104, 134, 137, **159-160,** 255, 332; street cop, 90, 105, 107, **108,** 113, 127, 155, 158, 159, 258, 260, 261, 306; thrilling elements, 341; University of, 109, 122, 153, 251, 329.
Budapest 33, 103, 145, 203, 207, 211, 248, 269; Four Tigers Market, 255; Hospital of St. Joseph and Ste. Mary, **230-231.**
Buenos Aires 47, 160, 225.
Bulgaria 76, 104, 129, 145, 146, 148, 310; *see also Varna.*
Bullard, Edwin 100; *see also Seismologist.*
Bullets: hawthorn discarding-sabot, 237; meteorite, 68; moon rock, 68, 265; sacred, 274, 282, 308; silver, 47, 102, 282.
Buné (demon) 73, 214, 274.
Burdett's Private Bankers 23, 55, 99, 140, **143-144,** 188, 193, 265.
Bureaucrat **108-109,** 152, 162, 216, 219, 254, 257, 277, 281, 286, 292, 329.
Burgess, Guy 319.
"Burn Agent" **23.**
"Burn and Freeze" **19.**
BURN mode **27,** 165, 326.
Bury, William 39.
Bushell, Kate 167.
Byatis 314.
Byrd, Richard 324.
Byron, George Gordon, Lord 238, 313.
Cachtice Castle 65, 71, 135, 212, **245-246,** 312; plan, 246.
Cage, Nicolas 109.
Cairncross, John 319.
Caldwell Foundation **160-161,** 222, 272, 278; Henry, 3rd Lord, 160; Henry, 4th Lord, 160.
Calimani Mts. 203, **209,** 294, 295, 297, 315; National Park, 297, 298.
Callaghan, James 331, 332.
Câlnistea River 310.
Camazotz 144.
Cambridge 37, 47, 91, 111, 116, 122, 153, 160, 292, 318.
Cameos 42, 46, 97, 100, 144, 198, 229, **263-264,** 276, 279, 283.
Camorra 241, 310.
Camp Midnight 64, 76, 162, 163, 225, **252-253.**
Campaign: defaults, **15-17**; fuller sample,

25-26; modes, **27**; questions, **27-30**; short sample, 25; without *Dracula,* 14; without the unredactd Dossier, 14.
Capstones 291; Dracula's Mill, 297-301; Russian Roulette, 301-307; Tomb of Dracula, 308-312; Zalmoxis Rising, 291-296.
Caput mortuum 185, 218, 243.
Caradja-Kretzulesco, Catherine 76, 163.
Carfax 20, 22, 23, 26, 35, 38, 39, 49, 64, 104, 112, 116, 126, 142, 168, 171, 172, 177, **185-188,** 193, 195-197, 205, 243, 270, 279, 280, 288, 309, 318, 322, 326; plan, 186; *see also Red Room.*
Carmelite Order 56.
Carol I 335.
Carpathians 46, 66, 112, 127, 136, 151, 208, 209, 219, 262, 264, 269, 293, 297, 301, 302, 314, 333; northern, map, 200.
Carter, Jimmy 64.
Carter, Paterson & Co. 142, 193; *see also Axel Logistics.*
Carthusian Order 56.
Casey, William 64.
Castle Dracula 14-16, 20, 24-26, 29, 30, 32-24, 37, 39, 57, 58, 63, 86, 100, 103, 119, 122, 126, 130, 134, 135, 142, 144, 147, 154, 155, 158, 198, 203, **207-213,** 223, 226, 231, 243, 263, 268, 270, 273, 274, 276, 279, 281, 294, 295, 297, 307, 309, 313, 315, 318, 321, 326, 327, 329; finding, 87, 111, 122, 148, 151, 171, 176, **208,** 243, 263, 265, 267, 271, 281; locations in, 213-216; state of, 207.
Castle Ferenczy 203, **315.**
Cathedrals: Durham, 172; Exeter, 167; Holy Trinity (Sibiu), 221; St. Martin's (Bratislava), 309; St. Michael's (Alba Iulia), 309; St. Rumbold's (Mechelen-Brussels), **141,** 228; Sibiu Lutheran, 221.
Catherine II "the Great" 76.
Cave guardians 301.
Caverna de las Brujas 225.
Ceahlau Massif 292-296, 311; map, 201.
Ceausescu, Nicolae 11, 86, 91, 93, 97, 111, 150, 152, 157, 276, 277, 311, 332, 335, 336, 338, 341.
Cemeteries: East London, 185; generic, 255; Ghencea (Bucharest), 335; Giurgiului (Bucharest), 341; Hampstead, 39; Hong Kong Protestant, 230; Kingstead, 171, **191,** 265, 279, 285, 312, 315; Munich, 227, 315; St. Pancras and Islington, 189.
Cerneati **66,** 222, 301.
Chapels: Annunciation (Snagov), 311; Begijnhof, 244; Carfax, 172, 185, 188; Castle Dracula, 309; Hong Kong Intl. Airport, 230; Hospital of St. Joseph and Ste. Mary, 230; Ring, 176; Strasba Orphanage, 223.
Charles, Prince 148.
Chastelain, Alfred Gardyne de 328.
Chechnya 76, 94, 148.
Cheney, Dick 64.
Chernobyl 66.
Chicago 83, 162, 252, 292.
Child vampire, feral **191,** 279.
Chile 46.
China 20, 68, 110, 130, 158, 208, 229, 265, 314, 327; Song Dynasty, 265; vampire program of, 75; *see also Hong Kong, MSS.*
Chinese agent 19, 75, **110-111,** 132; Market, 255.
Chitul, Vasile 118; *see also Human trafficker.*
Khoshekh black site 75, **236-237,** 251, 286, 312, 315, 317.
Chungking 266.
Church: Catholic, 34, 84, 141, 144, 150, 164, 211, 225, 231, 238; Iglesia ni Cristo, 185; Orthodox, 144, 221, 227, 295, 310; *see also Cathedrals, Chapels, Vatican, specific institutions*
Churchill, Winston 38, 40, 81.
CIA (US) 11, 16, 27, 28, 37, 45-47, 55, 64, 70, 75, 79, 82, 83, 91, 94, 104, 107, 109, 110, 112, 113, 116-118, 120, 125, 127, 130, 132, 137, 148, 149, 151, 155, 156, 159, 162-164, 204, 225, 228, 237, 240, 252-254, 277, 279, 280, 319, 323, 324, 331, 332, 334; agent, 23, 55, **91-92,** 111, 113, 120, 123, 127, 132, 137, 156, 162, 235, 254, 265, 277, 324, 332; black site interrogator, 74, 79, 83, **104-105,** 107, 121, 149, 156, 164, 171, 188, 205, 215, 260, 314; "Bright Light" program 104, 126, 204, 252; Chief of Station (Bucharest), 75, 104, 107, **109-110,** 132, 156, 160, 164, 254; extraordinary rendition program, 104, 157, 204; paramilitaries, 64, 225, 252; Station London, 92, 164; vampire program, 28, 64, **76,** 104, 151, 162, 204, 225, 237, 240, 252, 254.
Ciancimino, Vito 339.
Cioclovina caves 294.
Cistercian Order 321.
Clairvoyance cocktail 93.
Classense Library **238-239.**
Clement, James 316.
Cleveland 252.
"Cloak" **20.**
Cluj-Napoca (Klausenburg) 92, 153, 155, 157, 203, 309.
Codreanu, Corneliu 83, 149, 150, 329.
Codreanu, Mihnea 109, 329.
Coffin, sealed 35, 63, 72, 112, 116, 142, 144, 164, 171, 188, 190, 226, 236, **278-279,** 311.
Coldfall House 55, 130, **188-189,** 193, 272.
Collins, Francesca 136; *see also Volcanologist.*
Comana Monastery 310.
Comintern (USSR) 319.
Commission on Historical Monuments 212.
Computer Use (1977 Ability) **330.**
Con artist, late **84-85,** 265.
Congo 82.
Conspiracy 15, 20, 27, 28, 55-59, 60, 152, 187, 194, 203, 225, 290, 292, 293, 297, 307, 308, 322, 331, 333; in Romania, **152,** 203; in US, 252; sample, **16-17**; security, 295-296; *see also individual encounters, monsters.*
Conspyramid 13, 14, 16-18, 20, 24, 25, 111, 118, 133, 140, 155, 171, 244, 252, 291, 308, 332, 333; Romanian government bodies as nodes in, 152; sample, 16-17.
Constanta 125, 126, 337.
Control Body of the Prime Minister 16, **153.**
Cook, Edward Tyas 38.
Corduneanu mafia clan 157.
Cornwall 72, 88; *see also Exeter.*
Cotford, Inspector **39-40,** 279.
Cotford, Simon 95, 331; *see also MI5 deputy.*
Cotton, Sir Robert 271.
Count Dracula Club 337.
Courtyard 209, 211, **214,** 245.
Covenant, Project 319.
CPC Transit 142.
Craciuna Castle **211.**
Craig, Edith 38.
Craiova 341.
Cream, Thomas Neill 39.
Creasey, Martin 127; *see also Petroleum executive.*
Crimea 303, 312.
Crinn, Richard 121; *see also Madman.*
Cross Angel Cold Storage 17, 66, 121, 126, **189-190,** 289.
Crosse, Andrew F. 184.
Crowley, Aleister 73.
Crucifix 18, 28, 43, 51, 56, 117, 171, 176, 187, 204, 205, 213, 230, 282, 305; Harker, **268-269**; Lovecraftian lenses, **314**; old, 56, 117, 279; roadside (troita), 213.
Cruden Bay 176, 177.
Crypts: Cachtice, 245; Caldwell Foundation, 160; Carfax, 185-188; Dun Dreach-Fhola, 236; Fortified Monastery of St. Peter, 144; generic, 208, 209, 211-213, **214,** 216, 279, 315; NIEP, 151; St. Pancras and Islington Cemetery, 189; Tokat, 251; Tomb of Dracula, 212, 309; *see also Cathedrals, Cemeteries, Tunnels*
Cryptic lockbox **264-265.**
Cthulhu 314.
Cthulhu Mythos 13, 308, 313-319; Romanian locations, 315-317; rules changes for, **313**; vampires in, 317-319.
CTS 154.
Culianu, Ioan 83.
Curtea Veche 335, 338.
"Cushing" 11, 30, 68, 88, 89, **92-93,** 95, 96, 99, 100, 117, 124, 144, 168, 189, 265, 314, 331.
Custos 315, **318.**
Czarina Catherine 145, 178, 217, 327; *see also HGD Shipping.*
"D" 24, 44, **49,** 50, 52, 53, 63, 72, 80, 89, 160, 161, 168, 173, 195, 235, 272, 276, 278, 280, 282, 326, 332.
Dacia 219, 283, 291, 292, 294, 311; artifacts, 157, 292, 338; *see also Geto-Dacians.*
Dadd, Richard 39.
"Dagger" **20.**
Dagger, jeweled 73, 189, 194, 265, **270.**
Daily Mail 134, 272.
Daily Telegraph 71, 192.
Dâmbovita River 336,

337, 339.
Damned vampires 15, 28, 71, 175, 294, 322.
Danby Castle 172.
Dancer working group 332, 333.
Danube River 22, 131, 144, 203, 217, 245, 291, 294, 303, 329, 330; 2005 floods, 217.
Danzig (Gdansk) 320, 324; vampire, 321.
Daoism 68, 229, 230, 266.
Darkness, Order of 96.
Darré, Richard Walther 320, 321.
Dauglish, John 182.
Davies, Morgan 36.
Dead House, Munich 160, 189, **226,** 315, 321.
Debrecen 204.
Decemviri 149.
Dee, John 71, 271; Arthur, 271; journal, 69, 71, 197, 268, **270-271,** 281, 303, 308.
Deegan, Thomas 115; *see also Ex-IRA informant.*
Defector 90, **93-94,** 96, 123, 172, 259, 276, 277, 286, 322, 332.
Defence, Ministry of (UK) 100, 101.
Defense, Department of (US) 64, 76, 162, 252; DIA, 94, 104, 127, 132, 156.
De León, Moses 285; Zohar of, 70, 222, **285-286.**
Demeter 38, 74, 145, 172, 177, 178.
Dene, Laurel 120; *see also Journalist.*
DEPMEDS 252, 253.
Deputy press secretary 303, **304.**
Derry, County (Ireland) 61.
"Destroy Safety" **20,** 27.
Detroit 104, 252.
Detunatele 295.
Deuxième Bureau (France) 319.
De Ville, Count 37, 40, 58, 142, 144, 270, 272; *see also Dracula, Count.*
Devil, *see Satan.*
Devil's Plateau 222.
Devon 88, 167.
DGIA 156.
DGIPI 156.
DGPA 156.
DGSE (France) 94.
Dhampir 43, 113, 131, **161,** 225.
DIA (US) 94, 104, 127, 132, 156.
DIE 11.
Diego Garcia 204.
Dietrichstein 209; *see also Bran.*
DIFC (UK) 111, 112, 304; tasker, **111-112,** 117, 292, 309, 324.
DIICOT 339.
Diplomat, Icelandic 19, 90, **119-120,** 164, 234, 323.
Disneyland, Hong Kong 230.
Dissident 70, 73, 106, **112-113,** 120, 124, 125, 132, 188, 203, 257, 260, 288, 303.
"Dissuade Agent" **22.**
Dive bar **255.**
Dockyards, river **258.**
Dodona, Father 77.
Dogs 60, 65, 91, 130, 173, 175, 203; bullmastiffs, 173, 255; feral, 18, 159, 203, 204, 227, 306, 307, 338; Manchester ratting terriers, 187.
Dogan, Aysel 136.
Doležal, Mirek 164.
Dolingen, Countess von 16, **57,** 76, 159, 212, 227, 228, 328, 329.
Dolingen Castle **212,** 238, 310; Tomb, 85, 226, **227-228,** 315.
Dominican Order 56.
Donelson, Captain 145.
Döring, Helmut 11, 81, 321, 328, 329.
"Double Agent" **19,** 20, 90, 106, 120, 123; Edom double agent, 29.
Douglas, Sir Francis 36.
Dover 172.
Dowsing bone 309; rods, 99.
DPCTP 86, 156.
Dracula (novel) 10, 11, 13-15, 24, 35, 37, 40, 55, 70, 177, 178, 182, 191, 207, 208, 215, 223, 224, 231, 235, 242, 252, 263, 288, 325; gaming out, 325-327; Icelandic edition of, 12, 29, 39, 55, 57, 73, 193, 229, 231, **275,** 327; manuscript of, 235, 280; Notes for, 40, 55, 56, 58, 198, 209, 212, 235, 253, 254, 275, **280**; playing without, 14; stage play, 185; *see also Makt Myrkranna.*
Dracula, cameos of 42, 46, 97, 100, 144, 198, 229, **263-264,** 276, 279, 283; portrait of, 40, 100, 144, 198, 215, 229, 244, 264, **275-276**.
Dracula, Castle **207-213;** *see also Castle Dracula.*
Dracula, Count *passim,* **56-57**; blood of, 15, 20, 24, 27, 33, 51, 56-58, 64, 68, 71, 110, 117, 163, 197, 272, **284,** 307, 317, 321, 322, ; Brides of, **57**; default, 15; historical identity of, **29-30,** 122, 224; Satanic cult of, **55**; Tomb of, 212, **308-312**; Vampyramid, **18-20,** 25, 250, 287.
Dracula Dossier 11-14, 23-26, 28, 41, 44, 47, 55, 73, 75, 78, 79, 88, 89, 91, 95, 101, 111, 112, 116, 117, 120, 124, 161, 162, 183, 208, 253, 272, 280, 283, 288, 331, 333; as 1930s campaign, 319; acquiring, **27,** 162, 288, 289; default, 15.
Dracula, John 30, 271, 309.
Dracula, Ladislas 211.
DRACULA, Project (seismic research) 151.
Dracula, Vlad III, *see Vlad III Dracula.*
Dracula's Mill 66, 209, **297-302,** 308, 310.
Draculesti, House of 30, 122, 281; *see also Basarab.*
Dragoesti 30.
Dragon, Order of the 214, 273, 310.
Dragon Garden 230.
Dragon Noir 23, 27, 55, 65, 68, 69, 73, 74, 97, 106, 113, 114, 135, 142, 147, 151, 176, 184, 187, 189, 193, 197, 219, 222, 227, 228, 265, 267, 271, **273-274,** 279, 281, 286, 292, 308, 309, 317, 319, 322; sample spells, **274;** *Dragon Rouge,* 273, 274.
Dragos, Eugene 98, 331, 332; Constantin, 329; *see also Retired MI6 asset runner.*
Drake, James 280.
Draugr, Projekt 320-325.
"Drawes," Dr. 20, 23, 24, 28, 49, **50,** 72, 115, 119, 189, 195-197, 225.
Drug boss 44, 50, 96, 100, 112, **113-114,** 115, 123, 129, 142, 145, 148, 149, 155, 158, 159, 228, 255, 257, 261, 279, 292.
Druitt, Montague 39.
Drumlanrig, Viscount 36, 172.
DSPI 154.
Dubai 94, 146.
Dublin 73, 150, 235; Castle, 235.
Dubovec, Jan of 212.
Dukes of Edom 22, 23, 25, 44, 49, **50-53,** 64, 68, 73, 115, 123, 125, 157, 168, 173, 176, 196, 205, 272, 282, 326, 331, 333; *see also specific Dukes.*
Dun Dreach-Fhola 63, 95, 160, **235,** 309.
Dungeon 137, 177, 209, 211, 213, 226; Cachtice, 245; Carfax, 185; Ferenczy, 315; generic, **214**; Tokat, 251.
Durham 172.
DUST mode **27,** 28, 326, 328.
Earth, native 10, 20, 26, 29-30, 59-61, 88, 153, 171, 187, 191, 193-195, 204, 205, 207, 209, 211, 214, 228, 255, 258, 274, 309, 311, 312, 318.
Earth-disturbance urn 198, 255, **265,** 297, 309.
Earthquake device 23, 26, 27, 51, 60, 100, 101, 137, 142, 144, 147, 151, 160, 176, 177, 189, 234, 235, 242, 265, **266-267,** 270, 297, 302, 303, 306, 315, 317, 323.
Earthquakes: Bucharest (1471, 1681, 1738, 1802, 1829), 335, 338; 19 Aug 1888, 73; 17 Aug 1893, 10, 211, 267, 309, 313; 10 Jul 1894 Istanbul, 248; 31 Aug 1894, 10, 207-209, 211, 267; 6 Oct 1908, ; 26 Jan 1916, 319; Haiyuan 1920, 68, 70; 10 Nov 1940, 11, 85, 100, 163, 211, 212, 267, 311, 329; Tangshan 1976, 229, 266; 4 Mar 1977, 11, 64, 100, 211, 212, 259, 267, 311, 332, 335; Erzurum 1983, 114; Izmit 1999, 248; 4 Oct 2011, 11, 70, 111, 211; Ravenna 2012, 46, 238; capstone, 307; *see also NIEP.*
ECHELON 22, 115, 159.
Echeverria, Manuel "Cyclops" 104; *see also Black site interrogator.*
Echidna 294.
Echipa Mortii 75, 83, **149-150,** 225, 268, 286, 292, 309, 321, 322, 328, 329.
Eclipse 308, 309, 318.
Ecstasy (drug) 73.
Edinburgh 90.
Edom, Operation *passim,* 10-11, 27, 28, 30, **49-54,** 71-72, 229, 282, 314, 325-334; archives, 36, 72, 90, 141, 143, 167, 230, 236, 243, 272, 275, 278, 320; computer system, 49, 53, 128, 163, 173, 183, 186, 196, 197; Dukes of, **50-53**; Edom Legacy (New Background), **41**; loadouts, **54,** 175, 187; playing an Edom double agent, **29**; playing Edom agents, 325-334; prophecy, 10, 237; *Proserpine* ratings, **54,** 125, 169, 171, 173, 175, 225; response pyramid, **20-24**, 25, 287; shell squads, 21, 54, 87, 125; vampire, 27, 52, 53, 100, 115, 121, 171, 190, 284, 331; *see also 1894 originals, 1940 operation, 1977 mole hunt, "D," individual encounters.*
Egrigöz Castle 250.
Egypt 71, 72, 221.
Einarsson, Geirfinnur 233.

