THE MODERN-DAY DRACULA PLAYSET

What is the Vampire's name?
Honorific: □ Count/Countess □ Baron/Baroness □ Sir/Madam □ Mr./Mrs.
Name: □ Martin/Martine Vodovnik □ Magnus/Magda de la Gardie
□ Romana/Roman Mondari □ Elina/Elias Grenefeld □ Dragos Cazaçu
□ _____

What is the Vampire's personality?
□ Cold, calculating □ Arrogant, superior □ Tempestuous, heedless
□ Barbaric, animalistic □ _____

What does the Vampire look like?
Looks: □ Deathly pale □ Rat-faced, yellow eyes □ Normal human
□ _____
Clothing: □ Ancient □ Out of fashion □ Up-to-date
□ Trend-setting/Futuristic □ _____
□ Does the Vampire's spawn look like them? □ Yes □ No

Did they move to town, or were they unleashed from a hidden place?
□ They moved here recently and are active in local affairs
□ They moved here recently but are reclusive
□ Accidentally unleashed (earthquake, flood, new construction)
□ Intentionally unleashed by NPC _____ seeking knowledge,
  power, money, fame, etc. (Circle one.)
□ _____

Where does the Vampire keep their lair?
□ In one of the Town tags (select one) □ A creepy manor on the top of a hill
□ In the cemetery □ In a cave □ _____

What powers does the Vampire have? Check all that apply.
□ Immune to most physical damage □ Superhuman strength
□ Superhuman reflexes □ Hypnotic gaze □ Transformation (bat, wolf, mist)
□ Wall-crawling □ _____

What are the Vampire's weaknesses? (Mark the bubble if the weakness is deadly, cross out if the weakness is untrue)
□ Daylight Ö □ Crucifixes Ö □ Stake through the heart Ö
□ Running water Ö □ Garlic Ö □ Need permission to enter
□ Must rest in a coffin, possibly with soil from their homeland Ö
□ Must be invited into a building □ No reflection
□ Weaker during the day □ _____

What does the Vampire want?
□ Simply survive each night
□ Mindlessly spread evil
□ Take over the town, then the world
□ Reunite with their reincarnated long lost love (NPC _____)
□ _____

Does the Vampire have any human servitors?
□ No, they are alone (although they may create vampire spawn, below)
□ Yes, the NPC _____
and they're helping because
    □ they have been promised or given power(s)
        □ The power(s): _____
    □ they have been hypnotized into submission
    □ or _____

Does the Vampire create vampire spawn? If so, does the Vampire control the spawn or leave them to their own devices?
□ No; the Vampire's victims simply die
□ Yes, and
    □ the Vampire directs them to accomplish tasks
    □ the Vampire lets them fend for themselves
    □ or _____

Can vampirization be reversed? If so, how?
□ No; once they've turned, there's no going back
□ Yes, and how to do it is
    □ kill the Vampire before the next dawn
    □ a complete blood transfusion
    □ _____

INVESTIGATE 6-: Gain 1 Foreboding. Invoked negative tags come into play in a major way, plus…

Find an unrelated clue.
- You learn a secret way into the Vampire's lair.
- You discover a vampire weakness; gain a tag of that weakness.
- You meet an venerable NPC who helped defeat the Vampire long ago.

Discover a clue but something else goes wrong.
- Your evidence for vampire activity is unconvincing to an NPC.
- An NPC has invited the Vampire to where you are.
- The authorities warn you off from investigating further.

You learn something terrible.
- The Vampire has been invited to an NPC's home or a place in town.
- You learn that an NPC is working for the Vampire in some capacity.
- A wave of townspeople are becoming sick (bitten) .

Something bad happens elsewhere.
- Another townsperson is drained of blood or turned.
- An important townsperson is mesmerized by the Vampire.
- An important non-tag item (documents, weapons, vehicle) is destroyed by the Vampire or their servants.

