

CASTLE DRACULA



T H E O R D E R O F

VAMPIRE HUNTERS





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Castle Dracula

The Truth Behind the Fiction

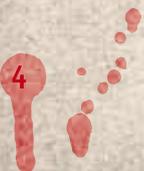
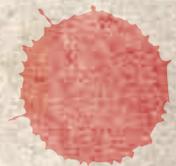
The true story of Dracula is well known to the Order of Vampire Hunters, at least the Victorian history, although they have done well to shield the world from this information. You have only heard stories, half-truths and lies.

Jonathon Harker and Quincey Morris, renowned members within the Order, tracked Dracula with initially promising, but finally disastrous, results. Their work came to an end in 1886, when Harker left the Order, on the day the Hunt for Dracula was officially closed. It's true that months before, Harker slashed the Vampire's throat while Dracula lay in his coffin. The Order was convinced that Morris' firsthand account of the Hunt was accurate and the pair of Hunters did indeed destroy Dracula. Harker maintained that his blow was not fatal and since it was made close to sundown, they could not stay in the Den and make sure. The Order suggested that Harker's grief over the turning of his fiancée, Mina Murray, had turned his Hunt into an obsession, one that he could not give up. And since Dracula has not been seen for over a century, perhaps they were right all along.

So what of the infamous novel? Forsaken by the Order, Harker took it upon himself to warn the world of the threat posed by the Night. Working with an unknown writer, Stover Bram, on his biography, Harker believed that a detailed and truthful account of his dealings with Vampires and the Order would both alert the public and force the Order into bolder action.

But the only action they took was to block Harker and Bram at every turn. Finally, 2 years after Harker's death in 1895, Bram managed to get their opus published under a pen name, as a work of gothic fiction, with virtually every detail changed. The facts are that Harker was a skilled Hunter until Dracula broke him, Mina turned but was destroyed by Morris, and Dracula was grievously wounded but escaped with most of his minions. The preposterous Van Helsing was, of course, entirely fictional.

Harker had no descendants, but Bram's bloodline eventually joined the Order, finally acknowledging that they could do more inside the fold than out. Could they be all that remains of Dracula's legacy?



Playing the Expansion

The Castle Dracula expansion for The Order of Vampire Hunters is designed to be played as a new Campaign of 4 Hunts. It can also be merged with existing Hunts to increase the variety of enemies the Order must overcome.

The Order of Vampire Hunters core game is required to play this expansion.

Contents

4 Highly detailed plastic miniatures:

- Count Dracula.
- The Brides of Dracula.
- Renfield, his trusty servant.
- Dracula's Coffin.

2 Double-sided Map Tiles.

20 Dracula Activation Cards.

The Castle Dracula Campaign

The expansion includes an exciting 4 Hunt campaign showcasing all the features of the new characters. We recommend that you play this campaign first, to become familiar with the new concepts.

Hunting Dracula and his Followers

Dracula is a Vampire Lord and can be used as a replacement for a Vampire Lord in any existing Hunt. Simply use the Dracula miniature and Vampire ID Cards for that Hunt.

Only use the special Dracula Activation Cards from this expansion if the Hunt uses the special lettered Map Tiles from this expansion.

The Brides are Elder Vampires and can be added to any Hunt that includes an Elder Vampire. Treat the Brides like any other Elder, for example by adding the Brides Vampire ID Card to the other Elder ID Cards for random spawns, or placing the Brides miniature in the Den during setup in place of another Elder.

Renfield and Dracula's Coffin are unique to the Castle Dracula Expansion. There is no equivalent concept in existing Hunts that can be replaced by these components. However, after playing the campaign included in this expansion, you will be able to create your own Hunts using Renfield, perhaps starting by making changes to existing Hunts.

New Rules

Dracula Activation Cards: A new deck of cards is included with Castle Dracula to control Dracula. Only use these cards when you are using the special lettered Map Tiles included in this expansion.

The Active Hunter draws a Day/Night Vampire Activation Card as normal and resolves the card for the Vampires on the Map, without applying any of the effects to Dracula. Then the Active Hunter draws a Dracula Activation Card and resolves its effects. The single Dracula Activation Deck is used in both the Day and Night.

When resolving Dracula Activation Cards, Dracula often turns to mist and reforms in a different location. When you move Dracula this way, Dracula can move any distance and ignores all closed Doors. These cards sometimes specify Dracula's new location using lettered Areas on the Map Tile specific to this Expansion.

In Figure 1, the Active Player is resolving the "Withdraw" section of the Dracula Activation Card. Dracula

is simply moved from its current location to the Area labeled A.

As with all other cards, if a Dracula Activation Card summons a Vampire to an Area, Wake all Sleeping Vampires in that Room.

If the Dracula Activation Deck is empty, shuffle the discarded Dracula Activation Cards to create a new deck.