Einarsson, Gudmundur 233.
Elah (Duke) 52, 88; *see also Oakes*
Elder Sign 314.
Ellerman, Sir John 176.
Elsman, Moshe 285, 286.
Elvis (Duke) 18, 22, 29, **50,** 52, 74, 105, 110, 111, 113, 119, 129, 131, 146, 151, 155, 164, 204, 205, 250, 252.
Ely House 235.
Emirates 148; *see also Dubai.*
Emotional modulation **165**; Bucharest, 204; London, 182; Romanian countryside, 213; Russian Roulette mood beats, 306; Whitby, 178.
"Enhanced Interrogation" **18,** 189, 279.
Enigmatic monsignor 76, **114,** 141, 164.
Enochian 71, 219, 270.
Epureanu, Iuliu Cezar 125; Iulian, 125, 329; *see also NATO liaison.*
Erdstalls 227, 228; *see also Tunnels.*
Errigal 61.
Erroll, earls of 176.
Esztergom 30.
Europol 145, 146, 339.
Ex-IRA informant **115.**
Exeter 23, 39, 41, 84, 135, **167-168,** 171, 184, 185, 231, 235, 272, 273, 278, 289; map, 168; quick and dirty, 167.
Exeter, RI 63.
Exorcism 69, 71, 73, 76, 114, 193, 266, 318.
Extraordinary Objects Department 68, **161-162,** 198, 253, 268, 280, 286.
"Extraordinary Rendition" 23, 164; CIA program, 104, 157, 204.
Fabergé "Cherub With Chariot" egg 66.
Facón (knife) 272.
Fallodon Hall 172.
FBI (US) 83, 156, 164, 254.
Feaster from the stars 308, **317.**
Felixstowe 172.
Feral dogs 18, 159, 203, 204, 227, 306, 307, 338.
Feral vampire 18, 73, 223, 251, 277, 321, 322; feral child vampire, **191,** 279.
Ferdinando II di Borbone 242.
Ferenc II Rákóczy 245.
Ferenczy, Baron 315, 318; Castle, 203, **315.**
Ferrillo, Matteo, Count di Muro 240, 310.
Find Forever directive 64, 76; *see also CIA vampire program.*
Fires: Bucharest (1847), 335, 338; Curtea Veche (1718, 1719), 338; Fallodon (1917), 172; Howick Hall (1926), 172; Hunedoara (1854), 211; living, 211; Munich Glaspalast (1931), 62; Nuremberg Palace of Justice (1947), 62; Orava (1800), 213; *see also Fort (Duke).*
"Firîste" 131; *see also Sniper.*
Florescu, George 311.
Florescu, Mihai 133; *see also SRI agent in charge.*
Florida 252.
Fluency committee 331.
Flying saucers 320, 322-325.
Fomalhaut 315.
Foreign Office (FCO) 10, 42, 129, 293, 319.
Forest: around Castle Dracula, 154, 208; around Scholomance, 222; Bran, 209; Coldfall Wood, 188; generic, **256;** Morile Draculi, 299; Romanian, 148, 154, 156, 203, 208, 213, 296; Stregoicavar, 316; *see also Romsilva.*
Former Gehlen Org 46, 55, 64, **82-83,** 134, 150, 164, 171, 224-226, 267, 274, 323, 328.
Fort (Duke) 22, 23, **51,** 96, 193, 225, 289.
Ft. Detrick, MD 64.
Fortified Monastery of St. Peter 90, 116, 131, 142, **144,** 150, 155, 217, 225, 227, 228, 279.
Fourth Reich 75, 320, 322-324.
Fowler, Henry 189.
France 34, 62, 108, 157, 229, 273, 319.
Franks, Dick 331.
Fraternitas Saturnii 70.
Freemasonry 35, 38, 39, 53, 96, 189, 326; Irish Knights of Columbanus, 235.
"Freeze Assets" **22.**
Freza, Elisabeta 86; Iosif, 86, 329; *see also Pensioner.*
FSB (Russia) 28, 45, 71, 75, 76, 82, 85, 86, 94, 97, 98, 101, 107, 110, 117, 119, 120, 141, 227, 228, 244, 253, 279.
Fujian province 130.
Funar, Ionel 251.
Funar, Razan 102; *see also Arms runner.*
G-7 summit 332; G-20 summit, 302, 305.
Gagauz 118, 139, 148, 224.
Galati (Galatz) 33, 113, 116, 118, 131, 142, 144, 145, 148, 149, 154, **217,** 227, 228, 328, 329; map, 200; quick and dirty, 217.
Galbraith, Brooks 292; *see also Archaeologist.*
Gardener working group 332, 333.
Garlic 18, 28, 35, 58, 60, 61, 171, 176, 188, 192, 197, 205, 222, 228, 230, 253, 255, 256, 259, 282, 305; smuggling, 283; Vanderpool, 60, 131, 141, 244, 282, **283,** 315.
Garrott, Mabel 91, 331, 332; Paul, 91, 328; *see also Balkans specialist.*
Gate of Corpses 221.
Gazprom 101.
GCHQ (UK) 11, 15, 18, 22, 26, 49, 53, 92, 96, 109, 115, 116, 124, 143, 152, 154, 159, 182, 183, 185, 195, 314; Romania Desk analyst, 111, **115-116,** 117, 124, 286, 292, 314, 316, 319.
Gehlen Org 46, 82, 159; former, 46, 55, 64, **82-83,** 134, 150, 164, 171, 224-226, 267, 274, 323, 328.
Gehlen, Reinhard 82.
Gendarmerie; *see Jandarmeria.*
General, Syrian 111, 124, 129, 132, **133-134,** 155.
Geoffrey, Justin 316.
Geology 15, 28, 60, 101, 110, 111, 127, 136, 151, 167, 179, 184, 187, 195, 222, 229, 234, 239, 243, 245, 260, 293, 295, 309; new Ability, **26;** *see also Earthquakes, NIEP, telluric energy.*
Georgia (republic) 66, 76.
Gerard, Emily 70.
Germany 10, 11, 28, 34, 40, 45, 46, 62, 70, 71, 81, 82, 85, 86, 105, 119, 125, 129, 136, 144, 147, 152, 176, 177, 179, 209, 219, 224, 225, 233, 281, 292, 320, 323, 328, 329; Gladio in, 164; locations in, **226-229**; names, 138; Transylvanian Saxons, 138, 221, 224; vampire program of, 28, 34, 45, 46, 50, 62, 70, 71, **75,** 76, 82, 83, 85-87, 110, 135, 159, 176, 265, 277, 319, 320-325, 327, 328; *see also BND, individual cities and locations.*
Gerstenberg, Alfred 328.
Gestapo 46, 323.
Geto-Dacians 74, 149, 293; *see also Dacia.*
Ghatanothoa 314.
Gheorghiu-Dej, Gheorghe 218, 219.
Ghost sightings 72, 126, 167, 177, 179, 188, 190, 193, 211, 241, 278, 297, 308, 318, 333.
Ghouls 16, 18, 37, 54, 59, 195, 207, 212, 214, 296, 313-315, 324.
"Gift Box" **18,** 311.
Gift shop 209, 211, 213, **215.**
Gladio, Operation 76, 77, 83, 144, **163-164,** 239, 240.
Glass-House, Vanderpool 67, **244.**
Glinni, Raffaello 310.
Global Gems 96.
Glocke, die 323.
Godalming (town) 172.
Godalming, Lord, *see Holmwood, Arthur or Philip*
Godeanu Massif 66, 294, 317.
Godolphin, Baron 36, 172.
Golem 268, 341; parchment, 265, **268,** 308.
Golden Dawn, Hermetic Order of the 29, 70, 73.
Golden vampires (jin-gui) **68-69,** 75, 111, 229, 314.
Golem 268; parchment, 265, **268,** 308.
Gol-Goroth 314.
Gordievsky, Oleg 11, 331, 332.
Gordion 114.
Görlitz 62.
Grau, Albin 70.
Graz 85, 212; *see also Dolingen, Countess.*
Great Northern Railway 177.
Greece 69, 82, 291.
Greek Pontifical College of Athanasius 77.
Greenhouses: Carfax, 188; Howick Hall, 172; Munich Glaspalast, 62; Ring, 176; Vanderpool Glass-House, 67, **244.**
Grenley Estates 167.
Grey, Earl 36, 172.
Grimsby 172.
Grímsvötn 234.
Großschedel von Aicha, Johann Baptist 228.
GRU (Russia) 24, 28, 45, 76, 110, 139, 305.
Grupul Antiterorist 154, 155.
Guardian, The 120.
Gugu (mountain) 294.
Gull, Sir William 39.
Gulliver Festival (Galati) 217.
Gusa, Cemal 113; *see also Drug boss.*
Haarlem 67, 244, 283.
Haas, Conrad 221.
Halberds 77.
Hall, William Henry 39.
Halvarsson, Thor 119; *see also Icelandic diplomat*
Hampshire: Basingstoke, 172; Beaulieu (The Rings), 173.
Hampstead 35, 39, 190.
Hand of Glory 177.

Hanley, Michael 331.
Hansen, Erik 328.
Hapgood, Charles 145.
Happy, Mr. 102.
Hapsburg dynasty 71, 209, 267; gold coins, 86, 176, 187; Maria Theresa, 320; Marie of Romania, 209; Rudolf II, 271, 303.
Hardinge, Viscount 36, 172.
Harker, Billie **42-43,** 184, 190.
Harker, J. Q. **43,** 111, 179, 184, 192, 270, 271.
Harker, James Allen 80, 184.
Harker, Jasper (Oswald A.) 50, **80,** 81, 269, 271, 309; daybook, **269-270,** 271, 309.
Harker, Jonathan 11, 16, **32-33,** 33-35, 37, 39, 42, 58, 59, 68, 80, 129, 146, 169, 172, 182-184, 186, 203, 207-209, 211, 212, 226, 230, 231, 233, 262, 263, 265, 267-269, 272, 275, 276, 319, 325, 326; cameo, 263; kukri, 272; Legacies, 41-43, 68, 80, 89, 270; rosary, 197, 265, **268-269.**
Harker, Joseph 33.
Harker, Lucy, *see Blythe.*
Harker, Mina 15, 18, 20, 27, 28, 31, 32, **33,** 34, 37-39, 41-43, 51, 53, 57, 60, 169, 188, 197, 229, 238, 262, 263, 270, 272, 274, 275, 278, 279, 284, 309, 319, 320, 326, 333; cameo, 263; Legacies, 41-43, 80, 89, 270.
Harker, Quincey 32, 34, 35, 41, 80, 89, 262, 272.
Harmondsworth 124.
Harpa 233.
Harrison-line dhampir **161.**
Harrison, Benjamin 63.
Harwich 172.
Hastur 317.
Hawkins, Peter 10, 11, 23, **39,** 49, 67, 71, 143, 146, 159, 167, 168, 171, 184, 185, 231, 273, 275, 280, 289, 326; house, **167,** 168, 185, 273, 289.
Hawthorn (wood) 176, 195, 236, 237, 256.
Hay, Victor, 21st Earl of Erroll 176; Josslyn, 22nd Earl, 176.
Hazell, Ronald 328.
Heal the Children 44, 47, 48, 55, 85, 109, 128, 141, **150-151,** 159, 197, 223.
Heat 19-23, 25-26, 51, 52, 56, 100, 107, 108, 112, 123, 133, 143, 256, 257, 288; for Legacies, 41; in Hong Kong, 230; in London, **182**; in Romania 133, **152,** 154, 155, 203, 305; on Orient Express, 248; in UK, 19.
Hecate 314.
Heisenberg, Werner ~241.
Helicopters: Edom, 169; executive, 127; IAR 330 SOCAT, 300; Puma gunship, 296.
Herastrau Park 336, 338.
Hermannstadt, Lake 219, 313; *see also Scholomance, Sibiu.*
Herodotus 291.
Heroin 82,100,112, 113, 115, 121, 142, 255, 279, 339.
HGD Shipping 16, 45, 46, 55, 142, **145,** 146, 163, 172, 177, 195, 225, 243, 255, 315, 324.
Hidden chamber 106, 137, 160, 172, 189, 190, 208, 209, 211, 213, **215,** 244, 245, 291, 309, 315; journal, **278**; *see also Crypt, Red Room, Tunnel.*
Hildesheim, Itamar (Legacy) 75, **116-117,** 128, 131, 143, 144, 146, 217, 236, 324; Immanuel, 116, 117, 142, 144, 146, 195, 217; Isaac, 329.
Hillingham 22, 130, 171, 188, **190,** 192, 285, 288, 318, 326.
Himmler, Heinrich 321.
Hirst, Thomas 184.
Hitler, Adolf 11, 85, 320-322, 324, 328-330.
Hitler Youth 164.
Hobbs Hart & Co. 265.
Holcriss, Angela 134; *see also Tabloid journalist.*
Hollis, Roger 331.
Holmwood (town) 172.
Holmwood, Arthur 34, 35, **36,** 37, 38, 44, 45, 73, 84, 96, 117, 134, 144, 173, 183, 186, 190-192, 194, 195, 225, 262, 265, 266, 272, 273, 285, 319, 326, 327; cameo, 263; Legacies, 41, 43-44, 327; Ring, **172-176.**
Holmwood, Philip 24, **43-44,** 49, 55, 111, 144, 188, 192, 194, 250, 253, 322.
Holmwood, Tabitha 24, **44,** 96, 134, 151, 247, 253.
Home Office 22.
Honduras 314.
Hong Kong 53, 69, 75, 110, 111, 130, **229-230,** 266; *see also China.*
Hoorn, Geerd 24, **45-46,** 67, 243, 283, 323.
Hoover, J. Edgar 164.
"Hopkins" 11, 15, 23, 25, 27, 41, 88, 95, 102, 111, 112, 115, 116, **117,** 118, 120, 123, 124, 130, 168, 191, 230, 257, 288, 289, 314, 334.
"Hopkins, Mr." 55, **117-118,** 134, 191, 194, 256, 260.
Hospitals: generic, 71, 117, 253, **256,** 290; of St. Joseph and Ste. Mary, 33, 84, 144, 197, 207, 228, **230-231,** 269, 284; Royal London, 35, 36; St. Pancras, 194; Seward's Asylum, **195-197.**
Host, Eucharistic 31, 34, 56, 141, 282, 309, 312, 314.
Hotels: Albemarle, **183-184**; Cabana Dochia, 292; Castel Dracula (Borgo), 207, 209; Dracula (Bistrita), 203; Ice Hotel, 219; InterContinental Bucharest, 335; Krone (Bistrita), 203, 269; Monastic Caverns, **247**; St. George's, 184; St. Pancras Renaissance London, 194; tourist, 209, **256**; transient, **257.**
Hound (Duke) 18, 22, 29, **51,** 110, 111, 113, 123, 124, 132, 133, 143, 146, 155, 205, 250, 290, 292.
Houston 127.
Howard, Robert E. 313, 315-317.
Howick, Viscount 36; Howick Hall, 172.
Huldufólk 233.
Human rights activist 19, 90, 103, 105, 106, **118,** 120, 124, 148, 164, 188, 236, 256, 260, 285, 329.
Human T-lymphotropic virus (HTLV) 196.
Human trafficker 50, 55, 65, 81, 96, 105, 107, **118-119,** 127, 130, 142, 145, 155, 158, 162, 164, 197, 203, 246, 255, 257-259, 261, 264.
Human trafficking 46, 65,71,78,82,90,107, 112,115,118,119, 130-132, 135, 142, 157, 164, 197, 339, 340.
Hunedoara Castle 135, **211,** 294, 315.
Hungarian, the 55, 88, **94-95,** 117, 120, 144, 146, 156, 160, 162, 164, 214, 229, 240, 250, 264, 268-270, 273, 276, 283, 290, 324, 329, 332.
Hungarians 30, 34, 57, 150, 157, 223, 271, 315; names, 138.
Hungary 62, 65, 82, 85, 89, 94, 125, 138, 145, 162, 204, 209, 211, 223, 224, **230,** 245, 294, 308, 319, 315, 335; *see also Budapest, specific locations.*
Huniades, Johannes Banfi (Bánfihunyadi) 271.
Hunyadi, John 29, **30,** 211, 294, 309.
Hussein, Saddam 132, 311.
Hutchinson, Edward 315.
Hvita River 231.
Hypnosis (New Ability) 18, **31,** 187, 279.
Ian (Duke) 22, **51,** 96, 116, 289.
Iasi 153, 157.
Iceland 68, 119, 120, **231-235,** 275, 322, 323; Barnafoss, **231-234**; Crisis Response Unit, 120; *Dracula* edition in, 12, 29, 39, 55, 57, 73, 193, 229, 231, **275,** 327; Laki, 233, **234-235**, 323; map, 232; Reykjavik, 119, **233,** 234, 275, 323.
Icelandic diplomat 19, 90, **119-120,** 164, 234, 323.
Iezerul Mare 222.
Iglesia ni Cristo 185.
Ilfracombe 167.
Imam, radical **129,** 149, 248.
Impaler, Vlad the, *see Vlad III Dracula*
In the Blood (New Drive) **41.**
Independent, The 120.
India 40, 80, 224; India Office, 129; Indian Police, 40, 80.
Informant, anonymous 22, **95,** 96, 116, 191, 193, 214, 216, 259, ; ex-IRA, **115**; "Hopkins," **117.**
INGV (Italy) 242, 243.
"Intelligence Failure" **20,** 106.
Inter-Allied Rhineland High Commission 176.
International Association of Exorcists 114.
Interpol 20, 108, 124, 133, 155.
"Intimidate Agent" **22,** 289.
Intrusives 75, 293.
"Invincibles" 73.
Iohannis, Klaus 221, 340.
Iram (Duke) 51; *see also Ian.*
Iran 128, 302.
Iraq 16, 43,64, 92, 125, 131, 132, 148, 154-156, 169, 268, 293.
Ireland 23, 52, 61, 73, 135, **235-236,** 309; Abhartach, **61-62,** 135; Dun Dreach-Fhola, 63, 95, 160, **235-236,** 309; IRA, 73, 98, 115, 235; University College Cork, 72, 236; War of Independence, 236; *see also specific cities, Stoker, Bram.*
Irish Folklore Commission 235.
Irish Knights of Columbanus 235.
Iron Guard 11, 75, 81, 83, 86, 149, 150, 157,

