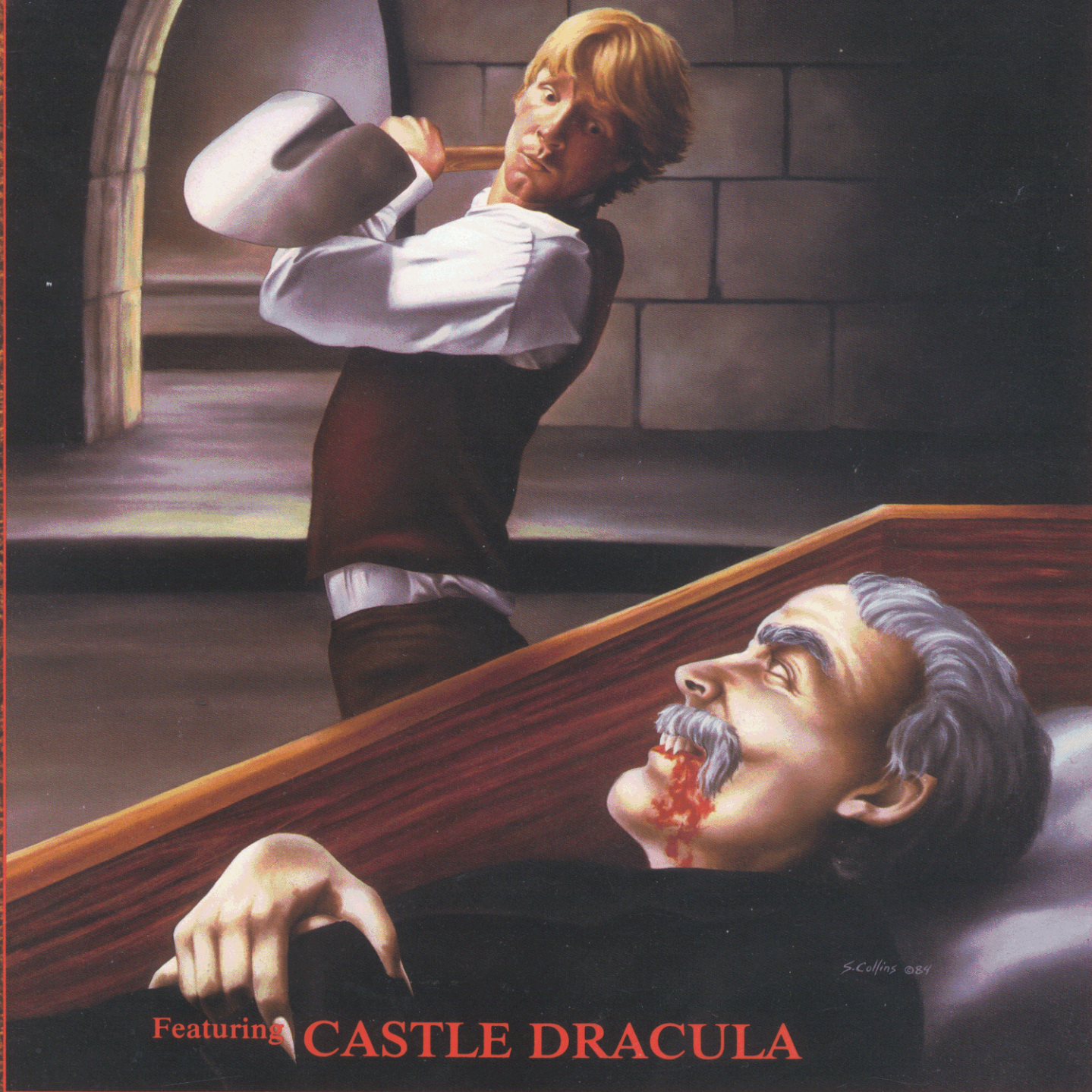


ANOTHER

ACCESSORY

CHILL**CHILL MASTER'S SCREEN**Featuring **CASTLE DRACULA**

By Gali Sanchez

Pacesetter

COMBAT SKILLS

Unarmed Melee Skills

Boxing	(Str+Agl)÷2
Wrestling	(Str+Agl)÷2

Special Melee Skills

Martial Arts**	(Str+Agl+Dex+Wpr)÷4
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Armed Melee Skills

Blackjack	(Str+Agl)÷2
Dagger/Knife	(Str+Agl)÷2
Longsword	(Str+Agl)÷2
Mace/Club	(Str+Agl)÷2
Polearm	(Str+Agl)÷2
Rapier	(Str+Agl)÷2
Shortsword	(Str+Agl)÷2
Spear	(Str+Agl)÷2
Sword, 2-handed	(Str+Agl)÷2

Missile Weapon Skills: Guns

Musket	Dex
Pistol	
Antique	Dex
Automatic	Dex
Revolver	Dex
Rifle/Shotgun	Dex
Automatic/Submachine	Dex

