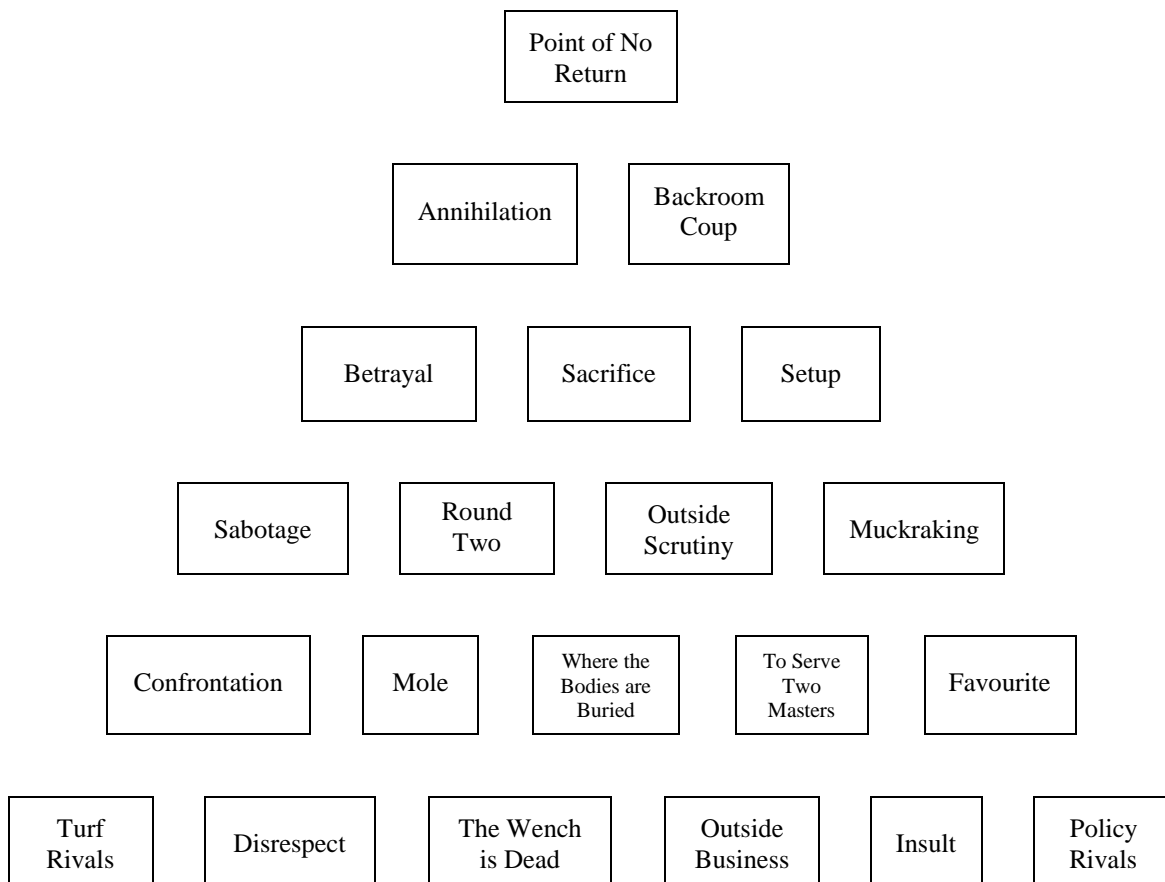


Edom Suspyramid

There are two main fracture lines that may trouble Edom in response to the Agents' actions. First and most active are the Dukes (including Dr Drawes, if there is a specific individual behind the alias) - they represent broad areas of Edom's interests, and are responsible for most of its assets. Dukes make good Suitors - either downwards, in conflict over jurisdiction and control of assets - up upwards, trying to influence D over Edom's overall policy. The second fracture line is Edom's secret presence in Britain's intelligence apparatus - as the Agents (or Dracula) force Edom into hasty actions, its existence threatens to become apparent to others.

Should Edom become vulnerable, though, it's not just to the Agents or other British agencies, but to Dracula. If he has not already suborned the organisation, he surely means to, and the stresses it suffers during the campaign may offer him the chance to extend his claws into its structure. Each tier below therefore includes a sidebar suggesting how Dracula may act against Edom - these are mostly taken from the default Vampyramid in the Night's Black Agents core, rather than Dracula's custom one in the Director's Handbook - at least in the early stages, Dracula must be more circumspect against Edom than against the Agents.



Tier 1

Turf Rivals: As Rivals in the default Suspyramid, but the Suitors are Dukes, and the "Beloved" is control over assets, resources, and jurisdictions.

Disrespect: As in the default Suspyramid.

The Wench is Dead: As in the default Suspyramid.

Outside Business: As in the default Suspyramid, but the business is the specifically that of the asset's outside cover conflicting with their duty to Edom.

Insult: As in the default Suspyramid.

Policy Rivals: As Rivals in the default Suspyramid, but the Suitors are Dukes, and the Beloved is D, whom they try to sway to competing ideas over Edom's direction.

Dracula's Actions

At this point, Dracula is mostly gathering information. The Wench is Dead and Outside Business may give him the opportunity to Shadow Edom's assets or their Sources. A bolder ploy - perhaps in response to Turf or Policy Rivals - may be to mount a minor Yojimbo gambit, designed to test Edom's reactions and protocols. Should he wish to fan the flames of an Insult or case of Disrespect, he might Frame an asset for further indiscretions (but only to Edom - not an outside party - Edom's secrecy protects his own, and he won't threaten it). Offering a Payoff is the most risky move, and he will only attempt it with someone who already seems disloyal.