218, 224, 225, 292, 319, 321, 328-330; Chicago, 83, 252; Jan 1941 coup attempt, 125, 149, 152, **329,** 335; *see also Echipa Mortii, Pitesti.*
Iron Guardsman **83-84,** 150, 219.
Irving, Cassandra 115; *see also GCHQ Romania Desk analyst*
Irving, Henry 37, 235, 275.
ISIS 76, 132, 148, 247, 302.
Israel (Palestine Mandate) 75, 82, 116, 128, 168, 236, 285, 302; anti-vampire program of, **75,** 117, 128, 237, 324; Black Site Khoshekh, **236-237,** 251, 286, 312, 315, 317; Unit 8200, 53; *see also Mossad.*
Istanbul 76, 106, 129, 149, **248,** 308, 310, 341; 10 Jul 1894 earthquake, 248; Grand Bazaar, 106, 248; map, 249; quick and dirty, 248; Taksim Gezi Park, 248.
Istok, Daniela 112; *see also Dissident.*
Istok, Filip 158.
Italy 46, 81, 84, 146, 164, **238-243,** 310, 339; 2012 earthquakes in, 46, 238; Gladio in, 163; *see also Vatican, specific cities, locations.*
IVOR, source 332, 333.
Izetbegović, Alia 148.
Izmir (Smyrna) 168.
Izvorul Calimanului (mountain) 209.
Izvorul Muntelui (lake) 212.
Izvorul Tausoarelor (cave) 209.
Jack the Ripper 29, 36, 39, 40, **73,** 194, 265, 270, 272, 320; *see also Aytown, Renfield, Seward*
Jacks 15, 22-25, 48, **51,** 115, 163, 167, 187, 252, 268, 276, 285, 288, 289, 326, 331.
Jamaica Road 194.
Jandarmeria 109, 152-154, 296, 329; Special Intervention Brigade (BSIJ), 154.
Jenglot **67-68,** 135, 160, 265.
Jet (mineral) 177, 179, 282, 284.
Jetheth (Duke) 52, 88; *see also Nails.*
Jewel of Seven Stars, The 72, 280.
Jeweled dagger 73, 189, 194, 265, **270.**
Jews 11, 69, 76, 268, 285, 304, 329, 341; in Romania, 224; *see also Golem, Hildesheim, Israel, Lilith.*
Jihadists 18, 51, 52, 56, 82, 92, 105, 116, 122, 125, 129, 134, 148, 170, 194, 204, 237; *see also Al-Qaeda in Rûm.*
Jin-gui (golden vampires) **68-69,** 75, 111, 229, 314.
Johnson, Andrew 63.
Joinville, Marie 145.
Journalist 18, 19, 70, 117, **120-121,** 125, 132, 134, 164, 184, 188, 194, 204, 214-216, 254, 255, 257, 260, 270, 272, 292, 303; tabloid, 55, 72, 96, 107, 117, 123, **134-135,** 160, 188, 193, 214, 240, 253, 259, 260, 272, 292.
Judean desert 236.
Kabaeva, Alina 305-307.
Kallikanzarai 314.
Kaltenbrunner, Ernst 85.
Kaminsky, Nathan 39.
Kammler, Hans 85, 322, 323.
Karnstein, Mircalla 56.
Kathulos 314.
Katun 70, 293.
Kazan 51.
Keirecheires 314.
Kelemen Alps; *see Calimani.*
Kenaz 51; *see also Hound.*
Kenley 172.
Kennedy, John F. 303.
Kent-Wolkoff affair **81.**
Kenya 176, 177.
Kerry, County 235, 236.
Kidon team 117; *see also Mossad, Sayeret Aluka.*
Kingstead Cemetery 22, 71, **191,** 265, 279, 285, 312, 315.
KGB (USSR) 11, 45, 76, 89, 91, 97, 99, 119, 159, 277, 302, 305, 331-333; retired agent, **97-98,** 111, 115, 120, 123, 172, 190, 191, 305; *see also FSB, Putin, SVR.*
"Kill Agent" (Dracula) **20;** (Edom), **24,** 132.
Killinger, Baron Manfred von 328.
King in Yellow 314.
Kinmount 172.
Kirkjubæjarklaustur 234.
Kirmizatlar (Red Horses) 76, 310.
Klopstock & Billreuth 16, 23, 63, **145-146,** 188, 190, 226, 295.
Knives: Bowie, 36, 46, 272, 282, 317; jeweled dagger, **270**; kukri, 44, 54, 161, 272; set, 73, 87, 96, 221, 265, 270, **272-273,** 283; surgical, 73, 272; *see also Red Jack.*
Kodak 263.
Kogaionon 291, 293, 294; *see also Ceahlau Massif, Gugu.*
Kok, Wim 45.
Königsberg (Kaliningrad) 321.
Kontrgerilla 164.
Koraltan, Rabia 106; *see also Bookseller.*
Koran 129, 149.
Korea Club 67, 87, 124, **192,** 266.
Koschei the Deathless 308.
Kosovo 148, 224, 288.
Kreider, Helmut 85; *see also Neo-Nazi.*
Kukri knife 44, 54, 161, 272.
Kurds 76, 131, 132, 247, 248.
Kutahya 250.
Kyllion 72.
Laki 233, 234, 323.
Lamia 43, 69, 106, 113, 177, 294.
Lamplighter, MI6 18, 19, 87, 117, **123-124,** 141, 156, 158, 169, 171, 185, 205, 207, 215, 254, 259, 260.
Lamson, George Henry 39.
Late con artist **84-85,** 265.
Latimer, Viscount 36, 172.
Launceston 32, 168.
Law Society 55.
Lawrence, T. E. 237, 293.
Le Dragon Noir, see Dragon Noir.
Lebaudy République 62.
Leg-breaker trap 173.
Legacies 16, 19, 22-28, **40-48,** 49, 50, 57, 67, 68, 78, 80, 89, 95, 127, 141, 171, 184, 192, 208, 214-216, 247, 250, 263-265, 269, 270, 273, 274, 276, 280, 282, 288, 308, 334; 1930s, 319; Edom (New Background), 41; Heat for, 41; Hildesheim, 75, **116-117,** 128, 131, 143, 144, 146, 217, 236, 324; number of, 24; pacing and, 24; starting as, **41**; story map and, **24;** unwitting, 41; *see also individual legacies.*
Legion of the Archangel Michael, *see Iron Guard.*
Lei Dongfang "John Lei" 110; *see also Chinese agent.*
LEO I (computer) 183.
León, Moses de 285.
Leutner Fabrichen 22, 45, 46, 55, 63, 102, 105, 137, 143, 145, **146-147,** 288, 289.
Lewes, Alistair 111; Robert, 55.
Lewis, Lt. 50.
Libraries: Ashmolean, 271; British, 129, 177, **184,** 193, 219, 237, 271, 274, 292, 315, 316; Classense, **238-239**; generic, **254**; occult, 176, 273, 315; Exeter Cathedral, 167; Norman Shaw Buildings, 194; Ring, 176, 184, 219, 284, 315, 316; Rosenbach, **253-254**; Seeley Historical, 37; Snagov, 310; University College Cork, 72; Vatican, 77; Warburg Institute, 273.
Libya 82, 293.
Lilith: Aramaic vampire, 70, 237, 251, 285, 312; cult, 69, 90, 132, 247, 286; goddess, 69, 70, 233; medieval vampire, 57, 65, **69-70,** 238, 251, 286, 302, 308; prophecy, 10, 238.
Linea Dracula 15, 56, 322.
Linden, Fr. Arnaud 141.
Linz 85.
Lisky Bratva 102.
Lithuania 204.
Loadouts: *Proserpine* ratings, 54; Romanian special forces, 154; Sayeret Aluka, 237.
Lobanov, Dmitri 97; *see also Retired KGB agent.*
Lockbox, cryptic **264-265.**
Loew ben Bezalel, Judah 268.
Loman, Nicholas 89, 322, 331-333; *see also Alleged mole.*
London 11, 16, 18, 22, 23, 25, 26-29, 37, 38, 46, 47, 55, 71-73, 235, 248, 262, 265, 272, 279, 288, 326, 327, 332, 333; Bank of, 274; Belgravia, 194; Bethnal Green, 53; Brixton, 194; Canary Wharf, 55, 187; Chatham, 169; Chelsea, 40; CIA Station, 92, 164; City (Square Mile), 55, 98, 271; Coachman pub, 115; Cranford, 194; emotional modulation, **182**; Fenchurch Street Station, 182; Geological Society of, 263; Gresham College, 271; Hackney, 8, 106; Hampstead, 35, 39, 190; Harmondsworth, 124; Heat in, **182;** Heathrow, 194, 260; Hendon, 191; Hospital (Royal Hospital), 35, 36; Hounslow, 194; King's College, 269; locations in, **182-198;** maps, 179-181; Mayfair, 194, 197; Mortlake, 271; Muswell Hill, 194; Newham, 185; nodes in, 141, 143, 145, 150, 160, 161; NPCs in, 81, 83, 84, 90, 96, 97, 100, 115, 120, 121, 122, 124, 126, 130; Piccadilly, 143, 182, 187, 194, 195, 260, 270; Plaistow, 121, 182, 183, 185, 186, 195, 288, 289; Poplar, 189; St. James', 192; St. Pancras, 189, 194;

