

## Jonathan Harker



*Jonathan Harker, a British notary. You came to castle Poena last Sunday to handle certain real estate transactions for Count Dracula in London and at the village of Whiteby. The old count has been the most gracious host, his keen mind has made the paperwork most effortless. When the telegram from home office arrives (any day now!) you can finally return to England.*

In reality you have been visiting with the count ever since last spring, many months in all. His animal magnetism fogs your mind and makes days slide together to such a degree that you can no longer distinguish yesterday from tomorrow. Whatever the count wants of you is shrouded in mystery.

Dracula handles you courteously, but in your more lucid moments you realize that he's playing with you. Then you run away, but constant storms or wandering gypsies compel you to stay for one more night.

The Count offers you dark pleasures. When summer turns to autumn, do you accept his offerings? Or will you return in your heart to England, away from the heart of darkness? What manner of allies could you hope to find in this village of superstition and heathen vice?

### Fear 3

*He is Vlad Tepes, son of the dragon, ancient ruler of these lands and beyond. The village of Arefu covers before this fearful force of darkness.*

### Reason 3

*It is year 1897, and most of the world is illuminated by the light of Reason. The greatest mysteries left are in the dark corners of the human mind.*

### Self-loathing 2+□□□□□

*You hate your submission, you hate the feelings Dracula awakens in you. The charm blurs the worst of your relationship. If you remembered all, you'd do well to start looking where to hang the noose.*

### Weariness 5+□□□□□

*The visit to castle Poena makes you so tired, you spend your days as if in daze, indifferent to your environs and the events of the world outside. You're almost ready to forget everything.*

### More than Human:

**Man of Letters,  
except When Afraid**

*You know the laws and degrees, can send mail and write letters. You have completed your Master's. Except when night falls and fear of the dark fills your mind, then you're just like anybody else.*

### Less than Human:

**Insufferably Arrogant,  
except Towards Intelligentsia**

*Here behind God's back you meet only few conversation partners worthy of your time. Some of the locals are certainly attractive, but in truth only the Count is a truly civilized person.*

### Love \_\_\_\_\_

*You can triumph over the darkness, you know it. You have a pistol in your trunk, Dracula would surely taste it if only you remembered yourself in front of him. Everything depends on your love...*

### Mina 3+□□□□□

*Mina Murray, your fiancée. You love her dearly, but her letters have become... confusing. She wants you to return to England, which is certainly flattering.*

### Melita 2+□□□□□

*A fiery Romany girl. You meet her in the village now and then, and watch her dance in the courtyard. The girl's unstudied manner is refreshing in moderation.*

### Teodor 3+□□□□□

*Teodor Datku, the priest of the Arefu village. Apart from the Count, nearly the only civilized person around. Shame he doesn't like Dracula.*

## Elena



*Elena Szabo has been Dracula's bride for nigh on 15 years. The first three years you spent in a dark dungeon, alone. You thought it was hell, that you had perished in childbirth. Then the Count came and freed you. He allowed you to hunt and drink, taught you to speak and think. You had forgotten everything of your human qualities. Not that you're human anymore.*

You're not the only bride of the Count, there are several of you. You live in the dungeon caves, wherefrom the Count's pleasure releases you to to drink and to *live* now and then. But you are the Count's favourite and the last arrival, often called out. The others are jealous, they tear off your hair and destroy your clothes when you return.

The Count loves you, and you love Him. Even if you betray him, it's only because of your inexperience and indiscretion, it's only right that the Count punishes you for your mistakes. How else could you learn?

On the other hand... is there something left of your humanity, and can you face the horror of your position yourself? Can you accept what you are? Are you even... satisfied in some perverted manner? Or is permanent death the only answer for you?

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### Self-loathing 6+□□□□□

*You hate the Beast you are. You view humanity as prey, you've killed more than human mind can comprehend. Each point of Self-loathing was a moment you yourself were horrified by the blood...*

### Weariness 1+□□□□□

*Satanic darkness within brooks no ennui. You are tied to the moment, never tiring of the taste of blood on your lips. Boredom is unknown to you, you are a beast without past or future.*

### More than Human:

**Powers of Darkness,  
except During the Day**

*You are a Bride of the Dragon, a vampire. You can change into fog, dominate weak minds, fly in the night and so on, according to your will. But during the day you are like all mortal bodies.*

### Less than Human:

**Vampiric Weaknesses,  
except in Wild Solitude**

*As a vampire you answer to elder laws. You shall not awaken under the wild rose, you burn with the touch of the holy, you escape the Crucifix, will not leave a mirror image, and so on.*

### Love \_\_\_\_\_

*You can triumph over the darkness, you know it. You killed his parents, but he forgave you. That brought the light back... Innocence... perhaps one day you can confront the Count.*

