

Game of Vampires (213-219 Excerpt)

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EXT. FOREST - NIGHT

213.1

As you climb through the forest, the last lights of Macabria wink out so that, soon, the entire valley is ghostly still.

PLAYER

We can stop here to rest. Carmilla?

An exhausted Carmilla turns, lips snarling with effort, and gives the weakest of nods.

CARMILLA

Yes, Lord Protector. We should rest.

213.3 CAMP

You look down at Macabria, a black shadow brooding in the valley's moonlit nadir. Behind you, the others bicker.

VICTOR

First a cult and now this? I almost died. Twice!

RAVEN

And I thought for sure they'd got you the second time. Shame.

She shrugs, turning her attention toward Carmilla.

RAVEN (cont'd)

It wasn't the return home I was expecting. Care to explain what happened?

CARMILLA

It's... complicated, and not something I want to talk about right now.

RAVEN

Oh, well, if you *don't* want to—
i>

PLAYER

That's enough—

You turn from the overlook and walk toward them, stopping just short of Carmilla.

PLAYER (cont'd)
They're right. People almost died.
What's aren't you telling us?

Carmilla grits her teeth, clutching at her broken arm.

CARMILLA
Now isn't the best time, but... fine.
Dracula has a daughter, one he sealed
beneath his castle once it became
clear how powerful she was. She
remained for millennia until, one
day, her spirit escaped, becoming
what we call the Darkness.
Dracula soon realized he could not
harm Amalie's apparitions, which is
why he created you, a merciless blade
to fight his battles. But now that
Amalie's soul is reunited with her
body, Dracula will be forced to do
what he's spent an eternity
avoiding—he'll have to kill her or
watch the world burn.
<i>That</i> is the scale of my
failure. Is there anything else you
want to ask, <i>Lord Protector</i>?

Carmilla grips her trembling, bloody hand and fixes you all
with a determined gaze.

CARMILLA (cont'd)
Now, enough talk. We should go,
before Dracula has me hung, drawn and
quartered for it.

213.6 BEFORE

You set out down a moonlit path, always keeping one eye on
the sky.

CARMILLA
We <i>must</i> keep moving until we
reach the Balancing Stones, and even
they will offer only the slightest
respite.

EXT. FOREST - NIGHT

214.1

You find yourself jumping at shadows as you pass between
impossibly large trees.

CARMILLA

Keep your nerve. Not much further now.

VICTOR

Nerve? Ha! I've none left to keep.

214.2

While pushing through a thicket, a startled Carmilla lets out a cry, which has you all scrambling to her aid.

CARMILLA

I'm fine! it's just— these bloody brambles! I thought they were teeth and I—

She shakes her head, face sagging with exhaustion.

CARMILLA (cont'd)

This is all my fault. Look at us—running through the forest like *bloody* peasants. I should've let Dracula kill me where I stood. *It's what I deserve.*

You help her up and hold her by the shoulders.

PLAYER

I know you're hurting, Carmilla, but—

CARMILLA

Hurting? *Hurting?* You have no idea what I'm going through. I gave *everything* to Dracula and what do I have to show for it?

She holds up her trembling arm, broken at the elbow.

CARMILLA (cont'd)

All I've done is what he's asked of me. I never showed disloyalty; never doubted him; never failed in my task, and he cast me aside like I was *nothing*. Me, his most loyal advisor!

She blinks back her tears, teeth gritted and fist clenched.

PLAYER

Carmilla, you did nothing wrong. Nothing to make you deserve this.

CARMILLA

Then what would you have me believe?
That I threw my life away serving a
man who hates me? Loving a man who is
incapable of feeling?

She glances at Victor who looks down at the ground between
his feet.

CARMILLA (cont'd)

Every decision I've ever made had
been a mistake, and I don't want to
make any more.

PLAYER

Carmilla, I...

She turns away, making it clear there is nothing else to be
said. A silent Victor takes her hand and inspects it,
carefully dabbing away the blood from the wound.

CARMILLA

Thank you, Victor. I-

VICTOR

Silence while I'm working...

214.6 AFTER

Soon, everyone is standing and ready to go, and a stoney-
faced Carmilla approaches you.

CARMILLA

I apologize for how I acted. it was
very... undignified of me.

PLAYER

No, I understand.

CARMILLA

Thank you. Come. We won't be safe
until we reach the Balancing Stones,
and from there we can leave Macabria.

PLAYER

We're leaving Macabria?

CARMILLA

Of course. There's only one place
Dracula's wrath won't reach us my
mother's.

EXT. FOREST - NIGHT

215.1

RAVEN

You didn't mention you had a mother
before.

You're hiking through the forest, the river roaring
somewhere in the darkness off to your right.

CARMILLA

Because it wasn't important until
now.

Raven closely follows Carmilla, their walk brisk and light.

RAVEN

Does that mean you have a father?

CARMILLA

Everyone has a father.

RAVEN

PLAYER doesn't have a father.

CARMILLA

Fine. Everyone *other*
than *PLAYER* has a father.

PLAYER

Hey...

VICTOR

Ignore them. You have me.

Raven starts laughing, and when you glare at them, they
laugh even harder.

PLAYER

I really hate you all sometimes.

215.4 CAMP

Carmilla stops beside two large boulders, one balanced atop
the other, and on the forest floor surrounding them, flakes
of silver.

CARMILLA

The Balancing Stones—we'll be safe here for a moment. Now, listen.

You all gather around and lean in close as Carmilla explains the next steps of her plan.

CARMILLA (cont'd)

My mother is the ruler of a neighboring kingdom, one large enough to shelter us from Dracula's wrath. But to get there, we need to cross the mountains, through a pass called the Road of Bones. It is a most perilous journey, undertaken under extreme duress, and it is very likely that either Dracula or the cold will kill us.