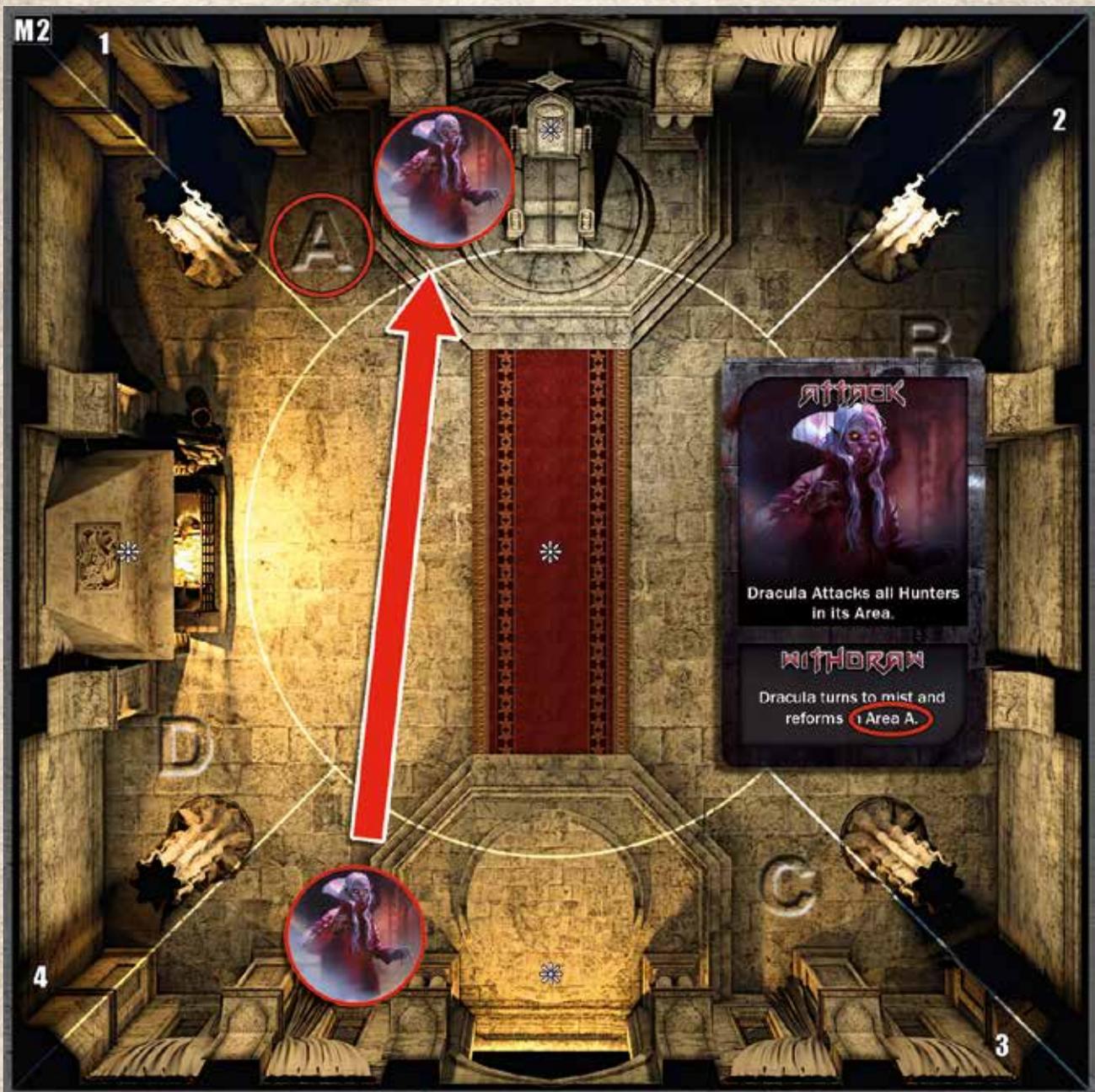


Figure 1: Movement with a Dracula Activation Card.