Soho, 40, 100, 269; the Strand, 143; surveillance in, 22, **182**; *Times* of, 121, 192, 269; Underground, 182, 259, 260; University College, 47; University of, 42, 292; Vauxhall, 49, 133, 173; Warburg Institute, 273; Whitechapel, 11, 29, 35, 38, 73; Zoo, 35, **192-193;** *see also individual locations.*
Long War (1593-1606) 65, 303.
Los Angeles 252.
Lovecraft, H. P. 313-315, 317.
Lucsai, Memet 122, 251; *see also Medievalist*
Luko 119.
Lumley, Brian 308, 315.
Lupescu, Bela 297-300.
Luria, Tristano 114; Formula, **114,** 128, 175, 187, 197; *see also Enigmatic monsignor.*
Lyceum Theatre 33, 275.
Lyness Naval Base 169.
Lyons Corner House 183.
Maclean, Donald 319.
Madman 55, **121-122,** 189, 265, 297; *see also Renfield, R.M.*
Mafias: Albanian, 224; Camorra, 241, 310, 339; La Cosa Nostra, 82, 157, 339; Outfit, 83; Romanian, 44, 54, 65, 73, 79, 100, 109, 115, 124, 131, 133, 134, 142, 146-148, 150, 153, 155, **157-159,** 195, 208, 224, 233, 241, 252, 256, 257, 259, 264, 276, 279, 283, 290, 292, 293, 296, 303, 304, 307, 339; Russian, 16, 20, 22, 51, 102, 108, 110, 117, 140, 145, 146, 157, 173, 208; Slovakian, 20, 65, 245; Triads, 255, 339.
Magdiel (Duke) 53, 151; *see also Prince.*
Magillycuddy's Reeks 235.
Majorana, Ettore 241.
"Make Inquiries" **22,** 289.
Makt Myrkranna 55, 327; correspondence, 73, 106, 234, 235, **275**.
Malargüe 47, 225, 226, 322.
Mama Emas 67.
Manchester ratting terriers 187.
Mandragora, Projekt 62, 63, 75, 319.
Mapleton, Percy Lefroy 39.
Marburg V 27, 322; Marburg virus, 195.
Maria Theresa 320.
Maribor 212.
Marie, Queen of Romania 209.
Marijn and Alida 243, 244.
"Marlowe Has Left the Building" **20,** 106, 311.
Marshall, Christabel 38.
Marshall Islands 145.
Martinez family 47.
"Massacre" **20.**
Matthias I Corvinus 209, 211, 212.
McKinney, Joshua "Josh" 109; *see also Chief of Station Bucharest.*
Meahan, Seamus 84; *see also Late con artist.*
Mechelen-Brussels, archdiocese of 77, **141,** 144, 150, 164, 228, 243, 263, 279.
Medievalist 55, 66, 74, 106, **122,** 124, 129, 149, 162, 179, 184, 203, 214-216, 222, 228, 229, 234, 239, 240, 244, 246, 247, 251, 252, 254, 260, 268, 270, 274, 275, 281, 317.
Mefküre 341.
Melloni, Macedonio 242, 243.
Meran, Johann Stephan, Count von 321, 328.
Merryweather, George 177.
Meteorites 28, 59, 60, 141, 273, 295, 308, 311, 314, 323; meteoric iron, 60, 273.
Mezö-Madaras 323.
MI5 (UK) 15, 26, 54, 55, 80, 81, 92, 93, 95-97, 111, 123, 134, 146, 172, 183, 265, 281, 331-333; Acting Director, 50, **80,** 81, 269, 271, 309; agent, 18, 115, 121, **122,** 124, 195, 258, 259, 260; Deputy, 18, 21, 23, 92, **95-96,** 117, 123, 144, 250, 258-260, 264, 265, 331.
MI6 (UK) 11, 12, 14-16, 23, 25-29, 41, 42, 45, 47, 49, 50, 53-55, 75, 76, 80, 81, 86, 89-100, 103, 107, 109-111, 118, 120, 123, 124, 129, 132-143, 146, 148-150, 153, 154, 156, 158, 159, 164, 171, 173, 176, 186, 188, 192, 230, 265, 281, 292, 293, 318, 319, 322-324, 328, 329, 331-334; alleged mole, **89**; "Cushing," **92**; Informant, **95**; Intrusives, 75, 293; lamplighter, 18, 19, 87, 117, **123-124,** 141, 156, 158, 169, 171, 185, 205, 207, 215, 254, 259, 260; retired asset runner, 49, 64, 89, 95, **98-99,** 99, 124, 141, 150, 169, 171, 192, 309, 329, 331, 332; retired computer boffin, 95, **99-100,** 100, 111, 169, 183, 184, 189, 236, 265, 331; Romania desk analyst, 55, 90, 111, 117, **124-125,** 141, 156, 169, 194, 260, 277, 286, 292, 316; Section for Research Operations, *see Edom*; Vauxhall Cross HQ, 49, 133, 173, 260, 280.
Mibzar (Duke) 51; *see also Fort*
Michael II Patrascu (Mihai Bravu) **30,** 271, 294, 309, 310.
MID (China) 75.
Midnight, Camp 64, 76, 162, 163, 225, **252-253,** 254.
Midsummer's Day/Night 149, 317.
Mi-go 314, 315.
Mihnea the Bad 221.
Ministries, Romanian: Agriculture, 154, 309; Culture, **153,** 157; Economy, 127; Education (CSEC), 90, 151; Environment, 154; Health, 197; Internal Affairs (Interior), 86, 153, 156, 218, 219, 329; Justice, 86, **153,** 156; National Defense, **154,** 156; Regional Development and Tourism, 16, 86, **154,** 209, 296-298, 340; *see also Romanian government, Romanian military.*
Ministry of Defence (UK) 100, 101.
Ministry of Foreign Affairs (Iceland) 119.
Milan 56.
Miller, Elizabeth 280, 309.
Milsom, Albert 189.
Mircea I the Old 310.
Mircea IV Ciobanul 338.
Mironovici, Radu 329.
MIRROR mode 19, **27,** 28, 148, 156.
MIT (Turkey) 76, 106, 129, 136; agent, 106, 129, 132, **136,** 164, 183, 247, 250, 257, 259, 281, 292, 310.
Mixed martial arts (MMA) 158, 159.
Mnar 314.
Moldova (Moldavia) 102, 118, 119, 139, 157, 208, 211, 217, 291, 293, 337, 340.
Mole, alleged **89,** 322, 329, 331-333; mole hunt, 11, 14, 28, 30, 42, 44, 52, 64, 81, 82, 86, 88, 89-101, 118, 124, 159, 188, 192, 225, 229, 264-267, 277, 289, 309, 322, 330-333; playing the mole, **331.**
Monasteries: Comana, 310; Dealu, 309; Fortified, of St. Peter, **144**; Snagov, 310-311.
Monastic Caverns Hotel **247.**
Mongolia 111, 222, 255.
"Monks" mafia clan **158-159.**
Monsignor, enigmatic 76, **114,** 141, 164.
Montreal 252.
Moon rocks **60,** 235, 265.
Mordiggian 313.
Morile Draculi 209, 211, 297, 299, 310; *see also Dracula's Mill.*
Mormo 314.
Morocco 96, 204.
Morris, Quincey 13, 16, 28, 30, 32, 34, 35, **36-37,** 39, 46, 47, 63, 76, 84, 92, 127, 159, 162, 190, 192, 225, 226, 252, 262, 266, 272, 275, 319; Bowie knife, 36, 46, 272, 282, 317; cameo, 263; Legacies, 41, 46, 47, 127, 324.
Morris, Thad 24, **46,** 67, 246, 250, 292.
Moscow 89, 146, 303, 304.
Mossad 75, 81, 82, 116, 128, 136, 236, 237; *see also Sayeret Aluka.*
Motorcade **258;** Putin's, 305-307.
Mountains: Brebeneskul, Mt., 66; Bucsoiu, Mt., 294; Calimani Mts., 203, **209,** 294, 295, 297, 315; Caucasus Mts., 66; Ceahlau Massif, 292-296, 311; Cindrel Mts., 222; Dragusul, Mt., 209; Godeanu Massif, 66, 294, 317; Gugu, 294; Kazbek, Mt., 66; Kogaionon, 291, 293, 294; Metalici Mts., 315; Owl Mts., 323; Semenic Mts., 316; Sureanu Mts., 294; Zarandului Mts., 315; *see also Carpathians, Volcanoes.*
MSS (China) 75, 82, 111, 132; agent, 19, **110-111,** 132.
Muhammad 248.
Müller, Friedrich Max 34.
Mummies 69, 71, **72,** 221, 237, 279, 280, 296.
Munich 16, 25, 62, 71, 88, 103, 226, 308, 319; Dead House, 160, 189, **226,** 315, 321; Dolingen Tomb, 85, 226, **227-228,** 315; Glaspalast, 62; map, 227; Old Pinakothek Museum, 72, **228-229,** 269, 281.
Mures River 294.
Murnau, F.W. 70, 71, 213, 271.
Murony 54, 127, 308, 318.
Murray, Mina, *see Harker, Mina*
Museums: Ancient Populations (Italy), 240, 310; ASTRA complex (Sibiu), 221; Bran, 209; British (London), 71, 72, 184, 274; Brukenthal (Sibiu), 221; Caldwell (London), 160; Corvilunor,

211; Curtea Veche (Bucharest), 260, 338; generic, 66, 197, **215,** 239, 269, 273, 281; History & Archaeology (Piatra Neamt), 295; Hunting Weapons and Trophies (Sibiu), 221; Kunsthal (Rotterdam), 341; Municipal (Bucharest), 311; National (Iraq), 268; National Archaeological (Naples), 241; National Art (Bucharest), 159, 311; National Contemporary Art (Bucharest), 338; National Geology (Bucharest), 260; National History (Bucharest), 60, 260; National Village (338); New Pinakothek (Munich), 229; Old Pinakothek (Munich), **228-229**; Orava, 213; Petrie (London), 72; Rosenbach (Philadelphia), **253-254**; Scotland Yard (London), 193, 279; Soane (London), 72; Topkapi (Istanbul), 248; Totalitarianism and Socialist Realism (Bucharest), 338; Vesuvius Observatory (Naples), **242-243;** Whitby, 177.
Mustafapasa 247.
Muswell Lodge 188.
Mutant vampires 15, 28, 59, 294; *see also Telluric vampires.*
Mystic, online 72, 74, 96, **126-127,** 189, 218, 219, 246, 272, 280, 292, 297, 303, 314.
Nails (Duke) 20, 22, 23, **52,** 55, 113, 116, 143, 300, 302.
Nachrichtenabteilung 34, 38, 75, 207, 244, 319, 320, 321.
Nádasdy, Ferenc 65.
Nagybánya 271.
Names, list of **138-139**; work, 16, **79,** 338-339.
Naples 77, 240, **241,** 243; map, 239; quick and dirty, 241; Santa Maria la Nova, **239-240,** 310; Scampia, 241; Spaccanapoli, 241; Sottosuolo, 240, 241; University of, 241, 242, 244; Vesuvius Observatory, **242-243.**
National Courier 94.
National Forest Administration 16; *see also Romsilva.*
National Geographic 46, 250, 292.
National History Museum (Bucharest) 60, 260.
National Institute for Earth Physics (NIEP) 22, 109, 127, **151,** 222, 304, 308.
National Registry Office for Classified Information 126, 204.
National Science Foundation (US) 151.
NATO 104, 125, 155, 156, 162, 163, 208, 221, 231, 303; liaison, 45, **125-126,** 134, 150, 164, 216, 270, 329; record office, 126, 204.
Nazis 45, 71, 75, 82, 83, 85, 118, 149, 224, 225, 316, 319-323, 327-329; *see also Abwehr, Ahnenerbe, SD.*
Neagoe Basarab 310.
Neamt county 292, 296; *see also Ceahlau Massif.*
Neanderthals 66, 294, 296; *see also Cerneati.*
Necromancy 37, 59, 72, 74, 75, 121, 142, 188, 189, 193, 226, 230, 266, 279, 289, 293, 308, 313, 315, 318, 322, 323; *see also Spirit board.*
Neo-Nazi **85-86,** 127, 150, 164, 168, 171, 224, 225, 268, 270, 297, 314, 323, 339.
Netherlands 33, 34, 45, 46, 67, 69, 100, 141, **243-244**; labor unions, ; *see also Hoorn, Van Helsing, specific cities and locations.*
New York 62, 75, 94, 252, 280.
Newcastle 172.
NHS (UK) 50, 121, 195, 256, 288, 289; *see also Seward's asylum.*
Nicadori 149.
NICBR (US) 64, 76.
Nichols, Mary Ann 73.
NID (UK) 10, 30, 32, 39, 171, 314.
NIEP 22, 109, 127, **151,** 222, 304, 308.
Nigeria 332.
Nightgaunts 315.
Nilsen, Dennis 194.
"Ninja Misi" 157.
Nissilda 244.
NKVD (USSR) 76, 319; *see also FSB, KGB, SVR.*
Nokkrir Prentarar 275.
Nordling, Mathilda 126; *see also Online Mystic.*
Norman Shaw Buildings 188, **193-194,** 280.
North Sea 145, 169, 172.
Northern Carpathians map 200.
Norwich 271.
Nosferatu film 70, 71, 213, 246, 271, 322; word, 70; *see also Orlok.*
Nostradamus 238.
Noua Dreapta 149, 150.
Novi Pazar 148.
Nox Therapeutics 64, 76, **162-163,** 253.
NSA 18, 159.
Nuremberg 62, 63.
"Nutzu the Pawnbroker" 157.
Nyarlathotep 313.
Nykr 233.
Nyogtha 314.
Oakes (Duke) 18, 22, 29, **52,** 96, 104, 112, 113, 184, 186, 205, 250, 264, 277, 289, 322.
Obama, Barack 204.
Ocna Sibiului 219.
Odessa 102.
"Offer Intel" **22.**
"Offer Revelation" **24,** 308.
"Offer Target" **23.**
Offices, castle, generic 209, 211-213, 216.
Oholibamah (Duke) 52, 160; *see also Osprey.*
Oil, *see Petroleum;* oil rig, *see Proserpine.*
OKK (Turkish) 76.
Ököritófülpös 62.
Olahus, Nicolaus **30,** 309.
Old Pinakothek Museum 72, **228-229,** 269, 281.
Oldfield, Maurice 11, 331.
Omega Point 114.
OMV (oil company) 127.
ONI (US) 76, 324.
Online mystic 72, 74, 96, **126-127,** 189, 218, 219, 246, 272, 280, 292, 297, 303, 314.
Onomastikon **138-139.**
OPC (US) 163, 164.
Orava Castle 71, 135, **212-213.**
Orient Express 129, **248-250.**
Orlok 16, 23, 24, 26, 28, 54, 62, 63, **70-71,** 75, 145, 213, 226, 246, 279, 322-324, 329.
Orphanage, Strasba 22, 58, 121, 130, 144, 150, 155, 197, **223.**
Osborne, George Godolphin 36.
Osprey (Duke) 29, 52, 55, 112, 119, 123, 186, 205, 250, 254.
OSS (US) 64, 76, 163, 324.
Ó Súilleabháin, Seán 235, 236.
OTFI (US) 146.
Other vampire programs **75-77;** Draugr, 320-325; *see also individual agencies, nations.*
Ouija board, *see Spirit board.*
Owls 18, 70, 203, 237, ; Owl Mts., 323.
Pacepa, Ion Mihai 11, 16, 64, 90, 93, 277, 332.
Palace of Parliament 336, 338.
Palermo 162, 241.
Pálffy family 213.
Palmieri, Luigi 242-244.
Paltinis resort 219.
Paperclip, Operation 50, 76, 225.
Paris 110, 146, 248.
Park ranger, senior **298,** 299, 301.
Parliament, Romanian 109, 152.
Parliament, UK 43, 55, 117, 193, 332.
Parton, Gavin 111; Juliette, 40, 55; Sir Robert, 55, 112; *see also DIFC tasker.*
Patrescu, Ilie 81, 323; Perga, 81, 329; *see also Anti-Communist.*
Peace, Charlie 39.
Pearl (Duke) 23, **52,** 195, 252.
"Penetrate Network" **19.**
Pensioner **86-87,** 150, 214, 219, 265, 286, 329.
Perlan 233.
Petran, Sorina 251.
Petran, Zarina 90; *see also Anthropologist.*
Petrescu, Alexandru 86.
Petrie, Sir David 80.
Petroleum 10, 47, 55, 101, 109, 110, 112, 127, 134, 142, 153, 169, 194, 217; China University of (Beijing), 110; executive, 47, 55, 63, 96, 101, 110, 120, **127-128,** 136, 137, 144, 151, 156, 162, 198, 217, 247, 257, 259, 261, 268, 273, 275, 292, 314, 324.
Petrus perfecti 296.
Pevensey 179.
Peynirci, Hatice 105; *see also BND deep-cover agent.*
Pharmaceutical researcher **128-129,** 163, 184, 253.
Philadelphia 162, 163, 235, 253, 254, 280, 271.
Philby, Kim 76, 163, 319, 331.
Phoenix Park killings 73.
Piatra Fântânele 209.
Piatra Neamt 292, 295, 296.
Piccadilly 143, 182, 187, 194, 260, 270.
Pinakothek, New 229; Old, 72, **228-229,** 269, 281.
Pinon (Duke) 52, 161; *see also Pearl.*
Piper working group 331-333.
Piranha III APC 296.
Pitesti prison 83, 153, **218-219,** 276; experiment, 205, 218, 219.
PKK 248; *see also Kurds.*
Plaistow 121, 182, 183, 185, 186, 195, 288, 289.
Pliny the Elder 238, 239.
Ploiesti 153.
Plymouth 168.
Poenari Castle 135, **211,** 212; plan, 211.
Point 103 322, 323.
Point 211 322, 324.
Poland 66, 204, 271, 323; *see also Danzig.*
Police inspector, Romanian 102, **130-131,** 155, 158, 159, 258, 261, 264, 285, 292.
Politia Româna 18, 20, 113, 130, 134, 152, 153, **154-155,** 158,

