

NIGHT'S BLACK AGENTS

THE DRACULA DOSSIER

# DIRECTOR'S HANDBOOK



BY KENNETH HITE  
AND GARETH RYDER-HANRAHAN



Pelgrane Press



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# NIGHT'S BLACK AGENTS - THE DRACULA DOSSIER DIRECTOR'S HANDBOOK

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**Dedicated with respect  
and appreciation to**

**SIR CHRISTOPHER LEE (1922-2015)**

**Secret Warrior  
and One True Dracula**

**"We have on our side power of combination - a power denied to vampire-kind" - Van Helsing.  
WITH THANKS TO OUR BACKERS, WHO NOT ONLY MADE THIS ACT OF GLORIOUS MADNESS POSSIBLE,  
BUT URGED US ONWARDS BEYOND OUR WILDEST EXPECTATIONS.**

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(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 needsbe. Hemighttrade(**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

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 squirreled 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 17<sup>th</sup> 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).

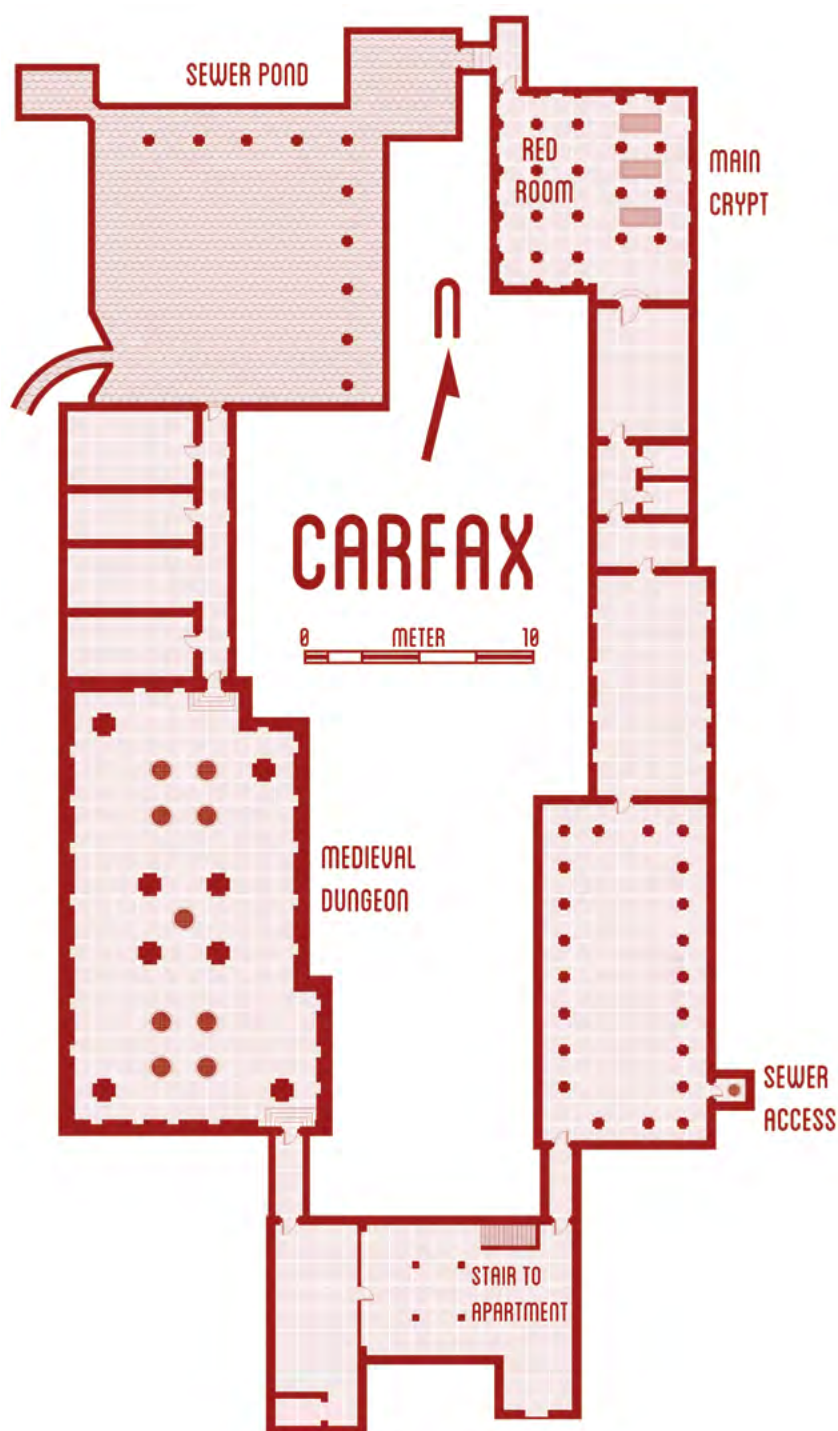
**DOSSIER REFERENCE:** HO48, CU203, CU240