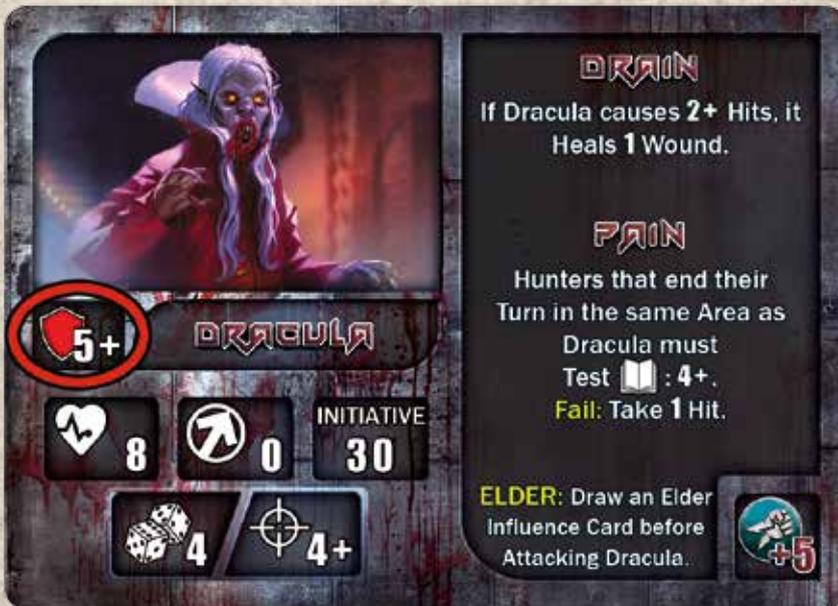


Figure 2: The new Dodge Icon.

Dodge: The Vampires in the Castle Dracula Expansion have a new ability for avoiding Hits, Dodge. This is indicated by the new red icon on the Vampire ID Card, see Figure 2. This ability is not automatic, but if the Vampire is lucky, it can avoid several Hits in each Attack. These Vampires roll 1D6 for every Hit they take and for each die that is equal to or above the number shown on the Dodge Icon, the Vampire ignores 1 Hit.

Renfield is Human: Renfield is Dracula's human follower and is keen to do his master's bidding. Renfield is immune to all effects of Daylight. Renfield ignores the effects on all cards that refer to Vampires, including the Vampire Activation Cards. Renfield Wakes sleeping

Vampires when he moves. Both Hunters and Turned Hunters can Attack Renfield.

Renfield's Vampire ID Card: This Vampire ID Card is double-sided, but only one side is used during a Hunt. The setup will state whether you use the side with or without Dracula's Coffin.

Renfield's Summon Ability: Renfield is a coward and will frequently Summon Thralls to his Area for protection, see Figure 3. Renfield is often placed in the Den during setup behind Closed Doors. He only uses his Summon Ability if the Doors to his Area are Open.



Figure 3: Renfield's Summon Ability.



The Castle Dracula Campaign

A Powerful Evil

Returning to the Order's headquarters, Bram faced a difficult decision. His family had secretly maintained the heresy that Dracula survived and more than a century later, perhaps he had the first proof: a den that contained an evil too powerful to be an Elder. Perhaps there was an unknown Vampire Lord rising in Transylvania, but he could not be sure. The evil was certainly powerful and located in the village, but it also seemed weak, distant. Dormant, even. And there was part of a relic that he could not identify, hidden in the same village. That was too much of a coincidence.

He had retrieved the relic, but he knew pursuing the chase further on his own was too foolhardy.

So, should he hand over the relic and the information to the Order and try to convince them to allow him to go back with a larger force, or take more direct action in secret, perhaps with some Hunters he could trust?

In the end it was simple: he must have faith in the Order, too much was at risk. But just as Bram rolled out of his cot and left his meager cell, 4 fresh Hunters he had recently been training burst around the corner, bragging and jok-

ing, filled with life, so soon after risking their deaths. It seemed like fate took issue with Bram's instincts.

Bram tells you of Harker's story and his family's research. Renfield had a son before being committed to Bedlam and his descendants continue to live on the edges of society, although there is no known contact between them and the Night. But with the Order's belief that Dracula is destroyed, the Renfields have not been under close scrutiny. Could the Renfields have continued to aid your enemies?

You perform a little research with as much discretion as you can manage. The sole remaining descendant has been seeking information about many rare and esoteric books, some of which seem to have been mysteriously stolen. There are records of many shipments from Eastern Europe, all labeled "books". The latter day Renfield has no fixed abode, but is known to frequent a squat in a derelict country estate, in Carfax, Essex. Perhaps you could start your investigation there?

Campaign Map



These 4 Hunts are designed to be played straight through as one Campaign. Instructions are also included for playing them as standalone Hunts if you want to.

- You may not repeat a Hunt. You can complete the Campaign without winning every Hunt, but if you lose too many, you will fail.
- The Brides are an important part of the Castle Dracula storyline, so they do not appear at random in these Hunts. Do not add the Brides Vampire ID Card to the other Elder ID Cards that are used to spawn Elders when you are playing these Hunts.

Hunt 1 – Renfield’s Books

It is easy to convince the Order that Renfield’s estate is a simple Den that you need to clear. Even if Renfield has no information, perhaps the books he has obviously stolen will provide you the excuse you need to justify your expedition to Transylvania.

Setup



A6 T
A3 C1 L1

	ENCOUNTER X 9		LEVER X 2
	CLOSED DOOR X 10		BLUE DOOR X 1
	OPEN DOOR X 2		RENFIELD
	TUNNEL ACCESS 1, 2, & 3		ENTRANCE X 2
	WINDOW X 2		

Entrance:	Split the Hunters into two forces of the same size, if possible. Place one force at each Entrance.
Clock:	Start 3, End 9.
Encounter deck:	8 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	3 Level-1, 8 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 7 Level-2 and 3 Level-3 Cards.
Renfield:	Place Renfield in the Den at the location shown on the Minimap.
Pete and the Extractor:	Pete joins the Hunt.
Stand Alone Play:	Each Hunter draws 1 Equipment Card at random (see below).

