

How To Use The Dracula Deck

“There are so many things which may happen, and their ways and their ends are so various that until the moment we may not say. We shall all be armed, in all ways; and when the time for the end has come, our effort shall not be lack. Now let us to-day put all our affairs in order.”

--Van Helsing

There are many potential ways to use these cards in a **Dracula Dossier** campaign. Put them to whatever purpose fits best with your style of play. This leaflet assumes you're using the 52-card deck shipped to the heroic and worthy backers of our Kickstarter. If you've printed out more than these 52 from the **Dracula Dossier Deck** file, you can merrily disregard any numerical limits you like going forward.

Eight of the cards are almost always part of Dracula's Conspiracy, and you may need to separate these out for some uses of the deck. These Conspiracy cards are: Dracula, Castle Dracula, the Brides of Dracula, Orlok, the Satanic Cult of Dracula, Elizabeth Bathory, the Renfields, and The Ruvári Szgany. (If Orlok or Bathory or both are independent actors in your campaign, leave them in the remainder of the deck.) The other cards are a subset of the hundreds of encounters – Monsters, People, Locations, Nodes, and Objects -- in the **Director's Handbook**, chosen because of their utility, flexibility or potential for unexpected thrills and dangers.

Visual Reference: When the players reach an encounter, show them the card. So, when they meet the Human Trafficker or find an Earthquake Device, let them see the appropriate card so they know what it looks like.

Web of Clues: Put a corkboard or map on the wall of the room. When the players encounter one of these nodes, give them the matching card and pin or stick it to the board. Link connected nodes with string to build up a map of the Conspiracy.

Random Encounters: Shuffle the deck. Draw the top card to see who or what the players encounter. Draw again or obliquely interpret the card if it doesn't seem plausible; drawing the Romanian Government might mean they encounter the Bureaucrat or the SRI Agent in Charge, or drawing Klopstock & Billreuth might indicate Burdett's or another bank entirely.

Random Target or Victim: Here's who (or what) the Conspiracy is after tonight! If the Agents fail to stop the Conspiracy's scheme, ostentatiously remove the card from the deck and put it aside for the rest of the campaign. If the Agents do save the prospective victim, give them the card as a free Network contact they can call on for aid.

Random Backstory: If the players are in a Familiar City, they remember this encounter and can use it as a free Network contact (Person, Node, Location) or they remember the location or weak point of something they want (Node, Location, Object, Monster).

Inspiration: Shuffle the deck and draw three cards. What is the relationship between them? How can the player characters discover this? How does it affect the game right now? The relationship should always be in tension, always about to snap and precipitate thrilling danger and intrigue.

Deal A Conspyramid: Separate the deck into the 8 Conspiracy cards plus The Romanian Mafia (always in the Conspyramid), and the 43 other cards. Now place the rows, working downward from Row 6.

- Row 6: This is always Dracula
- Row 5: Deal two random Conspiracy cards.
- Row 4: Deal two random Conspiracy cards and one other card.
- Row 3: Deal one random Conspiracy card and three other cards.
- Row 2: Deal one random Conspiracy card and four other cards.
- Row 1: Deal six other cards.

If Operation Edom or Carfax turns up in the Conspyramid, either it represents a more general Conspiracy presence in MI6, or that Dracula has penetrated his would-be controllers. Pick a Duke

randomly as Dracula's minion within Edom. People may also simply represent their agencies: the Iron Guardsman might indicate that the Echipa Mortii is in the Conspyramid, for example.

Tarot of Dracula: Separate out the Conspiracy cards. Draw one Conspiracy card and four other cards and place them in the pattern shown below to reveal an ongoing plot.

	Top - Supernatural	
Left - Past	Middle - Actor	Right - Target
	Bottom - Connection	

The central card is the Actor – the encounter that poses a problem or temptation for the Agents, or the person who recruits the Agents to overcome some difficulty. To the right of the Actor is the Target – what the Actor desires or must destroy. To the left of the Actor is the Actor's Past; usually, the reason why they must deal with the Target. Below is the Connection, who (or which) draws the Agents into the plot. The Connection might be working with the Actor or the Target, or some unconnected victim caught up in events, or someone who's stumbled across the Actor's plot and is now in over their heads.

And above is the Supernatural Danger that must be faced – invoked by the Actor, perhaps, or pulling strings behind the scenes. It may be metaphorical (Dracula as a vector of madness; the Actor is one of the many poor souls driven insane by the psychic wake of the vampire) or very very real (Dracula's actually here, tonight.)

Again, People might represent their agencies, lovers, hidden thumb drives; a Node might represent one contact: interpret the cards obliquely.

The Connection may be an Asset or Innocent; the Target likewise. The Actor may be Innocent, but is more likely to be an Asset or Minion. The Past is an Asset or Minion.

A card played upside-down – “reversed” in Tarot-speak – represents a “turned” or “flipped” asset, or something else secret and unexpected in the encounter. (A false lead to Castle Dracula, or a suddenly exposed Carfax.) A reversed Monster may be part of Dracula's Conspiracy, but still have its own agenda or its own vendetta to settle.

1. Dracula
2. Castle Dracula
3. Bride of Dracula
4. Orlok
5. Satanic Cult of Dracula
6. Red Jack
7. Renfields
8. Elizabeth Bathory
9. Ruvari Szgany
10. Romanian Mafia
11. Former Gehlen Org
12. Iron Guardsman
13. Balkans Specialist
14. Hungarian
15. Psychic
16. Retired KGB Agent
17. Retired MI6 Computer Boffin
18. Sculptor
19. Arms Runner
20. Bookseller
21. Bucharest Private Detective
22. Dissident
23. Drug Boss

24. Scholomance
25. Enigmatic Monsignor
26. Human Rights Activist
27. Human Trafficker
28. Journalist
29. Earthquake Device
30. MI5 Agent
31. NATO Liaison
32. Online Mystic
33. Petroleum Executive
34. MI6 Lamplighter
35. Radical Imam
36. Carfax
37. Volcanologist
38. Operation Edom
39. Archdiocese of Mechelen-Brussels
40. HGD Shipping
41. Leutner Fabrichen
42. Heal the Children
43. Romanian Government
44. Al-Qaeda in Rûm
45. Billie Harker
46. Vial of Blood
47. Philip Holmwood
48. Geerd Hoorn
49. Klopstock & Billreuth
50. Seward's Asylum
51. Renfield's Journal
52. CIA Agent