Missile Weapon Skills: Bows

Crossbow	Dex
Longbow	Dex
Shortbow	Dex

Missile Weapon Skills: Thrown Weapons

Axe/Tomahawk	Dex
Boomerang	Dex
Dagger/Knife	Dex
Javelin	Dex
Spear	Dex

PROFESSIONAL SKILLS

Acting/Drama.	(Pcn+Wpr+Per)÷3
Anthropology/Archaeology	

	(Pcn+Wpr)÷2
Antiques	(Pcn+Luck)÷2
Art Criticism	(Pcn+Wpr)÷2
Biology	(Pcn+Wpr)÷2
Geography/Cartography	

	(Pcn+Wpr)÷2
History	(Pcn+Wpr)÷2
Hypnotism	(Pcn+Per)÷2
Investigation	(Pcn+Wpr+Luck)÷3
Journalism	(Per+Wpr+Luck)÷3
Language, Ancient	(Pcn+Wpr)÷2
Language, Contemporary	(Pcn+Wpr)÷2

*Legend/Lore	(Pcn+Wpr)÷2
Mechanics	(Pcn+Dex)÷2
Medicine	(Pcn+Wpr+Per+Luck)÷4

Modeling	(Per+Wpr+Luck)÷3
Photography	(Pcn+Dex)÷2

CHARACTER MOVEMENT AND ACTION CHART

Action	Effect/Comments
Firing firearm or throwing missile	Deduct 5 feet from total walking movement for each missile fired or thrown before movement. Deduct triple this amount from running distance.
Firing bow	No movement allowed in same round.
Standing up	Deduct 10 feet from total walking movement, 30 feet from total running movement. Sprinting not possible in the same round.
Placing obstacle	Deduct 5 feet from total walking movement, 15 feet from total running movement; limit one obstacle per round.
Watching behind	Deduct 10 feet from total walking movement; running and sprinting not allowed.

Notes:

Placing Obstacle: Quickly grabbing something (such as a chair) directly ahead and flipping it behind to foil pursuit.

Watching Behind: Keeping a watch behind while moving forward.

DEFENSE COLUMN CHART

Attack Type	Defense Column
Missile Attack	Defender rolls 1d10 and adds any Luck spent to the die roll. Resulting number is number of the Defense Column (10 maximum).
Melee Attack: Defender has declared use of a melee skill as action for the round	Use the column beneath the range of number that contains the the defender's skill score.
Melee Attack: Defender is surprised or fleeing due to fear check	Column 1.
Melee Attack: Defender doing none of the above	Use the column beneath the range of numbers that contains the defender's Unskilled Melee score.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM Declaration
2. Player Character Declaration
3. Initiative Determination
4. Side A uses the Art
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses the Art
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina Loss and Recovery

COMMON SKILLS

Disguise	(Per+Dex)÷2
Explosives	(Pcn+Dex)÷2
Filching	(Pcn+Dex)÷2
Gambling	(Pcn+Luck)÷2
Graphology/Forgery	
	(Pcn+Dex)÷2
Lockpicking	(Pcn+Dex)÷2
Long-distance running	(current Sta)
Swimming	(current Sta)

CHILL

Action Table

Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

UNARMED COMBAT RESULTS

Code	Result (Points lost from current Stamina)
S	Scant Damage: Lose 1 or 2 points.
L	Light Damage: Lose 2-20 (1d10×2) points.
M	Medium Damage: Lose 4-40 (2d10×2) points.
H	Harsh Damage: Lose 6-60 (3d10×2) points, record one Scratch Wound.
C	Crushing Damage: Lose 6-60 (3d10×2) points, record one Light Wound; or Called Shot.
K	Knockdown: Defender knocked down and back 5 feet; unfinished actions this round cancelled.

ARMED COMBAT RESULTS

Code	Result (Points lost from current Stamina)
S	Scratch Wound: Lose 1 or 2 points; record one Scratch Wound.
L	Light Wound: Lose 2-20 (1d10×2) points; record one Light Wound.
M	Medium Wound: Lose 4-40 (2d10×2) points; record one Medium Wound.
H	Heavy Wound: Lose 6-60 (3d10×2) points; record one Heavy Wound: lose an additional 2-20 (1d10×2) points at end of each round until wound is treated.
C	Critical Wound: Lose 6-60 (3d10×2) points; record one Critical Wound; lose an additional 2-20 (1d10×2) points at end of each round until wound is treated; if current Stamina reaches 0, character is dead. Or Called Shot.
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round cancelled.