217, 292, 329, 339.
Polonium 195, 277.
Ponta, Victor 340.
Pontifical College of Romania 77.
Popper, Julius 225, 226, 309.
Porton Down 66.
Prague 248, 268; Old New Synagogue, 268.
Preserved rooms 209, 211, 213, **216.**
Press secretary, deputy 303, **304.**
Prime, Geoffrey 99.
Prince (Duke) 22, **53,** 55, 64, 116, 117, 126, 183.
Prince of Lies: The Strange Life of Seamus Meahan 84.
Prisons: Aiud, 153; "Bright Light," 204; Long Lartin, 97; Pitesti, **218-219**; Rahova, 341; *see also "Black Light," Carfax, Proserpine.*
"Private Intercession" **21.**
"Probing Attack" **18,** 115.
Profumo, John 265.
Prophecies: Edom (Isaiah 34:14), **10,** 237; Nostradamus, 238.
Proserpine, HMS 23, 26, 27, 49, 50, 54, 63, 64, 68, 72, 104, 115, 116, 120, 121, 142-145, 163, 167, 168, **169-171,** 172, 173, 176, 177, 197, 204, 205, 264, 267, 276, 284; plan, 170; ratings, **54,** 125, 169, 171, 173, 175, 225.
Psychic 55, 63, 72, 74, **96-97,** 123, 126, 134, 184, 188, 189, 203, 218, 222, 246, 268, 270, 271, 274, 279, 280, 292, 297, 303, 314, 331, 333.
Pułtusk 323.
Purfleet, *see Plaistow.*
Putin, Vladimir 85, 302-307.
Pythagoras 291.
Q Rule 320.
Qs ("Quinceys") 252.
"Quid Pro Quo" **18.**
Rabies 196.
Racos 294, 315.
Radical imam **129,** 149, 248.
Radio Free Europe 277, 332.
Radiotelegraphy (1940, 1977 Ability) **328,** 330.
Radu "the Handsome" 211, 250, 251.
Radu (project) 66, 83, 151, 256, **276-277.**
Radu Serban 310.
Raduci 277.
Rákosd (Racastia) 315.
Râmnicu Vâlcea 157.
Rapid Intervention Service 154, 155.
Rashbi 285.
Rashou, Sehla 131; *see also Sniper.*
Ratings, *Proserpine* **54,** 125, 169, 171, 173, 175, 225; loadout of, 54.
Rats 18, 55, 60, 82, 143, 172, 182, 185, 186, 197, 203, 214, 218, 226, 228, 331; rat-thing, **317-318.**
Ravenna 238; Classense Library, **238-239**; map, 239.
Ravne na Koroškem 238.
Razbunatori 149
Reagan, Ronald 64, 303.
Real estate broker **129-130**, 158; *see also Harker, Jonathan.*
Recai, Cingöz 136; *see also Turkish agent.*
"Recruit Agent" **20,** 23.
Red Horses 76, 310.
Red Jack 29, **73,** 265, 270.
Red Lake 208, 209.
Red mercury 265, 323, 324; cinnabar, 185.
Red room 55, 126, 185, 186, **187,** 188, 189, 193, 194, 215, 218, 222, 233, 243, 322.
Reed, Kate **37-38,** 40, 188, 271, 272, 325; diary of, 38, 106, 120, 265, **271-272.**
Renfield, R. M. 15, 18, 31, 32-37, **38-39,** 49, 84, 97, 108, 113, 120, 121, 164, 167, 190, 195, 196, 272, 277-278, 309, 326, 327; as the Ripper, 29, 38-39, 73; journal, 99, 196, 236, 265, **277-278,** 309, 315.
Renfields 18-20, 23, 25-27, 41, 51, 54, 55, **57,** 69, 78, 90, 98, 104, 105, 114, 122, 141, 145, 146, 149, 150, 153, 154, 158, 160, 163-165, 171, 175, 176, 186, 187, 189, 190, 195-198, 204, 205, 207, 212, 218, 219, 225, 247, 250, 251, 276, 277, 285, 288, 295, 296, 303, 305, 307, 310-312, 314, 321, 322, 324; possible NPC, 46, 47, 50, 58, 73, 81-83, 85-88, 94, 101, 104, 106, 108, 117, 121, 123, 125, 127, 129, 131-133, 293, 304; *see also Jacks, Quinceys.*
Resurrected one 150, 315, **318.**
Retired KGB agent **97-98,** 111, 115, 120, 123, 172, 190, 191, 305.
Retired MI6 asset runner 49, 64, 89, 95, **98-99,** 99, 124, 141, 150, 169, 171, 192, 309, 329, 331, 332.
Retired MI6 computer boffin 95, **99-100,** 100, 111, 169, 183, 184, 189, 236, 265, 331.
Reykholt 231, 233, 234.
Reykjavik 119, **233,** 234, 275, 323; map, 232; quick and dirty, 233.
Riding (1894, 1940 Ability) 325, **326,** 328.
Right Club 81.
Rîmaru, Florea 341; Ion, 340.
Ring 20, 26, 36, 44, 49, 52, 60, 64, 72, 86, 87, 90, 109, 133, 141, 143, 167, 171, **172-176,** 177, 184, 186, 188, 191, 196, 197, 219, 227, 235, 263, 264, 266, 267, 270-274, 276, 278, 280, 281, 283-286, 308, 309, 315, 316, 331; plan, 174, 175.
River dockyards **258.**
Rodna Fortress 209.
Rohozneanu, Utu 159.
Rojas, Carmilla **46-47,** 57, 225, 226.
Roma 76, 118, 147, 150, 157, 159, 161, 221, 223, 224, 294, 329, 335, 336, 339; art forecaster, **103-104**; human rights activist, **118**; mafia clans, 339; names of, 138; *see also Ruvari Szgany.*
Romania *passim*; bribery in, 338; Conspiracy assets in, 54, 55, 152; Conspiracy awareness in, **203**; corruption in, 152; Conspyramid and, 16, 152; Cthulhu Mythos locations, 315-317; countryside emotional modulation, **213**; currency, 335; ethnic faultlines, **223-224**; Heat in, 133, **152,** 154, 155, 203, 305; locations in, **203-223**; map, 199; names in, **138-139**; nodes in, 144, 147-150; political parties, 340; Pontifical College of, 77; weapons laws, **154**; *see also 1940 operation, Bucharest, Earthquakes, Romanian government, other individual cities, institutions, and locations.*
România Libera 121.
Romanian government 16, 48, 81, 86, 90, 108, 109, 118, 127, 134, 147, 150, **151-159,** 204, 205, 207-209, 264, 276, 286, 292, 295, 297, 298, 302, 305, 306; Cabinet, **152-153;** *see also Ministries, individual agencies.*
Romanian intelligence **155-156**; *see also DIE (1970s), Securitate (1970s), SIE, SSI (1940s).*
Romanian mafia 44, 54, 65, 73, 79, 100, 109, 115, 124, 131, 133, 134, 142, 146-148, 150, 153, 155, **157-159,** 195, 208, 224, 233, 241, 252, 256, 257, 259, 264, 276, 279, 283, 290, 292, 293, 296, 303, 304, 307, 339; Bucharest, 339; clan names, 157, 339; enterprises, 157, 339; sample clan, **158-159.**
Romanian military: 61st Mountain, 298; 528th Recon Bn, 154; DGIA, 156; DSPI, 154; Air Force, 126; Land Forces, 11, 125, 126, 216, 224, 319; NATO liaison, **125-126**; Naval Forces, 126, 259; special forces, 16, 23, 57, 108, 125, 151, 152, 154, 296, 311; special forces loadouts, **154;** "Vulturii" 1st SF Bn, 57, 154, 296.
Romanian National Police 18, 20, 113, 130, 134, 152, 153, **154-155,** 158, 217, 292, 329; Border, 155; Edom stringer, 158; inspector, 102, **130-131,** 155, 158, 159, 258, 261, 264, 285, 292; SIIAS, 154; *see also Jandarmeria.*
Romanian secret police **156-157**; *see also DGIPI, DPCTP, Securitate (1970s), Siguranta (1940s), SRI, STS.*
Rome 150, 241, 242; *see also Vatican.*
Rompetrol 127.
Romsilva 154, 222; *see also Forest.*
Room 452 75.
Roosevelt, Robert 34.
ROS (Italy) 146.
Rosary, Harker 197, 265, **268-269.**
Rosenbach Museum 235, **253,** 280, 281, 316.
Roses 60, 87, 88, 171, 176, 188, 205, 228, 244, 255, 259, 265, 274.
Rosetti, Dinu 311.
Rotterdam 45, 145, 243, 323.
Rovere, Cedric 87; *see also "Van Sloan."*
Rowan (wood) 176, 195, 230, 256.
Royal Air Force 111, 125, 142, 172; Marines 54, 169; Navy, 121, 169, 178; *see also British Army, NID, SAS, SBS.*
Royal Institution 183, 184.
Rozhenko, "Count" 84.
RSHA (Nazi Germany) 85.
RUC (Ulster) 115.
Rudolf II 271, 303; *see also Hapsburg.*
Ruins: Cachtice, 245; Castles Dracula, 119, 122, 130, 135, 207-209, 211, 212, 245, 315; Coldfall, 188, 189; Dolingen Tomb, 228; Dun Dreach-Fhola, 236; generic, 43, 46, 111, **216,** ; Iraq, 132; Sarmizegetusa, 294; Slains, 176, 177; Strasba, 223; Tokat, 250; Whitby, 177, 178;

see also Archaeology.
"Ruin Contact" **22.**
Rumsfeld, Donald 64.
RuSHA (Nazi Germany) 321.
Russia 13, 34, 45, 55, 62, 66, 75, 76, 94, 97, 101, 102, 120, 127, 147, 148, 159, 212, 224, 227, 302-307; names, 139; vampire program of, 24, 28, 45, 71, **76,** 82, 86, 110, 141, 159, 164, 227, 244, 253, 279, 305; *see also FSB, GRU, KGB, Putin, SVR.*
Russian Mafiya 16, 20, 22, 51, 102, 108, 110, 117, 140, 145, 146, 157, 173, 208.
Russian Roulette capstone **302-307.**
Russo-Turkish War 10, 39, 73, 320, 337.
Ruvari Szgany 16, 18, 54, 58, 103, 109, 116, 118, 140, 142, **147-148,** 155, 158, 159, 162, 172, 204, 207, 208, 222-224, 245, 255, 256, 285, 292, 296, 306, 311, 327, 329, 333.
Ruzic, Dominic "Copoi" 107; *see also Bucharest private detective.*
"Sacrificed Pawn" **20,** 120.
"Sacrificial Play" **23.**
Safe house 19, 23, 27, 105, 130, 167, 173, **258-259**, 288, 289, 328; Carfax, **185-188**; Hong Kong, 230; network (Dracula's), 25, 142, 143, 172, 187, 188, 191, **194-195,** 270, 278, 279; Philadelphia, 254.
Saint Amand, Mme. 57, 229.
St. Andrew the Apostle 283; Bloody Goat of, 297; Day/Eve, 56, 269, 296, 317, 329.
St. Cuthbert 172.
St. George, Cross of 214; Day/Eve, 56, 86, 255, 282, 296, 329; Hotel, 184.
St. Lazarus of Bethany, Society of 76, 114.
St. Mary's churchyard, *see Kingstead Cemetery.*
Sala, David 151; Miriam, 151.
San Antonio, USS 204.
Santa Maria la Nova **239-240;** 310.
Sarajevo 148.
Sarmizegetusa 294.
SAS (UK) 50, 54, 97, 125, 154, 192.
Satan (the Devil) 24, 28, 74, 84, 209, 217, 219, 220, 222, 295, 301, 310, 311, 341; *see also Scholomance.*
Satanic cult of Dracula 16, 29, 39, **55-56,** 57, 73, 188, 240, 265, 275, 327; rites, 65, 96, 148, 151, 215.
Saudi Arabia 82, 141, 148.
Sayeret Aluka **75,** 117, 128, 237, 324; loadout, 237.
SBP (Russia) 304-306.
SBS (UK) 54, 169, 171.
Scapa Flow 169, 171.
Scenario spines **287-290.**
Schittamorte 241.
Schmidt, Wilhelm 70.
Schola Allatio 77.
Scholomance 21, 24, 26, 55, 70, 73, 74, 96, 135, 142, 151, 160, **219-222,** 265, 267, 273, 274, 283, 291, 292, 294, 301, 306, 310, 313, 316-318, 322; concealed, 219-220; desolate, 222; effects of, 222; as Tomb of Dracula, 311.
Scînteia 91.
Scotland 90, 169, 171, 172, 176; *see also Slains Castle.*
Scuderi, Giuseppe 339.
Sculptor 68, 72, 95, 96, **100,** 103, 121, 142, 146, 162, 171, 197, 198, 229, 239, 263, 269, 275, 276, 314.
Scythians 293, 294, 296.
SD (Nazi Germany) 319, 328.
SDRA8 (Belgium) 164.
Sealed coffin 35, 63, 72, 112, 116, 142, 144, 164, 171, 188, 190, 226, 236, **278-279,** 311.
Seaman, William 189.
Seattle 252.
Sebottendorff, Rudolf von 76.
Second Opium War 192.
Secret Service (US) 13, 37, 64, 76.
Section N, *see Nachrichtenabteilung.*
Securitate 11, 28, 89,93, 107, 108, 133, 142, 151, 154, 156, 157, 218, 219, 254, 256, 276, 277, 279, 317, 330-333; DIE, 11; Counter-Espionage Division, 332, 333; CTS, 154; defector, **93-94;** Directorate V, 93; files, 133, 156, 157, 254, 277, 341; Pitesti Experiment, 205, **218-219;** Radu (project), 66, 83, 151, 256, **276-277**; Service K, 276, 277; USLA, 157; *see also SRI.*
Seismograph, ancient Chinese 266; Milne, 267; Palmieri, 242; seismic monitors, 137, 145, 151, 167, 267, 291, ; *see also Earthquakes, NIEP, Volcanologist.*
Seismologist 26, 55, 66, 96, 99, **100-101,** 111, 124, 136, 151, 179, 184, 189, 190, 195, 228, 234, 243, 252, 256, 266, 267, 288, 297, 304, 314, 324.
Selymes, Dana 84.
Senior park ranger **298,** 299, 301.
Serbia 148.
Serums: Blomberg, **282**; Luria Formula, **114**; Seward, **51**; V, 64, 162, 163, 252, 253; Xerum 525, 321-323.
Sessler, Charles 280.
Seward, Jack 15, 16, 33, 34, **35-36,** 37, 38, 50, 51, 73, 190-192, 195, 196, 223, 225, 244, 263, 265, 272, 275, 277-279, 313, 319, 320; as the Ripper, 29, 35, 73, 320; cameo, 263; Legacies, 41, 47-48, 50; surgical knife, 73, 272.
Seward, Jacqueline 24, **47-48,** 151, 197, 223, 250, 278.
Seward Serum 22, 23, 43, 48, **51,** 64, 66, 80, 99, 115, 121, 126, 128, 131, 162, 163, 175, 187, 189, 190, 197, 223, 233, 250, 253, 284, 288, 321, 323, 331.
Seward's asylum 33-35, 38, 40, 47, 49-51, 53, 64, 121, 128, 141, 142, 162, 167, 171, 176, 185, 186, **195-197,** 204, 263, 268, 274, 275, 277-279, 284, 288, 297, 312; Infiltration of, 196, 278; plan, 197.
"Shadow Agent" (Dracula) **18**; (Edom), **21.**
"Shadow Source" **18.**
Shahzad, Hettie 128; *see also Pharmaceutical researcher.*
Shaolin Dojo 158.
Shem (inscription) 268.
Shimon Bar Yochai (Rashbi) 285.
Shipping containers 45, 102, 145, 153, 172, 252, 253, 261; *see also Axel Logistics, HGD Shipping, Human trafficking.*
Shoggoth 313.
Shub-Niggurath 315.
Sibiu (Hermannstadt) 30, 70, 219, **221,** 222, 283, 317; map, 220; quick and dirty, 221.
Sickert, Walter 40.
SIE 22, 23, 28, 104, 107-110, 124, 127, 152, 153, **155-156,** 157, 252, 260; Grupul Antiterorist, 154, 155.
Sighisoara 29, 317.
Siguranta 285, 319, 328, 329.
SIIAS 154, 155, 339.
Silent servants **58,** 327.
Silivasi, Diana 298; *see also Senior park ranger.*
Sima, Horia 149, 329.
Sinaia 304, 306.
Singleton, Aleister (Osmond) 96, 126, 331, 333; Albert, 97, 265, 279; *see also Psychic.*
Sinti 224; *see also Roma.*
SIPA 156.
Skinsky, Otto 131; Oskar, 329; Petrof, 116, 131, 144, 217; *see also Smuggler.*
Skorzeny, Otto 323.
Slains Castle 55, 66, 135, **176-177,** 233, 272, 309.
Slovakia 71, 164, 245, 285, 309; Border and Alien Police, **164**; Cachtice Castle, **245-246**; mafia, 20, 65, 245; names, 139; Orava Castle, **212-213**; river clans, 54, 116, 131, 144, 213, 217, 224, **245,** 329, 333.
Slovenia 212, 238.
Smith, Henry 189.
Smuggler 90, 106, 113, **131,** 141, 144, 148, 155, 158, 162, 164, 172, 204, 217, 228, 245, 254, 255, 258, 261, 263, 265, 273, 276, 283, 292, 329.
Snagov, Lake 310, 311; Monastery, **310-311.**
Sniper **131-132,** 258; *see also Nails*
Social Class (1894 Abilities) **325-326.**
SOE (UK) 11, 13, 41, 50, 81, 87, 91, 146, 151, 173, 186, 265, 328-330; Agent creation, 328; *see also 1940 operation, "Van Sloan."*
Soil, native 10, 20, 26, 29-30, 59-61, 88, 153, 171, 187, 191, 193-195, 204, 205, 207, 209, 211, 214, 228, 255, 258, 274, 309, 311, 312, 318.
Solomon, King 69, 273.
Solomonari 55, **74,** 83, 135, 150, 220, 222, 318, 323.
Soraya 67.
Sotheby's Auction House 53, 106, 161, 162, **198,** 265, 266, 269, 270, 273, 280, 281, 283, 292; Extraordinary Objects Department, 68, **161-162,** 198, 253, 268, 280, 286.
Sottosuolo tunnels 240, 241.
South Africa 82, 292.
South Carolina 137, 151.
South Magnetic Pole 309.
Southeast European Cooperative Initiative 338.
Special Branch 25, 29, 32, 35, 40, 53, 54, 183, 186, 319.
Spence, Capt. 50.
Spetsnaz 76, 102, 305.
Spiess, August von 221.
Spines, scenario **287-290.**
SPIR 339.
Spirit board 97, 189, 265, **279-280,** 297, 309.
SPP 156.
Spy chiefs, 1930s **319.**
SRI 16, 23, 26, 28, 86, 101, 102, 107, 109, 112, 117, 124, 127, 133, 144, 147, 150, 152, 153, **156-157,** 207, 208, 219, 260, 295, 296, 298, 299, 306, 309, 311, 314, 319; agent in charge, 102, 105, 107, 127,