Special Rules

You start this Campaign with the broken shaft of the Relic that Bram located and his ideas on how to proceed. Draw a Shaft from the Relic Deck before starting the first Hunt.

All Hunters use the Small Dashboard in this Hunt.

Regardless of whether this is a Standalone or Campaign game, each Hunter draws 1 Equipment Card at random before the Hunt starts.

The Blue Door is locked at the start of the Hunt and cannot be Opened. Activate the 2 Levers, in any order, to unlock the Blue Door. Once unlocked, it can be Opened normally.

When you defeat Renfield, interrupt the Attack, discard unassigned Wounds and read Interlude 1.

Objectives

Hunters' Primary Objective: If the Hunters Defeat Renfield they gain the **Renfield's Relic** reward.

Turned Hunters' Primary Objective: Turned Hunters that exit the Den gain the **Run to Safety** reward. Each Turned Hunter that exits gains this reward individually. Do not end the Hunt when a Turned Hunter exits the Den.

It is possible for both the Hunters and some Turned Hunters to gain their Primary Objectives.

Interlude 1

After evading your blows for as long as possible, Renfield yelps with pain as you finally inflict some damage. Looking around wildly, he fails to find something he can use as a weapon. He gives up the search and ineffectively throws the object he is holding at you. As you watch it clatter to the ground beside you, Renfield disappears into the shadows. When you look back, he is gone.

This Hunt is over. Check if you met the Objectives and take your rewards.

Rewards and Downtime

Renfield's Relic: *The Hunters examine the object that Renfield threw at them. As they unwind the dirty rag, they immediately recognize the broken Relic that they came here for.* Follow the rules for drawing the next card for your Relic. In addition, the Hunters can use the Large Dashboard on the next Hunt.

Run to Safety: *The Turned Hunters exit the Den before the Transformation fully takes hold and locate Bram. The Turned Hunters keep a remarkably cool head and Bram quickly starts the process of curing his erstwhile students. The Turned Hunters gain 3 Focus and may use the Large Dashboard on the next Hunt.*

Failure (Hunters): If the Hunters fail to defeat Renfield they continue to use the Small Dashboard on the next Hunt.

Failure (Turned Hunters): Turned Hunters that cannot leave the Den in time continue to use the Small Dashboard on the Next Hunt.

Transfusion Cost: -2 Focus for the Turned Hunters that Ran To Safety, -3 Focus for Turned Hunters that were in the Den when the Hunt ended.

Epilogue: *Renfield's family diaries make it clear they have been the custodians of Dracula's coffin, still containing his desiccated body, and the dusty tomes all relate to various resurrection myths. Either that or the Renfield bloodline is riddled with insanity.*

Renfield's escape may actually have been to your benefit. The diaries give no location for the casket, but Renfield is eccentric and barely capable. He would have been caught for his book thievery soon enough, and he will be easy to track.

You return to the Order. With Bram's help and the information you gathered in Carfax, you invent a pretext for your next Hunt. You get permission to go to Whitby, ostensibly to clear a small den. Could there be a chance that Renfield has the coffin there? Could you destroy Dracula before Renfield can resurrect the monster?

Training and Equipment: There is enough time for Bram to teach you each a Special Ability before the next Hunt. Follow the normal rules for drawing Special Ability and Equipment Cards, but each Hunter may only learn a maximum of 1 Ability now. They must be able to pay the Focus cost to learn the Ability, as normal. The Hunters can use their Focus to purchase any or all of the Equipment Cards they draw.