RAVEN

The Road of Bones? Death? Mothers? Sounds fun...

CARMILLA

No, it doesn't. But unless anyone else has a better idea...?

She looks around, and everyone is silent.

CARMILLA (cont'd)

Very well, then let us make haste. We'll want to make the crossing before Dracula figures out what we're doing.

215.6 AFTER

The trees begin to thin as the climb steepens, and soon you spot a saddle in mountains.

CARMILLA

There, the head of the valley. That's where we're going. Hurry!

Overhead, a cloud of bats thunders by, freezing you in place.

CARMILLA (cont'd)

He won't find us so long as we keep to the shadows. Just keep following this treeline until we reach the head of the valley...

EXT. FOOTHILLS - NIGHT

216.1

Ahead, the ground juts outward into a sheer rock face, prompting Carmilla to point in toward the river, which you can hear in the darkness to your right.

CARMILLA

We'll have to cross to the other side and climb from there. This way.

216.4

You come to a cut bank crossed by a rope bridge. On the far side, beyond the wild water and the point bar below, is a meadow, which gently slopes toward the mountain's saddle.

CARMILLA

Come. Cross over here, before we're spotted.

216.6 BEFORE

You cautiously step onto the wooden deck of the bridge, strung up by creaking ropes, and step out above the roaring white water.

PLAYER

Don't look down. Victor?

VICTOR

I'm fine. I'm fine! Just think; we thought we were done with this...

216.6 AFTER

You stand directly above where the water runs fastest, spindrifts rising up to meet you. Ahead, a nervous Victor clings to the moaning ropes.

CARMILLA

Victor? You can't stop—you must keep going!

VICTOR

I can't. I can't! My hand, I can't hold on to the rope. I—

Another step and he slips, sliding over the edge of the narrow deck and toward the water below.

CARMILLA
Victor! You stupid—

EXT. FOOTHILLS - NIGHT

217.1

Carmilla dives over the deck and reaches over with her good arm. For a moment, Victor is gone, and there is only the roaring of water below, but then, a moment later, you hear a yell of pain, and you know Victor is at least alive.

VICTOR
Let go! Let go!

CARMILLA
Of your hand? But you'd die!

VICTOR
It hurts! Oh, my word—it hurts!

CARMILLA
What do you mean, it hurts? Why would it—

Her breath suddenly catches, face blank with surprise.

CARMILLA (cont'd)
I— I didn't know. Why didn't you tell me?

VICTOR
Why would I tell you? I— *<i>aghh!</i>*

217.3

She pulls him up in one swift motion, Victor's eyes red with pain.

CARMILLA
You should've told me. You should've said something!

RAVEN
Another time, maybe? This bridge isn't the place to chat.

Carmilla growls with effort and lifts Victor to his feet with her good hand.

CARMILLA
Stand up—come on, Victor. Let's go.

217.5

You finish crossing the bridge without incident and dash into a thicket in the leeward-facing meadows. Once hidden beneath the trees, an angry Carmilla scolds Victor, shaking him by his collar and shouting.

CARMILLA
I begged you not to fight
Dracula—*I begged you!* And now
you're arm is broken, and you try to
hide it from me? You stubborn,
pigheaded—

VICTOR
Why would I tell you? You can't help
me—*I'm the doctor.* Nein, if I
told you, you'd feel guilty, and I
don't want you to feel anything
toward me at all.

CARMILLA
Victor, that isn't... I didn't...

She releases him and staggers back a few steps.

CARMILLA (cont'd)
I'm so sorry. *If I'd know—*

VICTOR
*This is exactly what I wanted to
avoid!* No. I am sorry. I did not
mean to worry you. I will be fine in
time. But you—

He takes her damaged hand in his and holds it up toward him.

VICTOR (cont'd)
Your stitching is coming loose. I'll
need to fix it. Sit. Sit! Now, where
did I put my thread?

EXT. MOUNTAIN MEADOW - NIGHT

218.1

Soon, Victor and Carmilla are resting, and you're getting ready to make a dash toward the saddle.

RAVEN

Carmilla, you're hurt. Let me take the lead on this.

CARMILLA

You? I suppose you've earned the chance to lead, at least for a while.

RAVEN

Just a while? It's not like I can do any worse than you leading this pack of strays.

218.3

You drift through the landscape like shadows so that even the crows, sleeping in the branches above, remain unaware of your passing.

RAVEN

This way. Not a sound.

218.6 BEFORE

A concerned Raven pulls up alongside you.

RAVEN

Don't look back, but I think we're being followed.

PLAYER

Are we...?

You turn to glance back, and Raven elbows you in the side.

RAVEN

Are you stupid? What did I just say?

PLAYER

Okay, so what do you want to do about it?

RAVEN

I'm not sure, but with Carmilla and Victor hopelessly in love—

PLAYER

What?

RAVEN

In love. Crippled. Whatever. I think it's better we play it safe and find out who they are before confronting them.

PLAYER

Good plan...

EXT. MOUNTAIN PASS - NIGHT

219.1

You reach the saddle in the mountains, a wide open area covered in loose rocks and boulders, one which gives you a clear view of the approach and anyone who may be following you.

RAVEN

This is perfect. Whoever is following us, we'll see them coming. Just act natural in the meantime...

219.6

You climb a small rise edged by a sharp cutaway—the perfect place to lie in ambush.

RAVEN

Here. We're stopping here.

Raven points to the few boulders nearby for you to hide behind.

RAVEN (cont'd)

Everyone, stay in cover and wait for my signal. When I give it, we charge.

CARMILLA

I didn't think I'd ever be taking orders for *you,* no matter my injuries.