133, 158, 168, 215, 219, 254, 339; Brigada Antiterorista, 154, 157; files, 107, 133, 144, 156, 157, 208, 254, 263, 277, 286; *see also Securitate.*
SS 75, 85, 149, 224, 319-325, 328, 330; Kammlerstab, 85, 322; Waffen-SS, 81, 164, 323; *see also Ahnenerbe, RSHA, RuSHA, SD.*
SSI 319, 320.
STAKES mode **27,** 28, 165, 320.
Stalin, Josef 311.
Stanton, Edwin 63.
Stasi 82, 164.
Station Bucharest 75, 89, 91, 104, 134, 137, **159-160,** 255, 332; Chief of, 75, 104, 107, **109-110,** 132, 156, 160, 164, 254.
Stei psychiatric facility 341.
Stephen the Great 211.
Stephen, J. K. 39.
Stephenson, Robert D'Onston 73.
Stevens, Frank E. 328.
Stoker, Bram 10, 12, 14-16, 28, 29, 33, 37, 38, 61, 70, 72, 73, 176, 185, 209, 223, 224, **235,** 236, 242, 271, 275, 280, 314; Florence, 235, 280; George, 10, 29, 34, 39, 50, 61, 73, 75, 76, 235, 236, 275, 320; notes (as source), 40, 55, 56, 58, 209, 212, 235, 275; Notes (as Object), 198, 235, 253, 254, **280,** ; Thornley, 34, 50, 235, 275; *see also Dracula (novel), Dracula Dossier.*
Strasba Orphanage 22, 58, 121, 130, 144, 150, 155, 197, **223.**
Stratford 195.
Stregoicavar 316, 317.
Strip club 158, 205, **259.**
Strix 223.
STS 86, 154, 156.
Sturluson, Snorri 231.
Styria 38, 175, 212, 310.
Subway station **259-260;** reference table, 260.
Sudan 293.
Suicide's rest 179.
Sükösd-Bethlen, Castle 315.
Suleiman the Magnificent 303.
Summer Palace 192, 266.
Summers, Montague 282, 321.
Sunderland 172.
Supernatural vampires 15, 28, 71, 266, 294.
Surabaya 67.
Surgeon, Operation 50, 63.
Surrey 172.
Surtshellir 231, 233.
Surveillance in London 22, **182**; in Romania, **203.**
"Surveillance State" **22,** 112, 283, 298.
SVR (Russia) 76, 139.
Swedenborg, Emanuel 126.
Switzerland 89, 128, 145, 147, 157, 324, 330; Swiss Guard, 77.
Sword of the Prophets 248.
Sydney 130.
Syria 76, 125, 131, 134, 148, 154, 155, 156, 293.
Syrian general 111, 124, 129, 132, **133,** 155.
Székely 138; Baron or Count, 58, 149, 275; *see also Dracula, Count.*
Szilágyi Ilona 69; Mihály, 209.
Ta Kung Pao daily 230.
Tabloid journalist 55, 72, 96, 107, 117, 123, **134-135,** 160, 188, 193, 214, 215, 240, 253, 259, 260, 272, 292.
Tabram, Martha 73.
Talbot, Lady Quentin 90; *see also Anthropologist.*
Tapestries, Tepes 197, 219, 222, **280-281,** 309.
Tarber, Alexander 124; *see also MI6 Romania Desk analyst.*
"Targeted Earthquake" **23.**
Târgoviste 309.
Tartarus 222.
Tatars 51, 122, 222.
Tate, Oliver 117; *see also "Mr. Hopkins."*
Tawil at-'Umr 313.
TD-BDJ (German) 164.
TE (Russian Empire) 76.
Teilhard de Chardin, Pierre 114.
Tel Aviv 116.
Telegraphy (1894 Ability) **326.**
Telluric energy 10, 20, 23, 28, 59-61, 66, 68, 69, 99-101, 111, 114, 142, 147, 177, 179, 187, 189, 190, 194, 195, 234, 241-243, 245, 255, 264, 266, 284, 297, 301, 302, 308-310, 312, 314, 331, 333.
Telluric vampires 27, 28, **59-61,** 127, 141, 151, 175, 205, 222, 229, 231, 233, 234, 253, 278, 283, 296, 308, 320, ; banes, 60; blocks, 60, 61; dreads, 61; in *They Saved Hitler's Brain!,* 323; powers, 59, 60; requirements, 61; *see also Bacteria.*
Teman (Duke) 53, 332; *see also Tinman.*
Tempest prognosticator 177.
Templar, Knights 212.
Ten Brinken, Jakob 62.
Tepes Tapestries 197, 219, 222, **280-281,** 309.
Tepes, Vlad, *see Vlad III Dracula*
Tera, Queen **71-72.**
Terracino, Mario Bacio 241.
Terry, Ellen 38.
Tesla, Nikola 137, 266, 267.
"Testudo" **20,** 120.
Tetrodotoxin 87, 121.
Teutonic Order 209.
Thailand 204.
Thames Torso Murders 29, 193.
They Saved Hitler's Blood! **320-325.**
Thule-Gesellschaft 71, 76, 322.
Thunderstone 295, 296; *see also Meteorites.*
Thurn und Taxis, Baron Gustav von 71.
Thurzó family 213, 267; Ferenc 212; György, 212; Imre, 212.
Timisoara (Temesvár) 316, 323.
Timnah (Duke) 53; *see also Tyler.*
Tinman (Duke) 23, **53,** 175, 176.
Tokat Castle 112, 122, 164, **250-252,** 308.
Toma, Petre 341.
Tomb of Dracula: capstone, **308-312;** candidates, 212, 214, 239, 309-311; finding, **309**; rules effects, **311-312;** *see also specific tombs.*
Topkapı Palace 129, 248.
Toronto 252.
"Total War" **20.**
Tour guide 61, 65, **135-136,** 207, 222, 246.
Tovarsky, Svetlana 303-305, 307; *see also Deputy press secretary*
"Trail False Lead" **21,** 268, 275, 289.
Trail of Cthulhu 313; using the Dossier in, **319.**
Trajan 294.
Transnistria 102.
Transparency International 152.
Transylvania 11, 18, 29, 30, 37, 38, 40, 60, 70, 76, 89, 94, 102, 103, 127, 131, 136, 137, 138, 146-148, 157, 162, 184, 208, 209, 211, 213, 221, 223, 224, 230, 245, 263, 271, 275, 280, 282, 283, 293, 294, 303, 315, 319, 327; Conspiracy awareness in, 203; map, 200; meteorite strike, 323; Saxons, 138, 224; witch trials in, 317; *see also specific cities, locations.*
Trap, leg-breaker 173.
Trees, *see Forest or Wood.*
Trelawny, Abel 72; Margaret, 72.
Tridentine Rite Mass 56.
Tsathoggua 314.
Tugurlan, János 108; *Bucharest street cop.*
Tumblety, Francis 29, 73.
Tunnels: Antarctica, 324; Barnafoss, 231; Carfax, 185; Caverna de las Brjuas, 225; Curtea Veche, 338; Der Riese, 323; Dracula's Mill, 301, 302; Exeter, 135; Galati, 144, 217; generic dungeons, **214-215**; Izvorul Tausoarelor, 209; Laki, 323; London Zoo, 193; Munich, 227, 228; Muswell, 188, 189; Naples, 240, 241; Norman Shaw Buildings, 193; Palace of Parliament, 338; Ring, 175; Sibiu, 221; Slains, 176; subway, 259; Thames, 194; Tokat, 250, 251; *see also Ghouls, Rats.*
Turcanu, Eugen 218, 219.
Turkey 18, 41, 43, 104, 105, 108, 113, 122, 125, 129, 132, 168, 247, 329, 330; archaeology in, 114, 122, 250-252, 292; Gladio in, 164; locations in, **247-252;** names, 139; Ottomans, 29, 30, 76, 106, 129, 147, 209, 211, 212, 248, 250, 251, 294, 303, 310, 311, 316, 335; Special Forces, 76, 164; vampire program of, **76,** 106, 136, 310; *see also Istanbul, MIT, Russo-Turkish War, specific cities and locations.*
Turkish agent 106, 129, 132, **136,** 164, 183, 247, 250, 257, 259, 281, 292, 310.
Turkmenistan 113.
"Turn His Coat For Him" **19,** 20.
"Turn Solace" **20.**
Turner, Stansfield 64.
Tussmann, Edward 314.
Tuzla 148.
Tyler (Duke) **53,** 55, 112, 159, 186, 250.
UAV, unmanned aerial vehicle 110, 125, 126, 208, 296.
Udrea, Elena 340.
Ujvary János 65, 135, 246; *see also Tour guide.*
Ukraine 66, 76, 147, 217, 245, 293, 302, 337.
Ultraviolet lights 53, 54, 171, 187, 188, 204, 205, 256, 282, 290; effects, **54,** 61, ; tactical, 54.
UM 0215 341.
UMS Md1998 "Dracula" 146.
UN Human Rights Office 118.
Unaussprechlichen Kulten, Von 316.
Ungar, Catalin 159.
United States 37, 63, 81, 83, 85, 92, 109, 111, 120, 125, 127, 132, 136, 148, 151, 161-164, 204, 234, 302, 324, 332; American NPCs, 36, 46, 83, 84, 91, 94, 104,

109, 127, 136; locations in, **252-253;** vampire program, 28, 64, **76,** 104, 151, 162, 204, 225, 237, 240, 252, 254; *see also CIA, FBI, ONI, OSS, OTFI, Secret Service, specific locations.*
Universities: Alexandru Ioan Cusa, 153; Amsterdam, 33, 243, 244; Babes-Bolyai, 153; Baghdad, 268; Bucharest, 109, 122, 153, 251, 329; Cambridge, 37, 47, 91, 111, 116, 153, 160, 292; Chicago, 83; China Petroleum, 110; College Cork, 72, 236; College London, 47; Exeter, 167; Hebrew Jerusalem, 236; King's College London, ; London, 42, 292; Lübeck, 34; Michigan State, ; Moscow State, 304; Naples, 241-244; Oxford, 34, 94, 153, 271; Parma, 242; Princeton, 94; Richmond, 316; South Carolina, 137, 151; Temple, 254; Transylvania (Kentucky), 105; UPenn, 254.
Unto the Fourth Generation 183, **325-334.**
Urzica, Flaviu 299.
Utrecht 141.
Văduva, Iulia 103; *see also Art forecaster.*
Váh, River 245.
Valea Zalanului 148.
Vámbéry Ágost 94, 324; Ármin (Arminius), 10, 34, 76, 94, 106, 320, 324; *see also Hungarian.*
Vampire bats 36, 46, 144, 167, 178, 197, 225, 263.
Vampire hunting kit 42, 73, 197, 221, 244, 273, **281-283,** 290.
Vampires: 1894, **53-54**; alien, 28, 74, 294, 308, 317, 323; American, **63-64**; Byzantine, 251; Cthulhu Mythos, **317-319**; damned, 15, 28, 71, 175, 294, 322; Danzig, **321**; feral child, **191**; Golden (jin-gui), **68-69**; Linea Dracula, 15, 56, 322; mutant, 15, 28, 59, 294; stellar, 308, 317; supernatural, 15, 28, 71, 266, 294; telluric, **59-61**; *see also Dracula, Lilith, Orlok, specific named vampires*
Vampiric magic for humans, **274;** *see also Necromancy.*
Vampirish vapours 308, **318.**
"Vampirize Agent" **24.**
Vampyramid, Dracula's **18-20,** 25, 250, 287.
Van Helsing, Abraham 15, 16, 25, 28, 30, **33-34,** 35-38, 45, 46, 51, 59, 60, 62, 70, 75, 94, 141, 159, 184, 191, 193-195, 207, 219, 224, 226, 235, 242-244, 262, 266, 272, 275, 278, 281-284, 309, 314, 319-321, 323, 324, 326, 328; bag, **282;** cameo, 263; House, **243-244,** 272, 274, 278, 283, 284; Legacies, 15, 24, 41, 45, 46, 50, 282, 323, 327; vampire hunting kit, **281-283;** *see also Nachrichtenabteilung.*
Van Renterghem, Albert Willem 34.
"Van Sloan" 11, 45, 50, **87-88,** 158, 164, 176, 192, 264, 265, 267, 270, 274, 309.
Van Swieten, Gerard 320.
Vanderpool garlic 60, 131, 141, 244, 282, **283,** 315; Glass-House, 67, **244.**
VAPO (Austrian fascists) 85.
Varkony, Countess Ida 57, 228.
Varna 33, 113, 129, 142, 145-148, 178, 248; *see also Leutner Fabrichen.*
Varney, Sir Francis 36.
Vatican 30, 34, 76, 77, 114, 141, 144, 225, 236; vampire program, **76-77,** 144, 235, 236.
Vauxhall Cross 49, 113, 173.
Venice 228, 248.
Veres, Romulus 341.
Vesuvius Observatory 142, 241, **242-243,** 244, 267, 284; *Annals,* 242.
Vetala 80.
Vial of blood 24, 44, 117, 190, 197, 226, 236, 265, **284,** 322.
Vidraru, Lake **212,** 311; Dam, 212.
Vienna 248, 267, 303, 320.
Vinca culture 294.
Vint 102.
Visegrád Castle 209.
Vivario-Plomdeur, Nicolas 282.
Vlad II Dracul 270, 281, 310
Vlad III Dracula (Vlad Tepes) 15, 30, 69, 106, 122, 148, 149, 163, 209, 211, 212, 221, 224, 250, 251, 271, 281, 308, 310, 311, 335, 337, 338, ; as Count Dracula, **29-30,** 56, 69, 87, 208, 292, 308, 310; castles of, 209, 211, 212, ; tombs of, 239, 310, 311.
Vlad IV Calugarul 311.
Vlad V 311.
Vlad VI Înecatul 311.
"Vlad Tepes": 528th Recon Bn, 154; crime lord, 157; hotel, 209; Jandarmeria unit, 154, 339; village, 310.
Vladislav I 310.
Vltava River 268.
Voiculescu, Gelu Voican 341.
Voivodesi Pass 209.
Volcanoes 10, 26, 28, 147, 151, 222, 234, 266, 313, 333; Berca mud, 136; Calimani, 209; Cindrel Mts., 222; Eyjafjallajökull, 234; Grímsvötn, 234; Laki, 234; Racos, 294, 315; Vesuvius, 239, 242, 310; volcanic bacteria, 28, 59-61, 68, 73, **222,** 236, 323, 324.
Volcanologist 19, 26, 100, 101, 132, **136-137,** 142, 151, 164, 195, 217, 228, 234, 243, 252, 256, 265, 304, 314; *see also NIEP, Palmieri.*
Voller, Herr 226.
Von Junzt, Friedrich Wilhelm 316, 317.
Vorthr 72, 207, 309, 310.
Vostok, Lake 324.
Vrancea county 56, 73, 151, 211, 294; *see also Earthquakes.*
"Vulturii" special forces (1st Bn) 57, 154, 296.
Wallachia 15, 18, 29, 30, 147, 211, 212, 281, 294, 310, 311, 335-336.
Walpurgisnacht 116.
Walsingham, Sir Francis 271.
Walther, Sigmund 82; *see also Former Gehlen Org.*
Ward, Charles Dexter 316.
Warehouse 16, 20, 129, 164, 172, 189, 252, 255, 258, **261**; *see also Cross Angel Cold Storage.*
Washington, DC 63, 76; *Post,* 94.
Waterfall, *see Morile Draculi*
Weapons in Romania **154.**
Wen Wei Pao daily 230.
Werewolf 13, 147, 294.
Westcott, William Wynn 73.
Westenra, Lucy 20, 24, 33, **34-35,** 36, 39, 40, 41, 49, 52, 53, 55, 57, 60, 67, 178, 190, 191, 197, 235, 262, 263, 272, 279, 284, 285, 312, 320, 325, 326; brooch, 96, 143, 160, 171, 179, 190, 191, 265, 279, **284-285,** ; coffin, **279**; Hillingham, **190**; Kingstead Cemetery, **191**; *see also 1894 vampire.*
Westminster Gazette 37, 38, 272.
Wey, River 173.
Whipsnade 192, 193.
Whitby 33-35, 37, 38, 40, 142, 143, 145, 171, 172, **177-179,** 272, 275, 280, 289, 318, 326; Abbey, 177, 178; emotional modulation, 178; jet, 177, 179, 282, 284.
Whitechapel 11, 29, 35, 38, 73; *see also Jack the Ripper.*
Widmanstätten lines 60, 141.
Williams, Sir John 36.
Wilson, Harold 265, 331, 332.
Winter-Suffield, Archibald 194, 270.
Wismar 82.
Wisner, Frank 163, 164.
Witches 65, 167, 317; *see also Báthory, Lilith, Online mystic, Psychic.*
Wolkoff, Anna 81.
Wolves 20, 54, 60, 147, 192, 193, 197, 203, 207, 222, 291, 294-297, 306, 307, 317, 318.
Wong Tai Sin Temple 230.
Wood: ash, 245, 253, 256; hawthorn, 176, 195, 236, 237, 256; hazel, 256; rosewood, 58, 171, 216, 272, 283; rowan, 176, 195, 230, 256; yew, 61; *see also Roses.*
Worknames 11, 15, 79; Table, 79, **345-346.**
World War I 47, 62, 76, 154, 321, 327; in Romania, 75, 152, 319, 335.
World War II 45, 50, 75, 76, 82, 83, 125, 138, 146, 150, 152, 160, 163, 167, 217, 223, 226, 239, 241, 244, 321, 322, 324, 328-330, 335; era Agents, **328**; *see also 1940 operation.* Wright, Peter 331, 332.
X Club 37, 72, 80, **184,** 244, 278, 320.
X-ATV-TR **175.**
Xerum 525 321-323.
X-rays 176, 256, 276, 277, 278, 318.
XREP round 175.
Yellow Sign 314; Brothers of the, 314.
Yith 74, 315.
Yog-Sothoth 313, 314, 317, 318; Spawn of, **318.**
Yugoslavia 82, 94, 157; *see also successor republics.*
Zalmoxis 55, 74, 233, 291-296, 308, 311, 314, 317; Zalmoxis Rising capstone, **291-296.**
Zalozhniy 76, 305.
Zhang Heng 266.
Zhou Yongkang 111.
Zhu Liwen 129; *see also Real estate broker.*
Zionist Revisionist Organization 116.
Zlasti River 211.
Zohar 70, 222, **285-286.**
Zombies 59, 150, 196, 290, 308, 311; poison, 87.
Zoo, London 35, **192-193.**
Zugreni Gorge 209.
Zurich 150.

As befits quick reference guides, these sub-indices only provide the main entry for the topic.

ACADEMICS

Consult them, or rescue them when they know too much

Anthropologist 90.
Art Forecaster 103.
Balkans Specialist 91.
Bookseller 106.
Enigmatic Monsignor (Theology) 114.
Human Rights Activist (Roma Culture) 118.
Medievalist 122.
Online Mystic 126.
Pharmaceutical Researcher 128.
Psychic 96.
Retired MI6 Computer Boffin 99.
Seismologist 100.
Volcanologist 136.