Someone else learns something about you that you'd rather they didn't.
- The Vampire learns that you know their secret.
- The authorities learn that you are "harassing" (investigating) a "prominent townsperson" (the Vampire).
- The authorities learn you are spreading wild, inflammatory stories about vampires.
- The Vampire learns about one of your vulnerabilities (a relationship, a physical ailment, etc) that they can use against you.

Something bad happens to a town tag (but it isn't marked off).
- One of the NPC town tags is bitten (but not dead or turned… yet).
- The Vampire has purchased or otherwise taken control of a town tag.
- The Vampire has been invited to one of the town tags.

An NPC gets into trouble (but not necessarily hurt…yet).
- An NPC goes off alone to confront the Vampire.
- An NPC invites the Vampire into their home.
- The Vampire targets the NPC as their reincarnated lost love.

You and/or an Assistant gain a temporary tag.
- *Targeted by the Vampire*
- *Tired* (from being up all night)
- *Wanted* (by the authorities)

The scene turns treacherous (and may require a future Face Peril roll).
- Your car breaks down in a remote area and the sun is setting.
- You fall asleep in your current (unsafe) location and when you wake up, it's night.
- You find yourself trapped in the Vampire's lair just as the sun is setting.

An Assistant suffers in some way.
- After being previously bitten, they begin to display vampiric symptoms (but not turned… yet).
- They are wanted by the police.
- They are arrested and thrown into a jail cell.

You and/or an Assistant mark off a tag.
- The people associated with a town tag have died and/or turned; mark it off.
- A town tag NPC, previously identified as the Vampire's reincarnated lost love, disappears; mark it off.
- One of the *vampire weakness* tags turns out to be false; mark it off

You and/or an Assistant must Encounter True Horror via information.
- You learn that you, or another one of the Protagonists, are the Vampire's reincarnated lost love. (Be sure to get player buy-in on this.)
- You discover that someone important to you has been turned; if it is daytime, they are currently asleep.
- You discover that an entire family has been turned by the Vampire; if it is daytime, they are currently asleep.

FACE PERIL 6-: Gain 1 Foreboding. Invoked negative tags come into play in a major way, plus…

Something bad happens elsewhere.
- The Vampire kidnaps the NPC that is their reincarnated lost love, and will soon turn them.
- A cellar holding vampire spawn is opened.
- A Protagonist in another location comes under attack.

Something bad happens to a town tag (but isn't marked off).
- One of the NPC town tags is bitten (but not dead or turned… yet). This tag can still be invoked, but a bad roll could have terrible consequences.
- One of the place town tags is overrun with vampires. This tag can still be invoked, but a bad roll could have terrible consequences.
- An item tag is stolen or otherwise removed from easy access. The item can still be obtained, but may require an Investigate roll (to find it) and a Face Peril roll (to defeat the culprit responsible).

An NPC is hurt or worse. (May require an Encounter True Horror move.)
- An NPC is overwhelmed by the Vampire or vampire(s) and is drained of blood.
- The Vampire's reincarnated lost love is turned into a vampire.
- An NPC is murdered by a human servitor.

This bad situation just got worse.
- A character who had previously been bitten begins to display vampiric symptoms.
- An escape route is blocked (a locked door, guarded by vampire spawn, a car parked on a manhole cover).
- One or more vampire spawn appear from the shadows.

You and/or an Assistant mark off a tag.
- While attempting to kill a vampire or the Vampire, one of the vampire weakness tags is revealed to be false; mark it off.
- The arrogant Vampire says you are doomed and you believe them; mark off a positive tag or a bond.
- You lose a weapon or item during the melee.

You and/or an Assistant must mark off one of the 7-9 injury options.
- Minor injury (lose a temp tag used in roll or gain a temp tag): possible temp tags include *Scratched Up*, *Minor Bites*, *Hit Hand with Mallet*.
- Chronic injury (gain a negative tag): possible negative tags include *Serious Neck Bite*, *Thrown Against a Wall*, *Fear of the Dark*.
- Crippling injury (gain a negative tag; if help is received not long after, turn it into a wild tag, otherwise make a second injury selection): possible negative tags include *About to Turn*, *Major Loss of Blood*, *Under the Vampire's Spell*.