### Adrian 5+□□□□□

*Adrian is a boy whose parents you killed in your bloodlust. It's as if he understood, for he does not blame you. Adrian never speaks, but he awaits your visits in the night. He's like the child you never remember. Every point of Love reminds of how you acted in a human manner towards him.*

*Dracula treats you in a brutal manner. It is clear that should he ever learn of Adrian's existence, he would slay the boy without a moment's doubt.*

## Pavel Szabo



*Pavel used to be a doughty and brave Romany noble whose clan travelled from the Hungarian plains to Carpathian Mountains and back, undaunted by borders. Now you are a fearful and subservient towards the old Count who wields the powers of Satan himself. You would free your clan from servitude with your own death, but that would leave your daughter at the Count's mercy...*

The colorful wheels of the gypsy wagons have sunk in the mud of Arefu, you have been here for three years already... men ask when you would leave, but you tell all questioners that you have a deal. Now and the Count gives orders, even gives money, enough to keep your children alive. The locals hate you for serving the Count.

You fear the Count more than the Devil himself, even if you never feared anything before. He views Melita at his window and leers, waiting for his moment. The girl is beautiful, too beautiful for her own good. Just like her mother.

Dracula uses you has his arm during the day, he rules with fear and hypnotic power. He appeals to the darkness within you. Your self-loathing and weariness give him the opportunity. Without Melita and your duty to your clan you have little hope of redemption.

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### Self-loathing 3+□□□□□

*You have betrayed your people and your ancestors. You betrayed your dead wife's memory. Most of all, you betray your own courage, so it has left you. Reason enough to hate yourself?*

### Weariness 3+□□□□□

*Your life is for naught, you're tired of endless slavery and degrading crime the Count forces on you. Piece by piece you lose your will to care.*

### More than Human:

Noble Gypsy Lord,

except in Presence of Dark Forces

*The Roma are the bravest and ablest people of the world, and you're the leader of the proud clan Robanza. The cunning of your men and beauty of the women is envied by the peasants of three kingdoms.*

### Less than Human:

Afraid of animals

except during the Day

*The Count rules wolves and bats, all creatures of the night. His eyes have the glare of the beast, animal waiting under the surface... You'll never forget that night in his dungeons...*

### Love \_\_\_\_\_

*You can triumph over the darkness, you know it. Melita is the last memory you have of your wife, and for her you have to fight, bide for your moment... Not only her, but the whole clan depends on you.*

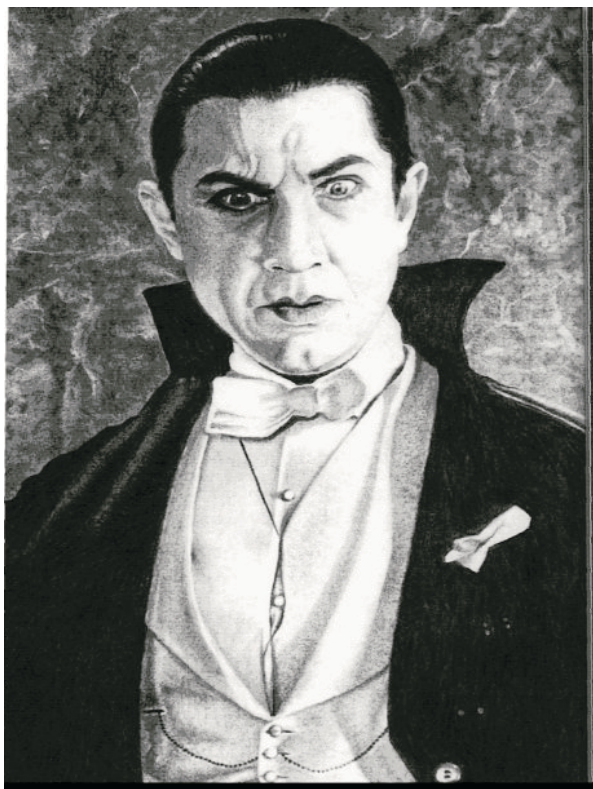
### Melita 3+□□□□□

*Melita is your daughter, a jewel Elena left to remind you of her. Long raven-dark hair, noble bearing and bright eyes, a gypsy princess of her birthright and the pride of her clan.*

### Clan Robanza 3+□□□□□

*Your father led the Robanza out of the moslem country, defending his family and kin with his own body. How could you do less? Without your clan you are nothing.*





# Vlad Tepes, Master

*Vlad III the Impaler (Vlad Tepes in common Romanian reference; also known as Vlad Dracula or Vlad Draculea; 1431 – 1476) was voivode of Wallachia, now part of Romania. His three reigns were in 1448, in 1456-1462, and in 1476.*