BOOKS

Tomes, texts and scrolls

Book of the Dead 72.
De Motu Cordis (Harvey) 184.
Dracula (Stoker) 15.
Dracula Dossier 12.
Le Dragon Noir 273.
Le Dragon Rouge 273.
Elizabeth Báthory's Journal 267.
Elsman typescript 286.
Golem Parchment 268.
Jasper Harker's Daybook 269.
Jewel of Seven Stars, The (Stoker) 72.
John Dee's Journal 270.
Kate Reed's Diary 271.
King in Yellow (anon.) 314.
Makt Myrkranna (Stoker and Ásmundsson) 275.
Mein Wirken (Kreider) 85.
Naturalis Historia (Pliny) 238.
People of the Monolith (Geoffrey) 316.
Prince of Lies: The Strange Life of Seamus Meahan (Selymes) 84.
Red Horizons (Pacepa) 277.
Remnants of Lost Empires (Dostmann) 316.
Rituale Romanum 263.
Stoker's Notes 280.
Von Unaussprechlichen Kulten (von Junzt) 316.
The Vampire: His Kith and Kin (Summers) 282.
The Vampire in Europe (Summers) 321.
Vesuvius Observatory Annals (Palmieri) 242.
Zohar (de León) 285.

CASTLES

Dracula's and otherwise

Bicaz 208.
Borgo 209.
Bran 209.
Cachtice 245.
Calimani 209.
Craciuna 211.
Curtea Veche 338.
Dachau
Danby 172.
Dolingen 212.
Dracula 207.
Dublin 235.
Egrigöz 250.
Ferenczy 315.
Haller Bastion 221.
Hunedoara 211.
Orava 212.
Poenari 211.
Rodna 209.
Slains 176.
Sükösd-Bethlen 315.
Tokat 250.
Vidraru 212.
Visegrád 209.

CITIES

Quick and Dirty or simply dangerous

Aiud 153.
Alba Iulia (Apulon) 294.
Amsterdam 243.
Berne 145.
Bistrita (Bistritz) 203.
Bucharest **335**.
Dublin 235.
Durham 172.
Exeter 167.
Galati (Galatz) 217.
Haarlem 244.
Harwich 172.
Hong Kong 229.
Istanbul 248.
London ***NBA,*** p. 173.
Munich 227.
Mustafapasa 247.
Naples 241.
Newcastle 172.
Philadelphia 253.
Pitesti 218.
Ravenna 238.
Reykjavik 233.
Sibiu (Hermannstadt) 221.
Stregoicavar 316.
Tokat 250.
Varna 146.
Whitby 177.

CRIMINALS

Underworld contacts or Conspiracy muscle

Arms Runner 102.
Drug Boss 113.
Ex-IRA Informant 115.
Human Trafficker 118.
Iron Guardsman 83.
Neo-Nazi 85.
Romanian Mafia 157.
Ruvari Szgany 147.
Smuggler 131.
Sniper 131.

AGENCIES

Spookshows and alphabet soup

Abteilung IIIb (1890s Germany) 34.
Abwehr (1940s Germany) 62.
Ahnenerbe (1940s Germany) 321.
BKA (Federal Criminal Office, Germany) 146.
BND (Federal Intelligence Service, Germany) 75, 105.
CIA (Central Intelligence Agency, US) 64, 76, 91.
Comintern (1930s USSR) 319.
CTS (Security Troops Command, 1970s Romania) 154.
Deuxième Bureau (1890s-1930s France) 319.
DGIA (General Directorate for Defense Intelligence, Romania) 156.
DGIPI (General Directorate for Intelligence and Internal Security, Romania) 156.
DGPA (Directorate-General for Protection and Anti-corruption, 2000s Romania) 156.
DGSE (Directorate-General for External Security, France) 94.
DIA (Defense Intelligence Agency, US) 94, 132.
DIE (Directorate for External Intelligence, 1970s Romania) 11.
DIFC (Defence Intelligence Fusion Centre, UK) 111.
DPCTP (Directorate for Preventing Crime and Terrorism in Penitentiaries, Romania) 156.
Europol (EU) 145.
FBI (Federal Bureau of Investigation, US) 83.
FSB (Federal Security Service, Russia) 76.
GCHQ (Government Communications Headquarters, UK) 18, 115.
Gehlen Org (1940s Germany, 1950s US) 82.
GRU (Main Intelligence Directorate, Russia) 76.
Interpol 20.
Intrusives (WWI, UK) 293.
KGB (Committee for State Security, USSR) 97.
Kontrgerilla (Turkey) 164.
MI5 (Security Service, UK) 80, 95, 122.
MI6 (Secret Intelligence Service, UK) 92, 95, 98, 99, 123, 124.
MID (Military Intelligence Department, China) 75.
MIT (National Intelligence Organization, Turkey) 76, 136.
MSS (Ministry of State Security, China) 75, 110.
Mossad (Israel) 75.
Nachrichtenabteilung (1890s Germany) 34.
NICBR (National Interagency Confederation for Biological Research, US) 64.
NID (Naval Intelligence Department, 1890s UK) 10, 39.
NKVD (People's Commissariat of Internal Affairs, 1940s USSR) 319.
NSA (National Security Agency, US) 18.
OPC (Office of Policy Coordination, 1950s US) 163.
OSS (Office of Strategic Services, US) 64.
OTFI (Office of Terrorism and Financial Intelligence, US) 146.
ROS (Special Operations Group, Italy) 146.
RSHA (Reich Main Security Office, 1940s Germany) 85.
SBP (Presidential Security Service, Russia) 304.
SD (Security Service, 1940s Germany) 319.
SDRA8 (Service for Documentation, Intelligence, and Action, Belgium) 164.
SECI (Southeast European Cooperative Initiative) 338.
Secret Service (US) 13, 37.
Securitate (1970s Romania) 11, 93.
SIE (External Intelligence Service, Romania) 155.
Siguranta (1940s Romania) 328.
SIPA (Independent Service for Protection and Anti-corruption, 1990s Romania) 156.
SOE (Special Operations Executive, 1940s UK) 11, 87.
SPP (Protection and Guard Service, Romania) 156.
SRI (Romanian Intelligence Service, Romania) 133, 156.
SSI (Special Service of Intelligence, 1940s Romania) 319.
STS (Special Telecommunications Service, Romania) 156.
SVR (Foreign Intelligence Service, Russia) 76.
TD-BDJ (Technical Section-Federal German Youth, 1950s Germany) 164.
TE (Secret Expedition, 1700s Russia) 76.
UM 0215 (1990s Romania) 341.

EDOM BASES

Potential leads to be investigated

"Black Light" black site 204.
Carfax 184.
Cross Angel Cold Storage 190.
Dun Dreach-Fhola 235.
Hawkins house 167.
HMS *Proserpine* 169.
Malargüe 225.
NHS Haematology Research and Treatment Centre Ring 172.
Seward's Asylum 195.
Slains Castle 176.
Strasba Orphanage 223.
Vauxhall Cross 49.
Whitby mine 178.

GEAR AND SERUMS

Equipment and potions

AK-47 assault rifle 154.
AKM-74 assault rifle 305.
Anti-materiel rifle 133.
Benelli M4 Super 90 combat shotgun 154.
Biohazard gear 253.
Black Shard 316.
Blomberg Serum 282.
Bowie knife 272.
Clairvoyance cocktail 93.
Crossbow 54.
Crucifix 56.
Dolingen iron stake 227.
Dragunov SVD sniper rifle 305.
Earth-Disturbance Urn 265.
Earthquake Device 266.
Facón (knife) 272.
Flexible baton 51.
Glock 17 pistol 154.
Glock 19 pistol 237.
Halberd 77.
Hand of Glory 177.
H&K G36 assault rifle 154.
H&K MP5A3 SMG 154.
Harker Rosary 268.
Hawthorn discarding sabot 237.
IMI Tavor X95 SMG 237.
Iron stake fragment 227.
Jeweled Dagger 270.
Kevlar-lined coffin 147.
Knife Set 272.
Kukri knife 272.
Lapua Magnum Accuracy International AWM sniper rifle 52.
Leg-breaker trap 173.
Loadouts: *Proserpine* ratings, 54; Romanian special forces, 154; Sayeret Aluka, 237.
Lockbox, Cryptic 264.
LMT L129A1 marksman rifle 54.
LMT L85A2 assault rifle 54.
Luria Formula 114.
Lyons Electronic Office 1 (LEO 1) 183.
M40 sniper rifle 132.
Makarov 9mm pistol 305.
MANPADS (anti-air missile) 133.
Meteorite bullets 68.
Moon rock bullets 60.
Mortar 133.
Percussion-cap pistols 282.
Pistol Mitraliera light machine gun 338.
Pistol Mitraliera submachine gun 338.
PP-2000 SMG 305.
PSG-1 sniper rifle 154.
PSL sniper rifle 338.
Pusca Automata assault rifle 338.
Radu, portable (ray) 277; (toxin), 277.
Sacred bullets 282.
Serum V 253.
Seward Serum 51.
Spirit Board 279.
Surgical knife 272.
Stake-proof chest plate 147.
Tactical UV light 54.
Tempest prognosticator 177.
Tepes Tapestries 280.
Tetrotodoxin 87.
Toxic volcanic bacteria 222.
UAV 126.
UMS Md1998 "Dracula" machine pistol 146.
UV-polarized riot mask 147.
Vampire Hunting Kit 281.
Van Helsing's bag 282.
Vanderpool Garlic 283.
Westenra Brooch 284.
X-ATV-TR 175.
Xerum 525 321.
XREP round 175.

MAGIC AND THE OCCULT

More in this world than your philosophy and vampires

Ahnenerbe 321.
Alchemy 271.
Arcane Doom 74.
Astrology 341.
Black Stone 317.
Cthulhu Mythos 313.
Dho-Hna 318.
Divination 226.
Dowsing bone 309; rods, 99.
Le Dragon Noir 273.
Earth-Disturbance Urn 265.
Earthquake Device 266.
Echipa Mortii 149.
Egyptian magic 72.
Exorcism 114.
Fraternitas Saturnii 70.
Golden Dawn 73.
Hand of Glory 177.
Kabbalah 268.
Mandrakes 63.
Mein Wirken 85.
Necromancy 318.
Necrophone 193.
Satanic Cult of Dracula 55.
Scholomance 219.
Solomonari 74.
Spirit Board 279.
Tepes Tapestries 280.
Vampiric magic for humans 274.
"White" magic 184.
Witches 317.
Zalmoxis 291.
Zohar 285.

MAPS AND PLANS

It's a good plan, stick to the plan

Bistrita 200.
Britain 166.
Bucharest 202, 203,
Ceahlau Massif 201.
Exeter 168.
Galati 200.
Iceland 232.
Istanbul 249.
London 179-181.
Munich 227.
Naples 239.
Northern Carpathians 200.
Ravenna 239.
Reykjavik 232.
Romania 199.
Sibiu 220.
"Black Light" black site 205.
Bran Castle 210.
Cachtice Castle 246.
Carfax 186.
HMS *Proserpine* 170.
Poenari Castle 211.
Ring 174, 175.
Seward's Asylum 197.

MONSTERS

Horror, horror, all is horror

1894 Vampire 53.
Abhartach 61.
Agares (demon) 267.
Alraune 62.
American Vampire 63.
Assign, vampiric (***NBA,*** 145) 20.
Barnafoss vampires 233.
Báthory, Elizabeth 65.
Bhuta (***NBA,*** 148) 308.
Buné (demon) 73.
Byzantine vampires 251.
Camazotz (***NBA,*** 149) 144.
Cave guardians 301.
Cerneati 66.
Danzig vampire 321.
Dhampir 161.
Feaster From the Stars 317.
Feral Child Vampire 191.
Feral Vampire (***NBA,*** 150) 18.
Ghouls (***NBA,*** 150) 195.
Golem 268.
Huldufólk 233.
Jenglot 67.
Jin-Gui 68.
Kallikanzarai 314.
Lamia (***NBA,*** 151) 43.
Lilith 69.
Mi-go 314.
Mummy 72.
Murony (***NBA,*** 152) 308.
Nykr 233.
Orlok 70.
Petrus perfecti (***NBA,*** 145) 296.
Raduci 277.
Rat-thing 317.
Red Jack 73.
Renfields 57.
Resurrected one 318.
Shoggoth 313.
Silent Servants 58.
Solomonari 74.
Spawn of Yog-Sothoth 318.
Strix (***NBA,*** 153) 223.
Telluric Vampires 59.
Tera, Queen 71.
Vampirish Vapour 318.
Vetala 80.
Vorthr (***NBA,*** 153) 310.
Werewolf 147.
Zalmoxis 296.
Zalozhniy (***ZQ,*** 8) 76.
Zombies (***NBA,*** 154) 196.

OPERATIONS AND PROJECTS

Ongoing, dead, and Un-Dead

Black Light (vampire interrogation) 204.
Bright Light (secret CIA prisons) 204.
Braun, Unternehmen (BND vampire program) 75.
Covenant (ONI anti-Mythos program) 319.
Dancer (Edom mole hunt) 333.
DRACULA (seismic imaging) 151.
Draugr (Nazi vampire program) 320.
ECHELON (SIGINT sharing between US/UK) 22.
Edom (MI6 vampire program) 49.
Find Forever (US vampire program) 76.
Fluency (MI5 mole hunt) 331.
Gardener (Edom hunt for Dracula stay-behinds) 333.
Gladio (CIA/OPC cadre for anti-Soviet resistance) 163.
Highjump (ONI investigation of Antarctica) 324.
Mandragora (Abteilung IIIb mandrake project) 62.
Paperclip (US recruitment of Nazi scientists) 225.
Piper (Edom testing of vampire powers) 333.
Pitesti Experiment (Securitate mind-control) 218.
Radu (Securitate death ray) 276.
Surgeon (UK recruitment of Nazi scientists) 50.

SPECIAL FORCES AND SPECIAL POLICE

Boys and their toys

BAT (Brigada Antiterorista, Romania) 157.
BSIJ (Gendarmerie Special Brigade for Intervention, Romania) 154.
DIICOT (Directorate for Investigating Organized Crime and Terrorism, Romania) 339.
DSPI (Detachment for Special Protection and Intervention, Romania) 154.
OKK (Special Forces Command, Turkey) 76.
RUC (Royal Ulster Constabulary, UK) 115.
SAS (Special Air Service, UK) 54.
SBS (Special Boat Service, UK) 169.
SIIAS (Independent Special Action and Intervention Service, Romania) 154.
Special Branch (UK) 25.
Spetsnaz (Russia) 305.
SPIR (Police Rapid Intervention Service, Romania) 339.
Swiss Guard (Vatican) 77.

SPIES

Professionals only, no assets

Alleged Mole 89.
Anti-Communist 81.
Balkans Specialist 91.
Black Site Interrogator 104.
BND Deep-Cover Agent 105.
Chief of Station, Bucharest 109.
Chinese Agent 110.
CIA Agent 91.
"Cushing" 92.
"D" 49.
Defector 93.
DIFC Tasker 111.
Dukes of Edom 50.
Ex-IRA Informant 115.
Former Gehlen Org 82.
GCHQ Romania Desk Analyst 115.
"Hopkins" 117.
Hungarian, the 94.
Informant 95.
MI5 Agent 122.
MI5 Deputy 95.
MI6 Lamplighter 123.
MI6 Romania Desk Analyst 124.
Psychic 96.
Radical Imam 129.
Retired KGB Agent 97.
Retired MI6 Asset Runner 98.
Retired MI6 Computer Boffin 99.
Rojas, Carmilla 46.
Seismologist 100.
Sniper 131.
SRI Agent in Charge 133.
Turkish Agent 136.
"Van Sloan" 87.

1930s spy chiefs 319.
1940 Romania 328.
1977 mole hunt 331.
Alraune 62.
American Vampire 63.
Braun, Frank 75.
Bridge, Cyprian A. G. 39.
Casey, William 64.
Döring, Helmut 11.
Hall, William Henry 39.
Harker, Jasper 80.
Hawkins, Peter 39.
Kent, Tyler 81.
Lawrence, T. E. 293.
Pacepa, Ion Mihai 332.
Prime, Geoffrey 99.
Turner, Stansfield 64.
Wolkoff, Anna 81.

TARGETS

Possible victims of Edom, by bite or bullet

Al-Qaeda in Rûm 148.
Anti-Communist 81.
BND Deep-Cover Agent 105.
"Cushing" 92.
Dissident 112.
Drug Boss 113.
"Hopkins" 117.
"Hopkins, Mr." 117.
Hungarian 94.
Informant 95.
Journalist 120.
Madman 121.
Medievalist 122.
Radical Imam 129.
Sniper 131.
Syrian General 133.
Tabloid Journalist 134.
Turkish Agent 136.
"Van Sloan" 87.

VAMPIRE HUNTERS

Possibly aware, possibly allies, possibly unsavory

Archdiocese of Mechelen-Brussels 141.
Caldwell Foundation 160.
Döring, Helmut 328.
Echipa Mortii 149.
Enigmatic Monsignor 114.
Fortified Monastery of St. Peter 144.
Harker, Billie 42.
Hospital of St. Joseph and Ste. Mary 230.
Iron Guardsman 83.
Kirmizatlar 76.
Pharmaceutical Researcher 128.
Rojas, Carmilla 46.
Sayeret Aluka 75.
Schola Allatio 77.
TE 76.
Van Helsing, Abraham 33.
Vanderpool Glass-House 244.
Vatican 77.
Voiculescu, Gelu Voican 341.

