



## THE DRACULA DOSSIER: DIRECTOR'S HANDBOOK: LEGACIES

*Pelgrane Press is currently Kickstarting **The Dracula Dossier** by Kenneth Hite and Gareth Ryder-Hanrahan: an epic improvised campaign for **Night's Black Agents**, the award-winning game of spies vs. vampires. It consists of two books: **Dracula Unredacted**, which restores "lost" sections of Bram Stoker's novel *Dracula* that reveal the truth behind the fiction; and **The Director's Handbook**. Here's a sneak preview from *The Director's Handbook*.*



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. 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.

This section provides some possible non-player character Legacies. 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 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.

**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.

**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 Modifiers:** Each character also includes game statistics. Although supporting characters do not normally use Investigative abilities, these are in a few instances 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 scores, 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.

### **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.

### *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. They paid for your education, and for summer trips abroad to Romania and Turkey. They trained you, honed you as a weapon. You weren't privy to their 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 their attempts at brainwashing fail? Did they 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 they'd 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).

### **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 Harker's nearly a hundred years old, and while she admits she's "a little dotty," her mind is still as razor-keen as 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 FANY (First Aid Nursing Yeomanry) 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 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. 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 '50s. 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 they 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 '77 – 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 their 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:** (1) Writes everything down in her little books (2) Always has the radio playing in the background (3) Deaf as a post.

**Academic and Technical Abilities:** History, Research, Traffic Analysis, Vampirology

**General Abilities:** Preparedness 4

### **J.Q. Harker**

Pale and nervous, J.Q. Harker (Jasper Quincey, although everyone including his wife called 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 them, 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 a Conspiracy 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 the Conspiracy 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** pick up on the signals.

**Defining Quirks:** (1) stammers (2) carries a black notebook (3) military bearing under pressure

**Academic and Technical Abilities:** History 2, Languages 2 (Arabic, French, Latin, Old English, Welsh), Research 3, Cryptography 1, Outdoor Survival 2

**General Abilities:** Athletics 5, Conceal 4, Driving 2, Explosive Devices 2, Hand-to-Hand 4, Health 6, Medic 4, Network 4, Shooting 6

### **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-grand-daughter 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, they plan 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-grand-daughter.” 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:** (1) carries a well-used laptop in her bag; (2) records notes to herself on her phone; (3) toys with the crucifix around her neck.

**Academic and Technical Abilities:** Criminology 1, Human Terrain 1, Languages 1 (Romanian, German), Law 1, Notice 1, Photography 1, Research 1, Vampirology 1

**General Abilities:** Athletics 5, Hand-to-Hand 3, Health 6, Medic 2, Preparedness 3, Sense Trouble 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 Helsing family 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 hardcore socialists and longshoremen, 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 p. 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 [REDACTED] [REDACTED] 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 8-year-old boy in the ruins of Rotterdam, and the Oakes of that era (who might have been Van Sloan) 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 into 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 they 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) 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 [REDACTED] and [REDACTED], and may also be aware that [REDACTED] 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 [REDACTED] or the [REDACTED] 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 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:** (1) rolls and smokes his own cigarettes from sailor's tobacco; (2) clenches and unclenches his fist when irritated or concerned; (3) stares right at whoever's talking

**Academic and Technical Abilities:** Accounting 1, Architecture (ships and shipyards only) 2, Intimidation 1, Languages 2 (English, German, Greek, Russian [as asset], Romanian [as asset or minion]), Negotiation 2, Notice 1, Streetwise 1, Tradecraft 1 [as asset], Urban Survival 1, Vampirology 1 [as asset]

**General Abilities:** Athletics 8, Conceal 5, Cover 2 [5 as asset or minion], Hand-to-Hand 4, Mechanics 4, Network 8, Piloting 5 (sailboat, barge, fishing boat, cargo ship), Weapons 4

### **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 owe her plenty of favors after she helped extract two of their 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** 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 [REDACTED], or perhaps an Argentinian diplomat was found dead shortly after meeting with the [REDACTED]). 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 post-graduate 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, they won't send her back to South America; while she's in London, she wants to find something that will force Edom 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:** (1) Stunningly gorgeous and knows it (2) kisses her silver bullet for good luck before an action scene (3) taste for expensive fashion

**Academic and Technical Abilities:** Criminology, Human Terrain, Military Science, Data Recovery, Tradecraft, Urban Survival

**General Abilities:** Athletics 8, Disguise 4, Filch 6, Gambling 4, Hand to Hand 8, Infiltration 10, Network 10, Preparedness 6, Sense Trouble 6, Shooting 8, Surveillance 6 [if she's a vampire, give her Aberrance 13 and the usual vampiric powers].