

# NIGHT'S BLACK AGENTS ADVENTURES

You can choose any starting time between 8 a.m. and 6 p.m. Thursday, Friday, and Saturday, or between 8 a.m. and noon on Sunday. Each game runs for 4 hours.

Please let us know your preferred adventure, day, and time slot in the following format:

“Blood Coda – Friday 10 a.m. – 2 p.m.”

## BLOOD CODA

Take the fight against Dracula to the Royal Opera House in 1971 London, as you confront one of his brides and her ballet company. Can your Edom team stop the British art scene falling under the master vampire's sway?

## THE DRACULA VECTOR

You're on the vampire's trail. You've hunted him across London, destroying his refuges and hiding places, denying him his coffins. Maybe tonight will be the night you catch him and come face to face with your enemy.

Time is running short. Unless you kill him, he'll spread his curse like a disease. Think of the vampire as a pathogen, a plague - the Dracula Vector.

## KILL THE DEAD

You're professional assassins, specialising in an obscure but extremely profitable niche of that grisly business. You kill the targets who can't be killed, the one who shrug off sniper bullets and smile as they swallow poison. You're vampire slayers for hire - have stake, will travel.

And it's time to go to work.

## THE HARKER INTRUSION

A mysterious tip-off sends you to Morocco. There's a journalist there. She knows too much, and won't see the dawn unless you save her.

## THE MOLDAVIAN CANDIDATE

A long-cold Edom case file is the key to thwarting a Conspiracy plan to assassinate the American vice president and escalate the war on terror.

## THE RED CONNECTION

You've glimpsed them in the shadows, behind the scenes. Vampires, their pale hands meddling in the affairs of nations, their pale faces stained red with blood. You've hunted them, foiled their schemes where you could, but it's never enough to make a difference. Now, you've got a chance. A turncoat, a minion of the vampires is willing to tell you what you need to know. All you've got to do is keep him alive until he talks.

## THE SLOW BOAT

You've thwarted their plots, but never gotten close to an actual vampire. Now, you've got a vampire's travel plans. You know where he's going, and how he's getting there. You've finally got the edge.

## STOKER: FIRST BLOOD

In this prequel to *Dracula*, British adventurers exploring the Balkans during the Russo-Turkish war in 1877 thwart a vampiric horror.

## THE VAN HELSING LETTER

Before he vanished, famed scholar and vampire hunter Abraham Van Helsing wrote one last, desperate letter. Now, more than a century later, through an improbable set of conspiracies and coincidences, it's fallen into your hands. The revelations in it are potentially devastating to the schemes of the Un-Dead.

Are you Van Helsing's last revenge, a last stab from beyond the grave at his arch-nemesis Dracula? A blow delivered across a hundred years? Or is this a trap sown by the vampires, hoping to ensnare an unwary hunter just like they caught Van Helsing?