PEOPLE BY LOCATION

Everybody's gotta be from somewhere, but they don't gotta stay there

UK

CAMBRIDGE

Balkans Specialist 91.
DIFC Tasker 111.
GCHQ Romania Desk Analyst 115.
Medievalist 122.

EDINBURGH

Anthropologist 90.

EXETER

Blythe, Lucy 41.

LAKE DISTRICT

Harker, J. Q. 43.

LONDON

Anti-Communist 81.
Bookseller 106.
CIA Agent 91.
"Cushing" 92.
Defector 93.
Ex-IRA Informant 115.
Harker, Billie 42.
Holmwood, Philip 43.
Holmwood, Tabitha 44.
"Hopkins, Mr." 117.
Icelandic Diplomat 119.
Informant 95.
Iron Guardsman 83.
Journalist 120.
Madman 121.
MI5 Agent 122.
MI5 Deputy 95.
MI6 Romania Desk Analyst 124.
Online Mystic 126.
Psychic 96.
Real Estate Broker 129.
Retired KGB Agent 97.
Retired MI6 Asset Runner 98.
Retired MI6 Computer Boffin 99.
Rojas, Carmilla 46.
Sculptor 100.
Seismologist 100.
Seward, Jacqueline 47.
Sniper 131.
Tabloid Journalist 134.
Turkish Agent 136.

WALES?

"Van Sloan" 87.

ROMANIA

BUCHAREST

Art Forecaster 103.
Black Site Interrogator 104.
BND Deep-Cover Agent 105.
Bookseller 106.
Bucharest Private Detective 107.
Bucharest Street Cop 108.
Bureaucrat 108.
Chief of Station, Bucharest 109.
Chinese Agent 110.
Dissident 112.
Drug Boss 113.
Human Rights Activist 118.
Human Trafficker 118.
Hungarian 94.
Icelandic Diplomat 119.
Medievalist 122.
MI6 Lamplighter 123.
Morris, Thad 46.
NATO Liaison 125.
Pensioner 86.
Petroleum Executive 127.
Real Estate Broker 129.
Romanian Police Inspector 130.
Smuggler 131.
Sniper 131.
SRI Agent in Charge 133.
Syrian General 133.
Tabloid Journalist 120.
Turkish Agent 136.
Volcanologist 136.

GALATI

Arms Runner 102.
Drug Boss 113.
Human Trafficker 118.
Petroleum Executive 127.
SRI Agent in Charge 133.

CARPATHIANS

Arms Runner 102.
Human Trafficker 118.
Morris, Thad 46.
Petroleum Executive 127.
Smuggler 131.
SRI Agent in Charge 133.
Tour Guide 135.
Volcanologist 136.

ARGENTINA

Rojas, Carmilla 46.

AUSTRIA

Neo-Nazi 85.

GERMANY

MUNICH

Art Forecaster 103.
BND Deep-Cover Agent 105.
Bookseller 106.
Hungarian 94.
Icelandic Diplomat 119.
Iron Guardsman 83.
Sniper 131.
Turkish Agent 136.

WISMAR

Former Gehlen Org 82.

NETHERLANDS

Art Forecaster 103
Hoorn, Geerd 45.
Icelandic Diplomat 119.
Sniper 131.

ISRAEL

Hildesheim Legacy 116.
Icelandic Diplomat 119.
Pharmaceutical Researcher 128.

ITALY

Enigmatic Monsignor 114.
Medievalist 122.

SLOVAKIA

Human Trafficker 118.
Iron Guardsman 83.
Smuggler 131.
Tour Guide 135.

SYRIA

Sniper 131.
Syrian General 133.

TURKEY

ISTANBUL

BND Deep Cover Agent 105.
Bookseller 106.
Drug Boss 113.
Radical Imam 129.
Sniper 131.
Turkish Agent 136.

UNITED STATES

CIA Agent 91.
Icelandic Diplomat 119.
Iron Guardsman 83.

ALLEGEDLY DEAD

Acting Director, MI5 80.
Alleged Mole 89.
Late Con Artist 84.

COVERT DIFFICULTY MODIFIER TABLE

Modifies the Difficulty of tests made by the Agents under various circumstances.

Agents with CIA, MI6, NATO intel backgrounds in Romania (SIE notice, p. 155)	**+1 Cover**
London (8-48 hr delayed Edom response)	**+2 Conceal, Digital Intrusion, Disguise, Filch, Infiltration, Cover, Driving (covertly), Network, Surveillance**
Romania (Conspiracy notice)	**+1 Conceal, Disguise, Filch, Infiltration, Cover, Driving (covertly), Network, Surveillance**
Transylvania (Conspiracy notice)	**+2 Conceal, Disguise, Filch, Infiltration, Cover, Driving (covertly), Network, Surveillance**
Dracula aware of Agents in Romania	**+1 Heat tests**
Edom aware of Agents in London	**+1 Heat tests**
Hound (p. 51) in the area	**+1 Heat tests and surprise**
Osprey (p. 52) in the same city	**+1 Heat tests**
"Enhanced Interrogation" (p. 18)	**+1 all counter-operation tests**
"Burn and Freeze" (p. 19)	**+3 Network (one agent only)**

Tests in London made by less than the modifier draw Edom attention within 8-48 hours. For example, a Difficulty 4 Conceal test in London requires a total of 6+ to avoid Edom attention entirely. (*London,* p. 182)

Tests in Romania or Transylvania made by less than the indicated margins draw the notice of Dracula's minions immediately, although their Master's response may be similarly delayed. (*Romania,* p. 203)

THE 1894 NETWORK

THE ORIGINALS
- ☐ Jonathan Harker
- ☐ Wilhemina Murray Harker
- ☐ Abraham Van Helsing
- ☐ Lucy Westenra
- ☐ Dr. John "Jack" Seward
- ☐ Arthur Holmwood
- ☐ Quincey Morris
- ☐ Kate Reed
- ☐ R. M. Renfield
- ☐ Peter Hawkins
- ☐ Inspector Cotford
- ☐ Francis Aytown

LEGACIES
- ☐ Lucy Blythe (née Harker)
- ☐ Billie Harker
- ☐ J. Q. Harker
- ☐ Philip Holmwood, Lord Godalming
- ☐ Tabitha Holmwood
- ☐ Geerd Hoorn (Van Helsing)
- ☐ Thad Morris
- ☐ Carmilla Rojas
- ☐ Dr. Jacqueline Seward

OPPOSITION FORCES

EDOM
- ☐ "D"
- ☐ "Dr. Drawes"
- ☐ Dukes of Edom
- ☐ Elvis (Alvah)
- ☐ Fort (Mibzar)
- ☐ Hound (Kenaz)
- ☐ Ian (Iram)
- ☐ Nails (Jetheth)
- ☐ Oakes (Elah)
- ☐ Osprey (Oholibamah)
- ☐ Pearl (Pinon)
- ☐ Prince (Magdiel)
- ☐ Tinman (Teman)
- ☐ Tyler (Timnah)
- ☐ 1894 Vampire
- ☐ HMS Proserpine Ratings

THE CONSPIRACY
- ☐ Linea Dracula
- ☐ Telluric Vampires
- ☐ The Satanic Cult of Dracula
- ☐ Brides of Dracula
- ☐ Renfields
- ☐ The Silent Servants

THIRD FORCES
- ☐ Abhartach
- ☐ Alraune
- ☐ The American Vampire
- ☐ Elizabeth Báthory
- ☐ Cerneati
- ☐ Jenglot
- ☐ Jin-Gui
- ☐ Lilith
- ☐ Orlok
- ☐ Queen Tera
- ☐ Red Jack
- ☐ Solomonari

NATIONAL VAMPIRE PROGRAMS
- ☐ China
- ☐ Germany
- ☐ Israel
- ☐ Russia
- ☐ Turkey
- ☐ United States
- ☐ The Vatican

PEOPLE

1940 PEOPLE
- ☐ Acting Director of MI5
- ☐ Anti-Communist
- ☐ Former Gehlen Org
- ☐ Iron Guardsman
- ☐ Late Con Artist
- ☐ Neo-Nazi
- ☐ Pensioner
- ☐ "Van Sloan"

1977 PEOPLE
- ☐ Alleged Mole
- ☐ Anthropologist
- ☐ Balkans Specialist
- ☐ CIA Agent
- ☐ "Cushing"
- ☐ Defector
- ☐ The Hungarian
- ☐ Informant
- ☐ MI5 Deputy
- ☐ Psychic
- ☐ Retired KGB Agent
- ☐ Retired MI6 Asset Runner
- ☐ Retired MI6 Computer Boffin
- ☐ Sculptor
- ☐ Seismologist

2011 PEOPLE
- ☐ Arms Runner
- ☐ Archaeologist
- ☐ Art Forecaster
- ☐ Black Site Interrogator
- ☐ BND Deep-Cover Agent
- ☐ Bookseller
- ☐ Bucharest Private Detective
- ☐ Bucharest Street Cop
- ☐ Bureaucrat
- ☐ Chief of Station, Bucharest
- ☐ Chinese Agent
- ☐ Deputy Press Secretary
- ☐ DIFC Tasker
- ☐ Dissident
- ☐ Drug Boss
- ☐ Enigmatic Monsignor
- ☐ Ex-IRA Informant
- ☐ GCHQ Romania Desk Analyst
- ☐ Hildesheim Legacy
- ☐ "Hopkins"
- ☐ "Mr. Hopkins"
- ☐ Human Rights Activist
- ☐ Human Trafficker
- ☐ Icelandic Diplomat
- ☐ Journalist
- ☐ Madman
- ☐ Medievalist
- ☐ MI5 Agent
- ☐ MI6 Lamplighter
- ☐ MI6 Romania Desk Analyst
- ☐ NATO Liaison
- ☐ Online Mystic
- ☐ Petroleum Executive
- ☐ Pharmaceutical Researcher
- ☐ Radical Imam
- ☐ Real Estate Broker
- ☐ Romanian Police Inspector
- ☐ Senior Park Ranger
- ☐ Smuggler
- ☐ Sniper
- ☐ SRI Agent in Charge
- ☐ Syrian General
- ☐ Tabloid Journalist
- ☐ Tour Guide
- ☐ Turkish Agent
- ☐ Volcanologist

NODES

NOVEL NODES
- ☐ Archdiocese of Mechelen-Brussels
- ☐ Axel Logistics
- ☐ Billington & Sons
- ☐ Burdett's Private Bankers
- ☐ Fortified Monastery of St. Peter
- ☐ HGD Shipping
- ☐ Klopstock & Billreuth, Bankers
- ☐ Leutner Fabrichen
- ☐ Ruvari Sgzany

OTHER NODES IN ROMANIA
- ☐ Al-Qaeda in Rûm
- ☐ Echipa Mortii
- ☐ Heal the Children
- ☐ National Institute for Earth Physics
- ☐ Romanian Government
- ☐ Cabinet
- ☐ Politia Româna
- ☐ Serviciul Informatii de Externe (SIE)
- ☐ Serviciul Român de Informatii (SRI)
- ☐ Romanian Mafia
- ☐ Station Bucharest

OTHER NODES
- ☐ The Caldwell Foundation
- ☐ Extraordinary Objects Department
- ☐ Nox Therapeutics
- ☐ Operation Gladio
- ☐ Slovakian Border and Alien Police

OBJECTS
- ☐ Aytown's Photographic Studies
- ☐ Cameos of Dracula
- ☐ Cryptic Lockbox
- ☐ Earth-Disturbance Urn
- ☐ Earthquake Device
- ☐ Elizabeth Báthory's Journal
- ☐ Golem Parchment
- ☐ The Harker Rosary
- ☐ Jasper Harker's Daybook
- ☐ Jeweled Dagger
- ☐ John Dee's Journal
- ☐ Kate Reed's Diary
- ☐ Knife Set
- ☐ *Le Dragon Noir*
- ☐ *Makt Myrkranna* Correspondence
- ☐ Portrait of Dracula
- ☐ Radu
- ☐ Renfield's Journal
- ☐ Sealed Coffin
- ☐ Spirit Board
- ☐ Stoker's Notes
- ☐ Tepes Tapestries
- ☐ Vampire Hunting Kit
- ☐ Vanderpool Garlic
- ☐ Vial of Blood
- ☐ Westenra Brooch
- ☐ The Zohar of Moses de León

LOCATIONS

ESTABLISHING SHOTS
- ☐ Archives or Library
- ☐ Cemetery
- ☐ Chinese Market
- ☐ Dive Bar
- ☐ Forest
- ☐ Hospital
- ☐ Hotel, Tourist
- ☐ Hotel, Transient
- ☐ Motorcade
- ☐ River Dockyards
- ☐ Safe House
- ☐ Strip Club
- ☐ Subway Station
- ☐ Warehouse

BRITAIN
- ☐ Exeter
- ☐ HMS Proserpine
- ☐ Other Ports: _____
- ☐ Ring
- ☐ Slains Castle
- ☐ Whitby

LONDON
- ☐ Aërated Bread Company
- ☐ Albemarle Hotel
- ☐ British Library
- ☐ Carfax
- ☐ Coldfall House
- ☐ Cross Angel Cold Storage
- ☐ Hillingham
- ☐ Kingstead Cemetery
- ☐ Korea Club
- ☐ London Zoo
- ☐ Norman Shaw Buildings
- ☐ Safe House Network: _____
- ☐ Seward's Asylum
- ☐ Sotheby's Auction House

ROMANIA
- ☐ Bistrita (Bistritz)
- ☐ "Black Light" Black Site
- ☐ "Castle Dracula:" _____
- ☐ Dracula's Mill: _____
- ☐ Dracula's Tomb: _____
- ☐ Galati
- ☐ Pitesti Prison
- ☐ The Scholomance _____
- ☐ Strasba Orphanage
- ☐ Castle Ferenczy
- ☐ The Black Stone

OTHER LOCATIONS
- ☐ *Argentina*
- ☐ *Germany*
  - ☐ Dead House, Munich
  - ☐ Dolingen Tomb, Munich
  - ☐ Old Pinakothek Museum, Munich
- ☐ *Hong Kong*
- ☐ *Hungary*
  - ☐ Hospital of St. Joseph and Ste. Mary, Budapest
- ☐ *Iceland*
  - ☐ Barnafoss
  - ☐ Laki
- ☐ *Ireland*
  - ☐ Dun Dreach-Fhola
- ☐ *Israel*
  - ☐ Black Site Khoshekh
- ☐ *Italy*
  - ☐ Classense Library, Ravenna
  - ☐ Santa Maria la Nova, Naples
  - ☐ Vesuvius Observatory, Naples
- ☐ *Netherlands*
  - ☐ Van Helsing's House, Amsterdam
  - ☐ Vanderpool Glass-House, Haarlem
- ☐ *Slovakia*
  - ☐ Cachtice Castle
- ☐ *Turkey*
  - ☐ Monastic Caverns Hotel, Mustafapasa
  - ☐ The Orient Express
  - ☐ Tokat Castle
- ☐ *United States*
  - ☐ Camp Midnight
  - ☐ The Rosenbach Museum, Philadelphia

INVESTIGATIVE ABILITIES

ACADEMIC

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

INTERPERSONAL

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

TECHNICAL

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

AGENT NAME

DESCRIPTION

BACKGROUNDS

DRIVE

PREVIOUS PATRON

BUILD POINTS INV [/] GEN [/]

SOURCES OF STABILITY

- SYMBOL
- SOLACE
- SAFETY

COVERS

NETWORK CONTACTS

TRUST

TAG-TEAM TACTICAL BENEFITS

WEAPONS/ARMOUR/GEAR MOD

HIT THRESHOLD [ ]

PORTRAIT

GENERAL ABILITIES

Athletics
Conceal
Cover
Digital Intrusion
Diguise
Driving
Explosive Devices
Filch
Gambling
Hand-to-Hand
Hypnosis
Infiltration
Mechanics
Medic
Network
Piloting
Preparedness
Sense Trouble
Shooting
Shrink
Surveillance
Weapons

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

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

INVESTIGATIVE ABILITIES build points depend on the number of players: 5+ = 20 | 4 = 22 | 3 = 24 | 2 = 32
• plus 1 **Streetwise** and 1 **Tradecraft**

GENERAL ABILITIES 70 build points • plus 10 **Cover**, 4 **Health**, 15 **Network** and 4 **Stability**
• Choose one MOS • Hit Threshold = 3 (4 if **Athletics** is 8 or more) • **Hypnosis** requires 8 or more rating in **Shrink** or **Medic**

NIGHT'S BLACK AGENTS - THE DRACULA DOSSIER DIRECTOR'S HANDBOOK

"Gaming's Most Insane Supplement!" — the Escapist

AN IMPROVISATIONAL AND
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THE ORIGINAL HEROES OF *DRACULA*
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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?

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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
27 EERIE OBJECTS
64 ENIGMATIC NPCS
29 ORGANIZATIONS
66 DANGEROUS LOCATIONS

ALLIES? INNOCENTS?
ASSETS? SPIES?
SERVANTS OF DRACULA?

ENTER FREELY, AND OF YOUR OWN WILL . . .

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GUMSHOE

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