

This Guided Play Scenario is designed for one-shot, introductory, and convention play of Annalise. It provides a setting, a situation, characters and some of the surrounding fiction (setting information, some Claims, etc). It is assumed that the player facilitating the scenario to be familiar with the rules of the game. A copy of Annalise is required for play of this Guided Play Scenario.

To Play

Explain the premise of Annalise and present the Background of this scenario. Go over the four characters.

Each player chooses one character and fills out their info on a character sheet. The facilitator should write down the Secrets and pass them out randomly (see page 2 for details). The Secrets should not be public knowledge (except to the facilitator, who should endeavor not to reveal them prematurely).

Each player writes down and places 2 Coins on each of their two Claims.

If a player wishes to start the first turn, they should do so. Absent a volunteer it is recommended to start with the Stowaway and go clockwise around the table from there. Some Key Scenes are provided for inspiration.

For the purposes of this scenario, once the nature of the Vampire has been determined, the game should transition immediately to the Confrontation phase.

Have fun!

Dracula: Reloaded

Background

Bram Stoker's Dracula has been the subject of many revisions and re-tellings. This Guided Play Scenario puts a modern spin on the classic characters. The year is 1897. Lucy Westenra is joined by her friend Mina Murray, a schoolteacher, to spend summer holiday with her guardian Dr. Edward Seward. Dr. Seward has opened a sanatorium on the grounds of his ancestral estate. He is busy with his patient Renfield, who he hopes will make a full recovery, thereby proving that Dr. Seward's revolutionary methods for dealing with madness are successful...

The Cast

Lucy Westenra

A young woman from a noble family, Lucy was orphaned when she was young. Her guardians saw to it that she received an excellent education, for a woman. Now that she has finished school she will be expected to make a good marriage, like a model Victorian lady. Lucy is beautiful and charming, and most find her vivacity and wit stimulating, but she finds her limited social options chafing. Lucy has many admirers but can be fickle in her attentions. She shows an uncharacteristic loyalty to her friend Mina who she's known since they were both young.

- Vulnerability: I am vulnerable because I feel constrained by society's expectations
- Starting Claims: Open windows, abandoned chapel.
- Starting Stats: Vulnerability 3 (Rebellious Streak 3, Attractive Presence 4), Secret 4 (Satellite Trait 3), Reserves 2



Mina Murray

In many ways Lucy's opposite, Mina is resolute, reasonable, and middle class. A schoolteacher originally from a decently well-off family, her father left her and her mother nothing when he passed away. Now that her mother is also gone, Mina is in a precarious situation. While kind and accommodating and always willing to lend assistance in any way she can, Mina is more serious and earnest than her friend Lucy. While Lucy is extravagant with her affection and her money, Mina is reserved and careful, conserving both her worldly and emotional resources.

- Vulnerability: I am vulnerable because I am dependent on others for financial support..
- Starting Claims: Virginal white; cloud covering the sun.
- Starting Stats: Vulnerability 3 (Waste Not, Want Not 4, Always Accommodating 3), Secret 3 (Secret Trait 3), Reserves 2

For this Scenario, write down the following Secrets on separate cards and have each player draw one at random. Each player should pick one of the listed Traits as their initial Secret Trait and write it on their character sheet.

Secret: I can control animals
Trait: At home with animals.
Trait: Frustrated by formality.

Secret: I have memorized the Kama Sutra.
Trait: Delicate sensibilities.
Trait: Sensitive touch.

Secret: I love the taste of blood.
Trait: Handy with a knife.
Trait: Strong jaws.

Secret: I believe women should hold the same position as men.
Trait: Harmlessly eccentric.
Trait: Uncomfortable with authority (if male)/Comfortable with authority (if female)

Secret: I hear voices.
Trait: Deep thinker.
Trait: Easily distracted.

Secret: I get pleasure from feeling pain.
Trait: I bow to strong authority.
Trait: Clumsy.

Credits & Thanks

Dracula Reloaded written and playtested by Kat Jones.

Annalise, layout and editing by Nathan D. Paoletta.

Art by Jennifer Rodgers. Please visit her at jenniferrodgers.com.

Additional information, downloads and purchase information can be found at the website:

findannalise.com

Dr. Edward Seward

Edward Seward was the second son of a formerly wealthy family. When tragedy struck and his parents and brother perished from illness, the talented psychiatrist inherited his family's holdings - including the guardianship of young Lucy Westenra. Often seeming older than his years, the Doctor can sometimes come off as haughty or snobbish, holding all to often unrealistic standards (including himself). Dr. Seward's passion is the treatment of mental illness, and he has developed some...revolutionary...methods for doing do. He has converted his family's estate into a sanatorium for those who are both wealthy and mad.

- Vulnerability: I am vulnerable because I have never felt that I'm good enough.
- Starting Claims: Van Helsing (the black cat); prison bars.
- Starting Stats: Vulnerability 3 (Perfectionist 3, Air of Superiority 4), Secret 4 (Secret Trait 3), Reserves 2

Key Scenes

If anyone is having trouble coming up with a scene, here are some ideas. Feel free to modify them as necessary.

- For Lucy: Lucy decides to go and visit the abandoned chapel on the north edge of the estate, despite Dr. Seward's warnings to keep out. Lucy awakens from a nightmare to see two red eyes glowing outside her window.
- For Mina: Mina notices activity at a nearby estate, which was formerly deserted. Mina needs to borrow money to pay off her father's debts.

R. M. Renfield

A formerly wealthy and successful man, Renfield has been confined to Dr. Seward's sanatorium by his family. Very fastidious about his appearance and surroundings, he can be very affable and courteous. However, Renfield is also skilled at manipulation and dissimulation. Longing to be free of his confinement, he will use whatever means necessary to achieve his desires. Renfield is a favorite of Dr. Seward's because Seward believes Renfield is on the road to recovery. He is more than willing to play along with Dr. Seward's "treatments" if they will allow him his freedom.

- Vulnerability: I am vulnerable because I must prove I'm recovered to be free.
- Starting Claims: Microscope, mirror.
- Starting Stats: Vulnerability 3 (Good Liar 4, Genteel Air 3), Secret 4 (Secret Trait 3) Reserves 2

- For Seward: One of the patients has escaped from his/her room during a midnight storm. One of Seward's patients complains about horrible visions and attempts to harm him/herself.
- For Renfield: Renfield attempts to bribe an orderly into letting him out of his room. Renfield receives one of Dr. Seward's "treatments."