

Innocent Writeups for Szohordoks

These six individuals from the Edom Field Manual are presented as informants on Edom's payroll, but, all six of them would also make interesting encounters in a regular Dracula Dossier campaign. The Stalwart and Treasonous variations are pretty much analogous to Asset and Minion, so here are some Innocent versions.

Bucharest Night Club Owner

Sandu's never been to the UK; his shady dealings have always been confined to Romania. Nevertheless, as with Unreliable, he's in deep with many different factions: people like the Neo-Nazi (*DH*, p. 85), Arms Runner (*DH*, p. 102), Bucharest Private Detective (*DH*, p. 107), Ruvani Szgany (*DH*, p. 147), Romanian Mafia (*DH*, p. 157), or even Station Bucharest (*DH*, p. 159). Even knowing nothing about Edom or Dracula, he's looking for a way out before one of his contacts murders him to spite one of the others.

Sandu is most likely to cross the Agents' radar via one of his connections being an asset of Edom or the Conspiracy and the Agents tapping him for further information about it. **Negotiation** is the obvious, but wrong, approach - he'll respond better to **Reassurance** that the Agents can help him escape his circumstances (**Human Terrain** will help identify which of his contacts he's most afraid of).

Church Scavenger

As Unreliable, except that Maggie isn't employed by Edom. She knows that certain relics are valuable, and how to find her way to people who'll pay well for them. More likely finds in this case include the Cameos of Dracula (*DH*, p. 263), the 1894 or 1970's Cryptic Lockbox (*DH*, p. 264), the Harker Rosary (*DH*, p. 268), the Vampire Hunting Kit (*DH*, p. 281), or if it's time for a major lead, the Sealed Coffin (*DH*, p. 278). She might also be able to point Agents in the direction of Coldfall House (*DH*, p. 188) or Kingstead Cemetery (*DH*, p. 191). She also has contacts, if not friends exactly, at Sotheby's Auction House (*DH*, p. 188).

Maggie is a broker and deal-maker. The best play is to approach her through **Occult Studies** to convince her the Agents know what they're talking about, followed by **Negotiation**.

An even more Innocent Maggie Canter is unaware of occult matters - she's simply an antiques dealer who specialises in old churches. Likely finds are the same as above, though Maggie won't know what they are. **Negotiation** is still the Agents' best option, unless they need **Evidence Collection** to gather clues from the scene of her murder.

Farmer

The Gabors, and other interrelated families, have lived in the shadow of Castle Dracula for centuries. Whatever mechanism protects the castle from scrutiny has also limited their contact with the outside world - for all this time, they've lived in a dark bubble from which only incomprehensible powers came and went. They hide, they fear, yet they cannot help but see. Most try to forget, but Old Petra remembers. And hates.

Petra can offer Agents the same things she can offer Edom Agents as a Stalwart, but getting her help requires a spend at least three pool points from any combination of **Flattery** (to make her feel needed) and **Reassurance** (to imply helping them is worth it). **Intimidation** will not only fail, but Petra has so long lived in the shadow of things far more terrifying than any Agent that she'll barely even realise they're attempting it.

Romanian Mortician

Dumitra Skarlat has known there was more to the world ever since those certain nights of the year when she saw blue flames reflected in the eyes of the bodies in her mortuary. No one had to tell her that her brother Tomas's death was supernatural - she knew that the moment she saw the same flames in his own dead eyes, and has spent every free minute since then investigating obsessively. She's sought the aid of both the Bucharest Private Detective (*DH*, p. 107) and the Romanian Police Inspector (*DH*, p. 130), with negligible success.

Depending on the exact circumstances of Tomas's death, she may also have crossed paths with the Bookseller (*DH*, p. 106), the Dissident (*DH*, p. 112), or the Smuggler (*DH*, p. 131). Her next lead may point her to Heal the Children (*DH*, p. 150), Pitești Prison (*DH*, p. 218), or Sibiu (*DH*, p. 219).

As with the Unreliable version, **Notice** reveals Skarlat's mix of exhaustion and energy. **Reassurance** convinces her the Agents don't think she's crazy - but what she really wants is to know they can be of help - interpersonal use of either **Criminology** or **Occult Studies** can help there.

Note that an Innocent Skarlat does not possess the **Vampirology** Ability (at least not yet). Should the Agents tell her the truth, they will gain a steadfast, if somewhat foolhardy ally. She can also offer the Agents forensic expertise, a place to get quiet medical attention, and access to funerary records.

Sailor

As Stalwart, except that he's never been approached by Edom. In addition to the other information and services he can offer, he can offer three clues indicating whether HGD is independent, or run by Edom, the Conspiracy, or one of the Third Forces in the campaign - though he may not realise said clues' significance himself.

He responds best to plain talk: if you want to use an ability to represent that, go with **Bullshit Detector** used to communicate rather than interpret.

Social Worker

An innocent Chaudri doesn't work for any special program. But she has begun to notice commonalities among the patients she and her colleagues monitor. Perhaps the same dreams. The same delusions or traumatic memories. Injuries or other incidents in their pasts. Whatever traces vampires leave behind, Chaudri is starting to figure it out. She's not quite confident enough to put these suppositions in her reports, and remains diligent about matters directly relating to her charges' well-being. However, she keeps her notes and studies them for any indications of what forces might have affected these poor people.

Her patients' dreams might have featured the face of the Psychic (*DH*, p. 96), or glimpses of Coldfall House (*DH*, p. 188), Hillingham (*DH*, p. 190), or Whitby (*DH*, p. 177). Following any of this up might have earned her clues she can pass on to the Agents, orders from her superiors to leave well alone, or the attention of the Informant (*DH*, p. 95). An unusually ruthless version of "Hopkins" might use her as a cutout.

Chaudri is getting jumpy, especially if anyone's told her to back off of her search, but good **Tradecraft** can come up with an approach that won't spook her. **Research**, used interpersonally, can be used to play to her curiosity and position the Agents as partners in her search.