## 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



The main crypt holds three 15<sup>th</sup>-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





## "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**).

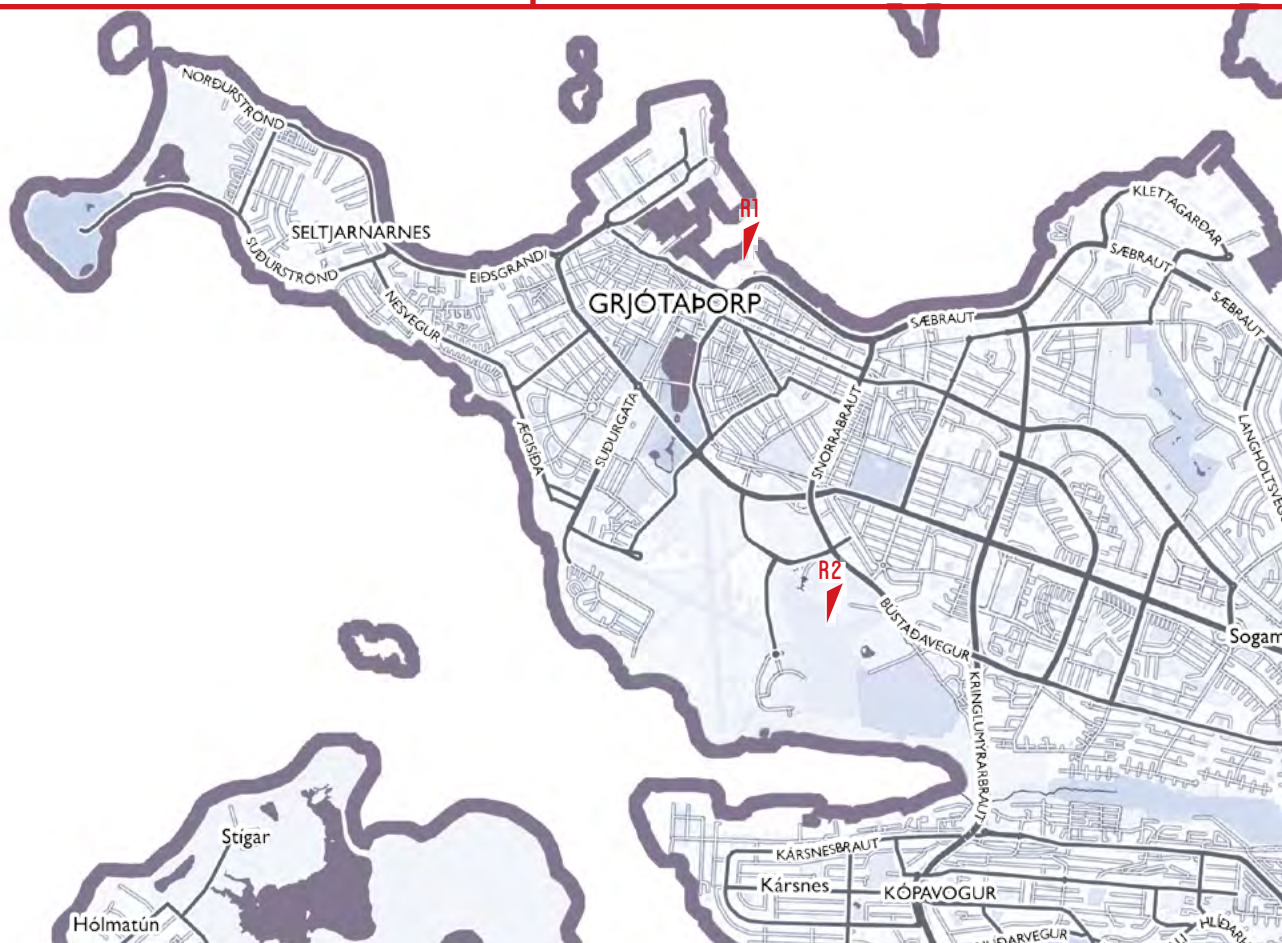
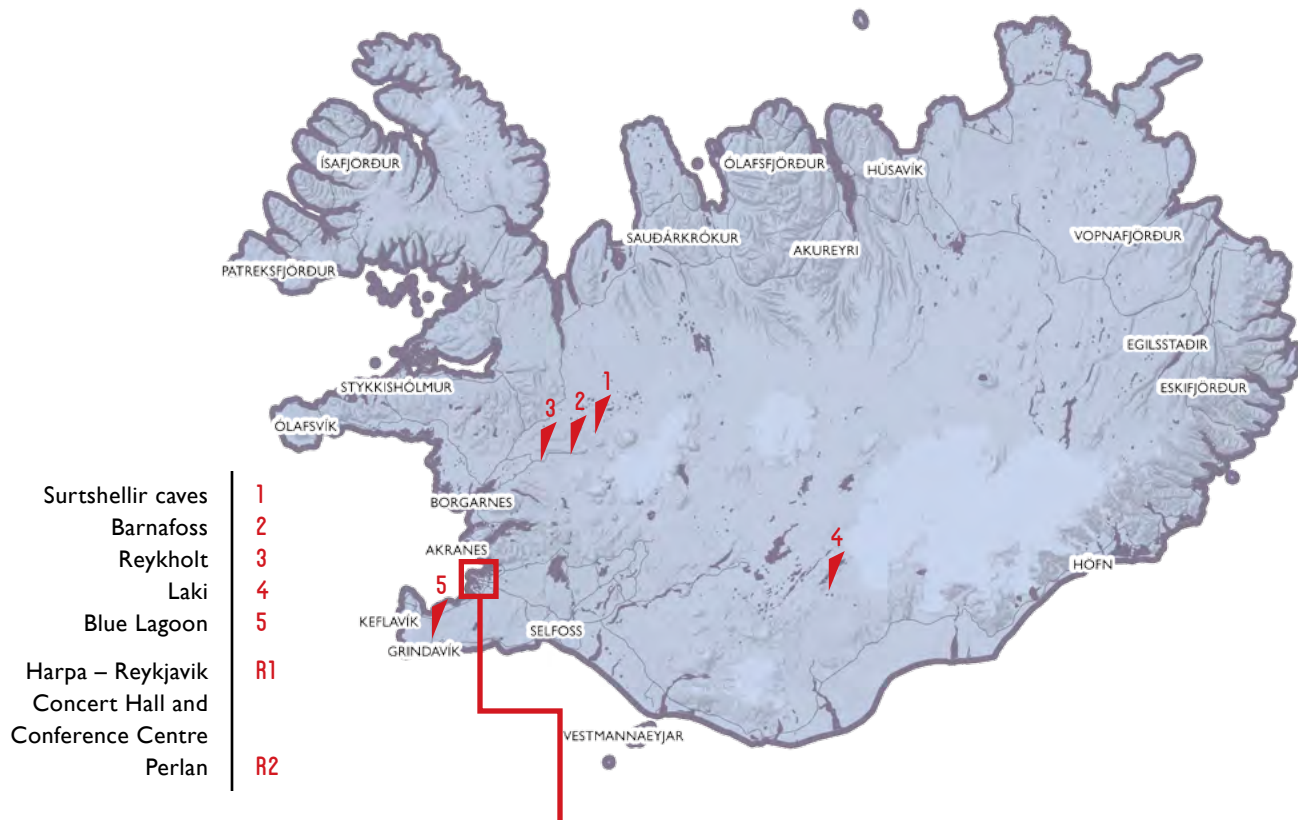
**CONNECTIONS:** Dracula and Edom may both have assets watching even spurious "Castle Draculas," just to get advance wind of any investigation by other parties. The genuine Castle Dracula, whether the Master sleeps there or not, is likely guarded by the Romanian SRI (p. 156) and by Ruvari Szgany (p. 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**

## ICELAND





## 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 Keflavik 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



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 *Westminster 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 stilettoes, 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 stilettoes 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 20<sup>th</sup>-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 rites 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 15<sup>th</sup>-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.