

Dead Drop - An entry scenario for **Night's Black Agents**, by Nook Harper (Meganook)

RPG Geek One Sheet Contest 2015 entry

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Scenario - The team are independent security contractors based in Eastern Europe. They occasionally fulfil some discrete, under the counter security work for the local United States Embassy based within that country.

In this scenario, the team are asked to locate a diplomatic aide and his embassy car. The team find the aide dead, with another corpse in the trunk of the car.

Location - Anywhere in Eastern Europe, preferably with a volatile political climate or prevalent organised crime. I've successfully used Ukraine and Bulgaria.

The Brief

The Agents are dragged into the embassy briefing room at 07:00. The embassy's main security liaison is waiting impatiently. The Agents are offered refreshments, which is a free vending machine that produces instant coffee flavoured mud.

The security liaison jumps straight into it.

"Alex Kurtzman, diplomatic aide to Ambassador Johnston, is missing. He left the embassy yesterday at 19:00 hours with a diplomatic plated fleet car, and hasn't been heard from since.

At 21:23 hours the GPS tracker on the car was disabled. We have its last known position.

We need you to bring Mr Kurtzman and the car back to the embassy by 21:23 hours today, without any fuss or attention. Any later than that, and we have to report to both the US and local authorities. We would like to avoid that."

It is now 07:20 hours. You have fourteen hours.

Finding Alex Kurtzman

It is a relatively simple matter to locate Kurtzman and the car.

Digital Intrusion can:

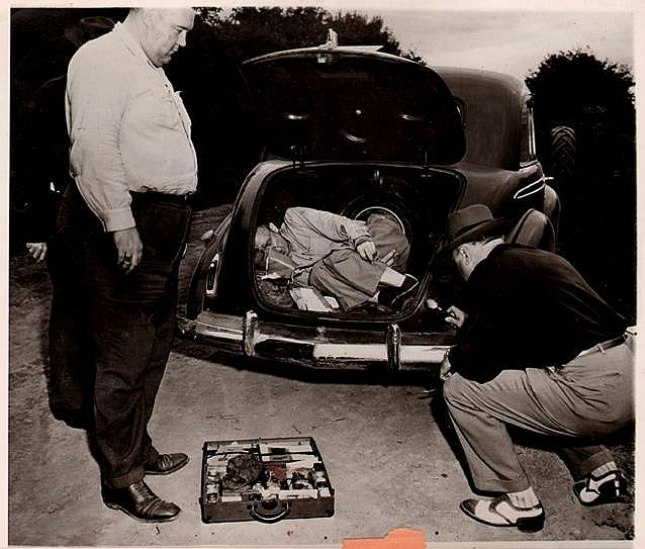
- Give the team the location of Kurtzman's cell, within a quarter mile
- Hack into traffic cameras and surveillance systems in the car's last known location, then follow the car's journey through the streets

Traffic Analysis allows an agent to monitor social media, police radio and local news, and identify any information relating to the missing car.

Streetwise can point the agents towards the sale of Kurtzman's personal effects, the Fence that bought them, the hobo that pawned them and ultimately the location of the body he looted. A pawn brokers in the poor part of town has Kurtzman's watch, wallet, ring, and pistol for sale.

[Use the *Civilian* stats on page 69 of the main NBA rules for both the fence and the hobo.]

Cop Talk can point the agents towards uninvestigated reports of gunshots and car crime - areas where cops don't go unless invited. One report of shots fired in an industrial area leads the agents to Kurtzman and the diplomatic car.



The Crime Scene

This is the meat of the scenario, in which the agents locate Kurtzman and the car.

Both are in a secluded patch of wasteland on the edge of the city's industrial area. No traffic passes this way, there are no commuters. Abandoned warehouses overlook the wasteland. There are no streetlights or security cameras.

It is hard to see what Kurtzman would be doing here. Kurtzman lies dead on the rubble, next to the car. He had been shot three times in the torso.

A petrol canister sits on the ground between Kurtzman and the trunk of the car.

Kurtzman has been robbed.

The car is locked and undamaged.
The keys are missing.

An **Infiltration** test is needed to open the car without the keys. It's designed to be well secured, with a difficulty of 5.

Once the car is unlocked the agents swiftly discover a dead body in the trunk.

The cadaver is male, early 20s, dressed in office clothes and bound with plastic ties and duct tape. He has no immediate forms of identification on him, although fingerprints and dental records can be compared back in the lab, and failing that, the agents can look forward to several hours dredging through local missing persons reports.
The car keys are also in the trunk.

Agents can use the following skills to find clues at the scene:

Mechanics The car's security and GPS system has been clumsily, but effectively, disabled.

Notice The diplomatic plates and insignia have been removed. All materials relating to the embassy have been removed or filed off.

Forensic Pathology The body was bound before death. It's cold, so has been dead for some time. The expected pooling of blood in the torso and limbs closest to the ground is not present, which is odd. It appears emaciated, but the skin and eyes show no sign of dehydration. There are no visible wounds or contusions. A **1 point** spend indicates that the body has been drained of all blood.

Streetwise This area of town is notorious for low rent criminal activity - prostitution, drug deals, trafficking stolen goods - all on a small scale, but it shouldn't be too hard to scare up a witness or two... How reliable they are is another matter.

Criminology A review of the surrounding area suggests Kurtzman was shot by two assailants, stood closely together. Blood spray and directional drops suggest that one of the assailants was injured, possibly by a bullet, although no gun was found at the scene. At least one other person entered the scene after Kurtzman had bled out, and searched his body. Bloody hand prints and scuff marks show his pockets being emptied and limbs moved.

By now the agents have fulfilled the original parameters of their mission: find Kurtzman and the car, without fuss, and return them to the embassy. Their embassy brief is not so easily satisfied though, and has further questions that need answering:

- Who is the dead man in the trunk?
- Will he be missed?
- Is the embassy liable for his death?
- Who killed Kurtzman?
- What the fuck was Kurtzman doing with a corpse in the trunk of his car?
- What was Kurtzman going to do with the corpse, car and petrol canister?
- Is anyone else from the embassy involved in this shit?

These questions, and their answers, are intended to form the starting point of a Night's Black Agents campaign, with the ultimate conspiracy defined by you, the Director.

So, what actually happened to Kurtzman?

Kurtzman was a pawn off the vampiric conspiracy; either a willing participant seeking riches and/or power, or an unwitting thrall, manipulated and controlled by an undead master.

The corpse is the leftovers from a vampiric feast, and Kurtzman was literally taking out the trash.

Whilst looking for a patch of deserted ground on which to torch the body, Kurtzman was robbed by two local gang members. Not wanting to complicate the already complex mission of dead body disposal, Kurtzman tried to scare the robbers off with his pistol, which resulted in a shootout, his death, and the wounding of one of the gang members.

After they fled, one of the local homeless rifled his pockets looking for anything they can sell.