*As voivode he led an independent policy in relation to the Ottoman Empire, and in Romania he is best remembered as a prince with a deep sense of justice and a defender of Wallachia against Ottoman expansionism. His impact on the expansion of the Ottoman Empire is recognizable in that his successful hold against them bought precious time for western Europe.*

## Type: Feeder

*The vampire count is preternaturally vitalized by ingested human blood.*

## Aspect: Beast

*His intense gaze and languid movements are remindful of a great hunter.*

## Need: Blood

*Dracula needs young blood to keep up his ancient existence and inhuman appeal.*

## Want: Control

*Forced to face a world on the brink of modernization, the count clings to power.*

## Demesne: Castle Poena

*A medieval battlement Dracula rules by right of conquest, a memento of his life.*

## Outsiders: Civilization

*Fearful yet fascinated, the count is determined to master this new world.*

## Village: Arefu

*A backwards place near castle Poena, a mere remnant of Dracula's former domain.*

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## Formulae

### Master's command

LOVE – WEARINESS

vs.

FEAR + SELF-LOATHING

### Overture

REASON – SELF-LOATHING

vs.

FEAR – REASON

### Violence

FEAR + SELF-LOATHING

vs.

REASON + WEARINESS

### Villainy

FEAR + SELF-LOATHING

vs.

REASON

### Providing aid

LOVE – WEARINESS

### End-game

LOVE > FEAR + WEARINESS

## *Demo instructions*

1-3 players. Full dice and most of the rules. Should have time for command scenes and mission scenes, also overtures with one player. If 3 players, combine the command scenes to speed up play.

Start by checking that the players know Dracula in some form. If necessary, give a couple of sentences about the situation. Situation: the beginning of the original novel expanded a bit. Style: à la Bram Stoker.

Let players choose their own characters, they all work. Speed up the process by describing each with a sentence and giving quick players the first pick. Remind players that this is just a demo, and explain how normally the Master and minions would be created in length.

Run the first command scene. Be forceful, find your inner Dracula. Remember to smile and explain that this is a melodramatic game. Encourage players to over-act as covering and fearful minions.

Explain the rules only as necessary, the agenda of the demo is to show play structure and give a taste of melodrama, not rules details. Point to rules elements from the Master sheet as necessary to show what you're doing.

Don't act on the Horror Revealed or Getting Captured in the demo. Try to introduce bonus dice by first taking them yourself and then explaining how they work.

Stop when the time is up or End-game is triggered; discuss epilogues; give the character sheets to the players as mementos.

## *Command scenes*

### **Jonathan Harker**

During dinner, Dracula hints at having found Harker's correspondence with Mina. Asks Harker to burn the letters and to break the betrothal by mail.

### **Elena**

At nightfall, orders Elena to reap Teodor Datku the priest from his bed and to bring him to the castle for some midnight revels.

### **Pavel Szabo**

Confronts Szabo in the evening and asks him to bring his daughter, Melita, into Harker's quarters after nightfall for the purpose of "entertaining the foreign guest".

## *Mission scenes*

### **Jonathan Harker**

Harker's room in the castle. Describe the letters he's supposed to destroy. Let the player narrate Harker's actions. Segue into overture if appropriate.

### **Elena**

Datku is at the church with the young Adrian, holding a midnight vigil. Player's call whether to go for violence or villainy. Segue into overture if appropriate.

### **Pavel Szabo**

Melita will be horrified, unless lied to. Villainy or violence. The rest of the clan won't interfere with the father. Segue into overture if appropriate.

## *Miscellaneous ideas*

### **Jonathan Harker**

Compromising situation with Melita. Overture, but will he fall to temptation?

Faces clear proof in Arefu of having been in town for three months.

A degenerated midnight banquet with vampire girls, degraded priest and the works.

### **Elena**

Remembers something of her past life, like Pavel, for example. Can be player-initiated.

Adrian is pestered by gypsies when sun is up and she's at a window.

Thrown into the dungeon by Dracula as a punishment.

### **Pavel Szabo**

The clan complains of how bad the life is. Suggest starting stealing from the town.

Sent to check up on a meddling stranger going by the name of van Helsing.

Sees Elena and recognizes her. Either in civilized or bestial context, or both.

## *Rumanian names*

### **Male**

Codrin	Alin	Baduna	Razvan
Gyorgyo	Petre	Radu	Naman

### **Female**

Aoriana	Mihaela	Ileana	Cerasela
Doina	Rodica	Afina	Jenica

### **Surnames**

Diabonescu	Firoui	Hobincu
Doclu	Groapa	Menis