

Water Landing - Dracula Edition

Bram Stoker's Dracula is in the Public Domain. When I saw tweets about a game jam to add Dracula to more games, this popped into my head as a joke. Now, it's a reality. This is an expansion to a scenario for someone else's game, in which you can play a sci-fi survival scenario where someone on the crew is Dracula.

Will all of you turn into vampires? Will you figure out who's Dracula and stop them? Only one way to find out...

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What is This?

This is an expansion to the Water Landing Carta-powered scenario for the Cast Away RPG. To play, you need the Cast Away rules, as some of those rules may not be fully explained in this supplement.

These optional rules are designed for 4 players.

This expansion adds elements of betrayal and survival horror to the Water Landing scenario. In addition to games in the Subnautica series, this game draws on Among Us and Bram Stoker's Dracula.

What Should I Be Concerned About?

Note: This section details security and safety tools.

This game may contain themes of survival, animal attacks, being stranded in open water, sci-fi creatures, and other themes that could realistically make some players uncomfortable. Before play, decide on any topics (for example, eye-related injuries or descriptions of bloody injuries) that you wish to put a red light, a green light, or a yellow light on.

In Vampire mode, you are also going to lie to and betray each other. Discuss this before play.

- Red light: I do not want this in the game.
- Yellow light: I do not want this described, but it can happen “off-camera”.
- Green light: I hope this happens during the game.

Play with an open table policy (people may leave and return as they need to), and an X card (index card or piece of paper with the letter X on it). If people are uncomfortable with something happening in the game, they can get up and leave or tap the X card to request a pause or a change of narrative.

You may use other security-related tools if your group is more comfortable with them.

What Do I Need to Survive?

- This book
- The Cast Away RPG
- Paper and pencil
- Hobby dice
- A deck of cards, with Jokers
- Tokens for each player, the Base, and the Lifeboat.
- Traitor tokens (something easy to pick up, easy to conceal, one per player).
 - Mark one token with the word “Vampire”.

Crash Landing

Set up the game as described in the Water Landing scenario.

1. Take the Jokers out of the deck, and separate remaining cards into 2 piles. Deal all the cards numbered 1 (Ace) - 6 into one pile, and all of the remaining cards into the other pile.
2. Deal 5 cards off the top of each pile, and set them aside. Shuffle the 5 cards from the low pile into the high deck, and vice-versa. Shuffle 1 joker into each. You should now have two decks.
 - a. The Shallows Deck: the 1 - 6 cards, plus 5 high cards, and a joker.
 - b. The Deep Deck: the 7 through King cards, plus five low cards and a joker.
3. Deal the Deep Deck into a 4 by 6 card grid. Deal any remaining cards into the middle of the grid. Leave a space in the center, between the middle two rows, for one more stack of cards (to be revealed later).
4. Deal the Shallows Deck on top of the grid. Deal any remaining cards into the middle of the grid.

5. Decide as a group on one feature all of the creatures on this planet have. Use the Nature Aspect table, or invent your own.
6. Decide as a group where your Lifeboat crash lands. Place your Lifeboat token between some cards in the grid.
7. Create your characters per the directions in the Cast Away RPG, if you have not already done so.
8. Unless your group has explicitly ruled out the Traitors rule prior to gameplay, place the Traitor tokens in a pile in the middle of the table, somewhere everyone can reach them without making too much noise. Instruct all players to close their eyes, hum, and count to 15 seconds.

During this time, Traitors in the group open their eyes and take a Traitor token in secret. It is OK if the Traitors know that there are others. But, everyone else should not know who they are.

Optional Rule: Dracula

To play this mode, you need at least 4 players.

When you play a game with Traitors, mark one of the traitor tokens as a Vampire token in some way, and place it face-down, so no one is sure which one it is. As players take these tokens, one of them may be a vampire.

All players should read these rules before play.

Playing a Vampire

Mark this on your sheet as your secret. Don't let other players know. Additional rules for being a vampire:

- You can eat food, but you must feed on human blood once every 48 hours, or take the Starving condition.
 - You can feed on Thralls. You cannot feed on Revenants.
 - If you are all Vampires, and are not rescued within 48 hours, you all die.
- Your wetsuit and goggles protect you from the sun. If you ever lose them for any reason, you are vulnerable to sunlight, and take the Burnt condition every time you're outside. This condition stacks if you are outside for more than 20 minutes.
- You can take the Irradiated condition, but can heal it if you feed on another player.

When the Vampire is alone with another player, they can attempt to convert that other player into a vampire. To do this, they must show that player their token without other non-vamp players detecting it (other vampires are fine). If successful:

- The Vampire player may heal a Condition, marking it on their sheet secretly.
- The non-Vampire player takes a Condition, Bleeding. They do not need to report this to the crew unless asked.

- They are now a Thrall, and will obey one command from their Master: Keep the Master safe. This means both that they cannot attack Dracula, and that they must keep Dracula's true identity secret.
- When that player dies, they become a Revenant, a type of Vampire that cannot convert fellow crewmates.

Playing as a Survivors (With Vampires Among You)

- You can extract 1d4 wood from any Plant-based card (Clubs).
- You need 4 pieces of wood to make a Wooden Stake.
- Wooden stakes take up one space in a pack.
- You must announce that you are attacking a suspected Dracula. It is a contested roll against their Current Die. As a group, decide what skills are most applicable based on the way the attack is going down.

Fighting the Vampire

- If the person is Dracula and you succeed, they are dead and become a ghost. They may continue to help as a ghost.
- If the person is not Dracula, make a First Aid roll, Difficulty 12. On a success, they take two conditions. On a fail, they take 4.
- If they die, they may continue to help as a ghost. They can have an extra Haunt die out of spite.