Tier 2

Confrontation: As in the default Suspyramid.

Mole: As in the default Suspyramid, but given what "Hopkins" has just pulled off, this happens a tier earlier than normal.

Where the Bodies Are Buried: As the Wench is Dead, but it's one Edom's own past sins that's come to light: the events of 1940 and 1977 are obvious candidates, but this can also serve as a hook into one of the historical scenarios from *The Edom Files*. Whatever the case, stress any two connections, and give the Agents a major find (be it a person, location, or item).

To Serve Two Masters: An asset no longer finds it possible to reconcile their duties to Edom and their outside cover, and has to choose. Break their connection to the one they choose to abandon - if they choose to remain with Edom, fray their connection to it anyway (they have just diminished their usefulness after all) - if they choose to leave Edom, they're headed for a fall, but may last long enough to offer what they know to the Agents in exchange for protection.

Favourite: As in the default Suspyramid; D exhibits a clear preference for one Duke's vision.

Dracula's Actions

At this stage, Dracula has moved on from gathering his own information to limiting Edom's - his efforts here mostly revolve around misdirection. He might try to Isolate the loser of a Confrontation, a Duke who is not the Favourite, or a suspected Mole; or else Penetrate the Networks of any of these parties. Finally, he will seed Edom's intelligence, especially that regarding his own Conspiracy, with Red Herrings (which may become the Agent's Red Herrings in turn as they mount their own investigations of Edom).

Tier 3

Sabotage: One Duke sets up another's operation to fail. Depending on whether or not the malfeasance is discovered, fray every connection from the target Duke (except that to the assets from the specific operation, which is stressed), or fray every connection from the instigating Duke (except that to their target, which is stressed).

Round Two: The spectre of *the* mole reasserts itself in a revival of the hunt of 1977. Old suspicions and resentments resurface and spread throughout the agency. Fray every connection that is not already frayed.

Outside Scrutiny: Another party in British intelligence or law enforcement begins an investigation into matters Edom would rather be kept quiet - or in extreme cases (if the Agents have been doing well, for example), into Edom itself. Furthermore, it's one that D cannot easily shut down. While this puts no more internal strain on the agency itself, its divided focus hampers its efforts against the Agents: as long as the situation continues, strip point from every pool of assets sent to investigate or attack the Agents, and reduce the Agent's Heat in Britain by 1 (or 2 if Edom itself is the target of the investigation).

Muckraking: A specific form of Obsession, in which one of the Suitor Dukes become obsessed with digging up dirt on the other in order to discredit them and their vision for Edom.

Dracula's Actions

At this point, Dracula is ready to inflict proper damage on Edom. He may Double an asset or even a Duke (this may not mean directly recruiting them - he may simply invade their dreams and wear on them until they are driven in the directions he wants them to go). He may lay down a Bait and Switch to confuse Muckraking, or extend Round Two of the mole hunt into rounds three or four. He may Offer Protection to Edom in the form of salvaging a Sabotaged operation or quelling Outside Scrutiny that they could not - placing the organisation in his debt, and raising tensions between its leaders.

Tier 4

Betrayal: As in the default Suspyramid, though the traitor in this case is motivated by disillusionment with Edom's direction.

Sacrifice: D sacrifices one of the Dukes, or a facility, to preserve the rest of Edom's integrity. This may be to the Agents, to a third party, or just eliminating them if it appears they have been compromised. However it goes down, stress every connection in Edom that's not already stressed.

Setup: One of the Suitor Dukes sets the other up to be killed, by the Agents, Dracula, or someone else. Whether or not it's proved, it's suspected that they're behind it - stress every connection they have.

Dracula's Actions

Dracula is now ready to act more directly and dangerously. Assets he has turned or influenced in past tiers now lead Edom into a Double Cross - perhaps prompting the Betrayal or necessitating (or nullifying) the Sacrifice - an especially interesting move might be to have the Betrayal carried out *by* his people, in order to drive the Agents and Edom into mutual destruction. Obviously, there will be Dukes and assets Dracula hasn't turned, and any who suspect his hand in Edom's troubles can now be Killed if need be.

Tier 5

Annihilation: Dramatically, if Edom goes down, it should do so a bit before Dracula does, so Annihilation is on tier 5. Under internal and external stresses, Edom collapses and scatters. The fallout and pickings are left for the Agents and Conspiracy to fight over. This need not be the very end of the story, though: something may rise from Edom's ashes, or individual Dukes and assets may remain involved in the fight., leading to the next tier.

Backroom Coup: A specific form of |Palace Coup, instigated by one of the Dukes against D.

Dracula's Actions

Now it happens. Dracula makes his move to destroy or take over Edom. In this case, the Backroom Coup is instigated by one of his people, or the Annihilation comes about when the extent of his influence is discovered. However it shakes out, the minions he used against Edom - and perhaps Edom itself - are ready to be used as his Dagger against the Agents.

Tier 6

Point of No Return: Edom may have lost its way, been destroyed from within or without, or willingly walked into damnation. Regardless, it's over. The plan has failed. Whatever and whoever is left standing must finally choose sides in the war against Dracula, lining up behind the Agents or behind Dracula (or one faction doing each).

Dracula's Actions

Edom's fate is determined at this point, so there aren't any more actions for Dracula to take. The organisation is now behind him, behind the agents, or destroyed.