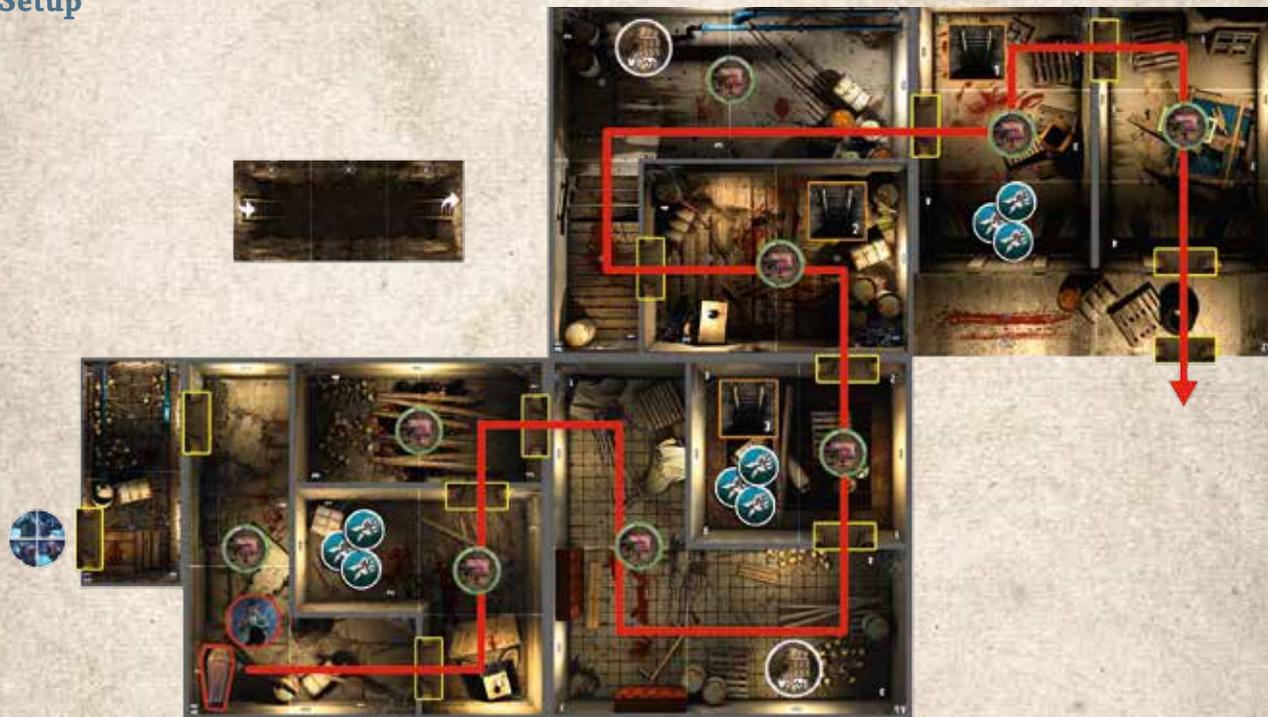
Hunt 2 - Whitby

As you approach the dismal coastal den, you immediately realize you have miscalculated. The unholy miasma is stronger than you have ever experienced. Bram says it's the same aura he felt in Transylvania, but far stronger.

There is only one explanation: you are too late. Dracula is indeed here and Renfield has already resurrected him. Bram gives you a choice, press on and try to defeat Dracula before his strength grows, or return to the Order and let them handle Dracula. Perhaps they would let you be part of some larger hunting party.

It's better to beg forgiveness than ask permission.

Setup



Entrance:	All Hunters start outside the Main Entrance.
Clock:	Start 3, End 7.
Encounter deck:	8 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	4 Level-1, 11 Level-2 and 1 Level-3 Cards.
Vampire Night Activation Deck:	0 Level-1, 4 Level-2 and 0 Level-3 Cards.
Renfield and The Coffin:	Place Renfield and the Coffin miniature as shown on the Minimap. Use the Coffin side of Renfield's Vampire ID Card.
Clues to Defeating Dracula	Place 3 Focus Tokens in each of the 3 locations shown on the Minimap.
Pete and the Extractor:	Not in play.
Stand Alone Play:	Each Hunter draws 1 Equipment Card at random.



Special Rules

Renfield is making a huge amount of noise. When resolving all Cards that place Vampires, including Encounter Cards, all Vampires are placed Awake.

Renfield is slowly dragging Dracula's Coffin through the Den. At the start of each Hunter's Turn, move Renfield and the Coffin 1 Area along the red path marked on the Minimap.

Clues to defeating Dracula are represented by 3 caches of Focus Tokens that are placed in the Den during Setup. Hunters can use the Pick Up Action to take these Tokens.

If Renfield is in the final Area along the red path and is moved again, he drags Dracula's Coffin outside to safety. The Hunt is over and both the Hunters and Turned Hunters lose, just as if the time on the Clock runs out.

Objectives

Hunters' Primary Objective: To get to Dracula's coffin, the Hunters must defeat Renfield. Interrupt the game and read Interlude 1.

Turned Hunters' Primary Objective: Turned Hunters recognize Renfield's humanity and see an opportunity to replace Dracula as the Lord of this Vampire clan. They share the same Objective, to defeat Renfield. Again, interrupt the game and read Interlude 1.

Interlude 1

Sobbing and broken, Renfield flops to the floor. Although the final blow seemed to carry little weight, Renfield curls up and moans, totally defeated. The lid to Dracula's coffin cracks open slightly, where Renfield dropped it carelessly. Perhaps this is your opportunity to end things once and for all!

Before you can act, there is a thunderous noise and the floor heaves knocking you to the ground. Dust fills the air, obscuring your vision, as 3 beautiful women burst forth from the tunnels and surround the coffin. With superhuman strength, they rip the lid from the coffin and one slings the body inside over her shoulder. The 3 forms disappear back into the tunnels faster than you can regain your feet, showing agility that cannot be believed. As you stare at the coffin, wondering what you have actually witnessed, you notice something wrapped in rags has fallen to the floor.