You and/or an Assistant must Encounter True Horror via action in this scene.
- First time watching a dead body return as a vampire.
- First time seeing an NPC that's meaningful to you as a vampire.
- First time killing a known NPC who has turned into a vampire.

You and/or an Assistant dies.
- A vampire drains you or the Assistant of blood. This character could come back as a vampire!
- The Vampire breaks your (or the Assistant's) back or snaps your neck — not even good enough for food.
- The Vampire hurls you or the Assistant off a tall precipice.

STRUCTURE SHEET

Inciting Incident

1. Rumors start going around
- The local gravedigger says that there are strange noises, *whispers*, in the graveyard at night, and that someone dug up one of the graves, but no one believes him. What is really going on?
- People are claiming that the local fauna in the surrounding wilderness seem to have completely disappeared. What's caused this? Is the phenomena centered around any particular area?
- Townsfolk are whispering about a local NPC, who has left their job and family to be in service to the strange newcomer. What happened to them?

2. Something happens *at* or *to* one of the town tags
- There's a nighttime party or celebration at one of the town tags, and an NPC introduces the Protagonists to a newcomer. The newcomer seems to have some some kind of unhealthy hold on the NPC. Who are they, and what do they want?
- An old building in town is being renovated, and one of the construction crew is found dead, drained of blood. How did this happen?
- The local church has been desecrated — broken altar, dead animals, profane writings in blood. Who did this, and is it an omen of more evil to come?

3. Someone invites them to investigate
- One or more Protagonists are tasked with interviewing the newcomer for the local paper; however, the newcomer insists the interview happen after the sun has set. What happens during the interview?
- One or more Protagonists are contacted by an old man, who has reason to believe that, after a recent earthquake, an ancient evil has returned. Could they check for damage at the mausoleum outside of town?
- There's been an epidemic of people suffering mysterious blood loss. The Protagonists are asked to discover who might be the Patient Zero of this strange new disease. What is the source of this scourge?

4. A friend or enemy is a victim
- A friend goes missing, and is found a day later, wandering in a daze and severely anemic. They have no memory of the missing time, other than the sensation of floating through the sky and the smell of a tomb. Where did they go and what happened to them?
- A rival ends up in the hospital after being savagely attacked in the night, and the authorities turn their attention to the Protagonists, thinking them responsible. Who really did this?
- A friend who spoke of exploring a decrepit, long-uninhabited mansion goes missing. What happened to them?

5. The protagonists stumble upon a victim
- While at a nighttime party at a friend's house, a person staggers out of the darkness and onto the porch, banging at the door, pleading for help. Blood runs down their neck. What do the Protagonists do?
- While hiking through a nearby park, the Protagonists discover the body of a victim. After alerting the authorities, the Protagonists don't get any follow-up, nor is the incident reported in the papers. What's going on?
- While driving out at night, the Protagonists come across a car on the shoulder of the road, doors wide open, hazard lights blinking. Investigating, they discover blood on the seats but no one in the car. What happened?

6. The protagonists are (attempted) victims
- The Protagonists are having a late night dinner at a greasy spoon diner when the Vampire enters (possibly along with a human servitor and/or vampire spawn). What is about to go down?
- One or more Protagonists receive a visitor at their home, but after being invited in, the visitor reveals themselves as a vampire spawn, and attacks them. How did they become a vampire?
- The Protagonists discover the existence of a hidden room while exploring a condemned building; knocking out a wall to open up the hidden room unleashes a horrible Vampire, seeking vengeance. How can they rectify their mistake?

Who is the Vampire?

_____

Where is the Vampire's lair?

_____

How can the Vampire be destroyed?

_____

Modern-Day Dracula playset for *Fear of the Unknown* written and developed by Kent M. Beeson
*Disclaimer: This playset was **not** developed by Thomas Eliot, creator of the **Fear of the Unknown** ttrpg (www.FearOfTheUnknownRPG.com)*