

Special rules:

The Keeper keeps the following special rules secret from the investigators.

They will not be disclosed to investigators until the Keeper uses them.

Blood instead of wine:

The effect of the card "*Dark Wine*" does not come into effect. In fact, there is blood in the wine bottle. As soon as an investigator drinks the wine, the Keeper reads the text of the following paragraph:

Bloodthirst: The Keeper can use the keeper action card "*Uncontrollable Urge*" to force the investigator carrying the Dark Wine card to the wine (the blood).

As soon as he does, he reads the following text: "*You suddenly have the irresistible urge to drink a generous sip from the wine bottle. However, the wine has a strange metallic taste. Not a noble drop!*" (This is a German idiom, I am not sure if it translates)

Vampire Bite:

Madame Crandon has the special attack "*Vampire Bite*". If she successfully performs this attack on the investigator who drank the wine/blood, this investigator begins a transformation to a vampire.

The Keeper reads the following text: "*You feel yourself getting hot and cold shivers.*"

Servant of the Night:

If the Keeper has succeeded in transforming an investigator into a vampire, this investigator now plays on the side of the Keeper. He wins and loses with the Keeper.