If a Hunter defeated Renfield, the Hunters gain the **Dracula's Relic** reward.

If a Turned Hunter defeated Renfield, the Turned Hunters gain the **Rapture** reward.

Rewards and Downtime

Dracula's Relic: *There is a moment of silence in the Den as the Hunters unwrap the object and find the broken Relic that was in Dracula's possession moments ago. Vampires in the Den are quietened by this blow to Dracula's cause. This Hunt is over. The Order easily clears the Den. Follow the rules for drawing the next card for your Relic. In addition, the Hunters can use the Large Dashboard on the next Hunt. Turned Hunters use the Small Dashboard.*

Rapture: *The Turned Hunters sniff at the rags, trying to discern why it was so important to Dracula. Accidentally unwrapping it and touching the ancient object within, all the Turned Hunters stiffen and enter a shared vision they don't fully understand or recall. A castle in a misty valley, a dilapidated church in an empty village, the same 3 beautiful women in scenes clearly from different ages and an elegant noble transforming into a powerful Vampire Lord and back again to his human form. It is an easy matter for the Order to subdue the Turned Hunters, take the object and clear the Den while this vision holds sway over them. Follow the rules for drawing the next card for your Relic. In addition, the Turned Hunters can use the Large Dashboard on the next Hunt. Hunters use the Small Dashboard.*

Transfusion Cost: -3 Focus.

Epilogue: *You head home with the information you need to persuade the Order that Harker was correct all along.*

Bram did locate Dracula at the end of a century-long torpor in Transylvania. Renfield shipped the coffin here under the guise of "books"; perhaps shipped the Brides too. The Brides are clearly the same minions that served Dracula a century ago, now grown into powerful Elders in their own right.

The Order is impressed with the skills you have displayed so far, if not with your discipline and loyalty. The Brides have fled but the Order knows they lived in Coşna near the Tihuţa Pass in the late 1800s. Either they have returned there, or they may have left valuable information behind. This is a worthwhile trip and you will be out from under the Order's feet while they decide what to do with you.

You are to leave immediately, but with a stern warning: if the Brides have Dracula with them, do not enter the Den. You are to destroy the Brides while the Order locates Dracula and corrects their century-old mistake.

Training and Equipment: There is no time to learn a Special Ability before the next Hunt. The Hunters can use their Focus to purchase Equipment normally.

Hunt 3 - Brides

When you arrive in Coşna, the Den is easy to locate.

The village exists in the shadow of a Castle, or, you should say, existed. In a feeding frenzy upon their return, the Brides have rendered it a ghost town. Blood trails soak the streets, leading back to the central square. You find an unholy church, long since deconsecrated, which is surely the building you seek.

Setup



Entrance:	All Hunters start outside the Main Entrance.
Clock:	Start 4, End 9.
Encounter Deck:	5 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	3 Level-1, 5 Level-2 and 4 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 6 Level-2 and 4 Level-3 Cards.
The Brides:	Place the Brides in the Den at the location shown on the Minimap.
Pete and the Extractor:	Pete joins the Hunt.
Stand Alone Play:	Each Hunter draws 1 Equipment Card at random.

	ENCOUNTER X 7		LEVER X 2
	CLOSED DOOR X 7		CRATE X 2
	OPEN DOOR X 1		BLUE DOOR X 1
	TUNNEL ACCESS 1, 2, & 3		CAPTIVE X 2
	WINDOW X 3		ENTRANCE X 1
	BRIDES OF DRACULA		

Special Rules

If the Brides are not Destroyed during this Hunt, they will appear in Hunt 4, starting with the same number of Wounds as they have at the end of this Hunt. Remember to record their status so you can set up Hunt 4 correctly.

Inside the church, the Brides have the other Vampires totally under their control and use them as a sacrificial shield. The Brides cannot be Attacked if there are other Vampires in their Area.

The Brides are placed in the Den during Setup but do not activate until the Door to their Room is Opened.

The Blue Door is locked at the start of the Hunt and cannot be Opened. Activate the 2 Levers, in any order, to unlock the Blue Door. Once unlocked, it can be Opened normally.

Objectives

Hunters' Primary Objective: The Hunters must Destroy the Brides. If they do so, they gain the **Brides' Relic** Reward.

Turned Hunters' Primary Objective: The Turned Hunters see a new way to weaken Dracula's clan. If they can remove the Brides' food supply, they will definitely weaken the Brides. The Turned Hunters must Bite both Captives. If they do so, they gain **The Brides Flee** Reward.

Rewards and Downtime

Brides' Relic: *As the last Bride falls, their true nature is revealed. They lose their beauty as they first age to shriveled crones and then transform to hideous vampiric beasts. As they crumble to dust, the old church gains a fraction of its previous peace, making the final cleanup an easy task. With no need to focus on the Den, the Hunters can examine the object they retrieved from the Brides' remains.* Follow the rules for drawing the next card for your Relic. In addition, the Hunters can use the Large Dashboard on the next Hunt. Turned Hunters use the Small Dashboard.

The Brides Flee: *The Brides glance around the room, from the Turned Hunters, to the dead captives, to each other. It is as if they are communicating telepathically. Seeing the strength and purpose in the Turned Hunters and knowing there are few survivors left in the village, they suddenly turn and flee. In their haste, they are careless and drop*

their Relic. The Order has an easy task to clean out Den, subdue the Turned Hunters and recover the Relic. Follow the rules for drawing the next card for your Relic. Everyone is disheartened that the Brides survived. Everyone uses the Small Dashboard on the next Hunt.

Epilogue: *With the Brides out of the den, you can feel the presence of Dracula in the castle above the village. Clearly they did bring him back from Whitby. As you look to the castle on the hill, you can feel his presence like never before. It is not clear if Renfield performed some ritual, the Brides provided the blood of the village, or whether Dracula just needed time. But clearly, he is risen.*

Bram winks and opens his trunk. He has brought equipment from England and offers to teach you one last skill. He can administer the cure too.

Transfusion Cost: -3 Focus.

Training and Equipment: Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now. They must be able to pay the Focus cost to learn the Ability, as normal.

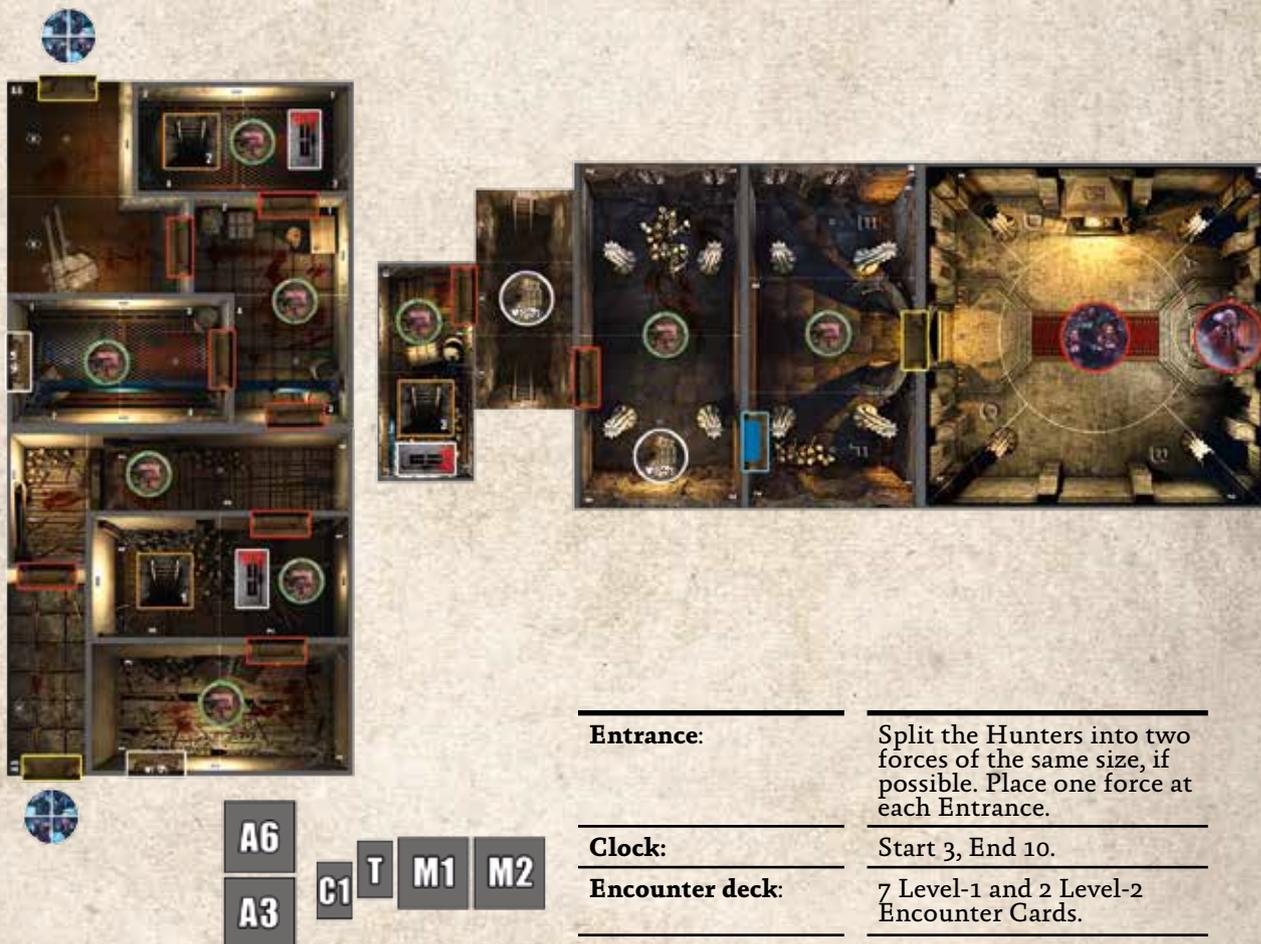
The Hunters can use their Focus to purchase Equipment normally.

Hunt 4 – Castle Dracula

Bram has one more secret. If you feel you are strong enough, he can forge your Relic in the village smithy using tools he brought from England.

You are here and the Order is not. You hand the broken pieces to him and hope you can get some rest. Before sundown, you will end this once and for all.

Setup



	ENCOUNTER X 9		LEVER X 3
	CLOSED DOOR X 9		CRATE X 2
	OPEN DOOR X 3		BLUE DOOR X 1
	TUNNEL ACCESS 1, 2, & 3		DRACULA
	WINDOW X 2		ENTRANCE X 2
	BRIDES OF DRACULA		

Entrance:	Split the Hunters into two forces of the same size, if possible. Place one force at each Entrance.
Clock:	Start 3, End 10.
Encounter deck:	7 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 8 Level-2 and 6 Level-3 Cards.
Vampire Night Activation Deck:	4 Level-1, 8 Level-2 and 4 Level-3 Cards.
Dracula and The Brides:	Place Dracula in the Den at the location shown on the Minimap. If the Brides survived Hunt 3, place them in the same Area as Dracula. They start with the same number of Wounds as they had at the end of Hunt 3.
Pete and the Extractor:	Pete joins the Hunt.
Stand Alone Play:	Each Hunter draws 1 Equipment Card at random.

Special Rules

You must have at least one assembled Relic to attempt this Hunt. If you failed to retrieve enough Relic Components in your previous battles, the Order has lost.

Remember to use the Special Dracula Activation Cards in this Hunt. Map Tiles M1 and M2 contain a large Room with a permanently Open Door. Dracula plays by the full Vampire Lord rules: he starts using the full strength side of his Vampire ID Card and switches to the Vulnerable side when first reduced to 0 Health. The Hunters must then Destroy him using their Relic.

The Blue Door is locked at the start of the Hunt and cannot be Opened. Activate all 3 Levers, in any order, to unlock the Blue Door. Once unlocked, it can be Opened normally.

After their exposure to Dracula's clan, the Turned Hunters may attack Dracula and the Brides as part of their plan to take control. There are no other changes to the Turned Hunter rules. Turned Hunter's attacks can wound Dracula when he is in either form. Dracula will still use Dodge 5+ to avoid Turned Hunter Hits, even when his ID Card is switched to the Vulnerable side.

Objectives

Hunters' Primary Objective: You must Destroy Dracula. End the Hunt and read Epilogue 1.

Turned Hunters' Primary Objective: You must Destroy Dracula. End the Hunt and read Epilogue 2.

If Dracula is not Destroyed, read Epilogue 3.

Finale

Epilogue 1: *The final blow is struck. Dracula screeches as he begins to change, first aging, then becoming more bestial, before finally crumbling to dust. As the echoes of his final cry dwindle, the Hunters face each other and exchange momentary looks of triumph. Dracula and his cohorts are finally defeated. The Harkers' secret is safely contained. The Night has lost its leader.*

But the Night will only see this as a temporary setback. Just as its evil spreads throughout the world, the desire to

lead the Night is spreading among the remaining Elders. The exhausted Hunters enjoy their victory while they can, for there is always another Hunt.

Epilogue 2: *The roar of the Turned Hunter drowns the screeching of Dracula as he rapidly decomposes. As his life force leaves his body, it ages, shrinks and crumbles; in parallel, the Turned Hunter leaning over him becomes engorged, growing both in stature and in power.*

This is a dark day for the Order, as a former Hunter has permanently turned against them. A new Vampire Lord is born!

Our Campaigns are intended to be standalone. However, if you have additional miniatures, you may wish to retire the Hunters that Turned in this scenario and/or play your next Campaign with a new Vampire Lord representing the Lord born here.

Epilogue 3: *Dracula steps back and draws himself erect. As the Lord calms and focuses inwards, his wounds first close, then heal. He almost seems to grow in stature. Looking around the Den at the mayhem, Dracula maintains his noble visage ... until he transforms into a vampiric beast and tears at the flesh of his fallen enemies.*

Can the Order recover from this loss? Can they train a stronger band of Hunters to overcome this terrifying foe?

Our Campaigns are intended to be standalone. However, you may wish to extend this story into your next campaign by using Dracula as the Vampire Lord in that story arc. If you have additional Hunter miniatures, you could even retire the Hunters that lost the fight with Dracula today and train a new, stronger, band of Hunters.