FEAR CHECK RESULTS

Code	Result (Points lost from current Willpower)
Fail	Character loses 2-20 (2d10) points; must flee or cower in fear for remainder of round; any uncompleted actions cancelled for round.
S	Scared: Character loses 1-10 (1d10) points; must flee or cower as in Failure result; any uncompleted actions cancelled for round.
L	Lily-Livered: Character loses 1-5 (1d10/2, rounded up) points; flees as in Failure result; any uncompleted actions cancelled for round.
M	Mildly Frightened: Character loses 1-5 (1d10/2, rounded up) points; is free to take declared actions.
H,C	Courageous: Character suffers no adverse result.
K	Not Applicable.

FEAR CHECK MODIFIERS

No. Creatures	Defense Column
Less than twice the number of party members.	Usual column on CHILL Action Table.
Twice, but less than three, times the number of party members.	All characters must make checks one column higher than usual on CHILL Table.
Three, but less than four, times the number of party members.	All characters must make check two columns higher than usual on CHILL Table.

MISSILE COMBAT MODIFIERS

Target's Declared Action			
Walking	-10	Sprinting	-30
Running	-20	Falling/Diving	-40
Sprinting	-30	Going to cover	-20
Falling/Diving	-40	In slow vehicle	-10
Going to cover	-20	In fast vehicle	-30
Behind cover	-30	Charged or meleed this round	-40
In slow vehicle	-10	*Aiming a single shot	+10
In fast vehicle	-30	Firing a burst	+30
Prone	-10	Second shot in a round	-10
Flying	-30	Third shot in a round	-20
Swimming	-30	Fourth shot in a round	-30
**Invisible	-40	Getting up, and/or turning	-20
***Partially invisible	-10	more than 90 degrees	-20
Attacker's Other Actions		Drawing this round	-20
Walking	-10	Firing more than one weapon	-20
Running	-20	Range modifier	Varies
		Drowsy	-10

*Applies only to characters skilled with the firearm, and who choose to fire only one shot this round.

** Either a naturally invisible creature or one made invisible by use of an Evil Way discipline.

*** A creature is only partially invisible if it is wearing or carrying an object.

MELEE ATTACK MODIFIERS

Situation	Mod.
Attacker on ground	-40
Attacker getting up	-20
Attacker moved to close this round	-20
Attacker charging with long weapon	+20
Attacker attacking from behind	+20
Defender lost initiative and is fleeing	+10
Defender invisible	-40
Defender partially invisible	-10

USING A DISCIPLINE

Current STA	Max. WPR spent to raise chance
01-15	5
16-30	10
31-45	15
46-60	20
61-75	25
76-90	30

MISSILE WEAPONS

Range, Characteristics — Modifiers —	PB +20	C +10	S +0	M -10	L -20	VL -30	EX -40	Ammo	ROF	RL
WEAPON										
Musket	10	60	225	300	375	450	600	1	1	4
Antique pistol	5	10	20	30	45	75	—	1	1	4
Automatic pistol	5	15	25	35	50	65	75	8	4	1
Revolver	5	15	30	75	100	125	150	6	4	2*
Rifle	10	60	300	600	900	1350	1800	1-10°	1-4°	1
Automatic Rifle	10	60	300	600	900	1350	1800	1-20	1	1
Shotgun (double barrel)	5	10	25	75	125	175	225	2	2	1
Shotgun (pump action)	5	10	25	75	125	175	225	5	4	2
Crossbow	10	25	100	300	400	500	600	1	1	++
Longbow	10	25	100	300	400	500	600	1	1	++
Shortbow	5	10	50	100	150	200	300	1	1	++
Dagger/Knife	5	10	15	20	25	30	45	NA	NA	NA
Spear	5	10	15	20	25	30	50	NA	NA	NA
Axe/Tomahawk	5	—	10	15	20	25	30	NA	1	NA
Boomerang	5	10	50	100	150	200	300	NA	1	NA
Javelin	10	25	50	75	100	150	200	NA	1	NA
Shuriken	5	10	15	20	25	30	—	NA	1	NA

* - Can reload up to three bullets per round.

° - Magazine loads vary, 5 is average; carbines can be fired 1 to 4 times per round; bolt action rifles no more than 4 times per round.

++Bow Reloading

	Rounds to Reload Bow		
Rank	Long	Short	Cross
Unskilled	5	5	12
Student	4	4	10
Teacher	3	3	8
Master	2	2	6

Range = PB = Point Blank; C = Close; S = Short; M = Medium; L = Long; VL = Very Long; EX = Extreme. The number shown is the maximum distance in feet for the given range of the weapon. For example, point blank range for a musket is 10 or less; PB range for a shotgun is 5 feet or less.

Modifier = Modifier for the given range.

AMMO = Number of rounds in magazine or clip.

ROF = Maximum number of shots per round for user with Master rank skill with the weapon.

RL = Reloading time in number of rounds.

NA = Not applicable.

CHARACTER MOVEMENT PER ROUND

Move- ment	Dis- tance in Ft	5' Space	15' Space
Crawling	15	3	1
Walking	25	5	1.5(2)
Running	75	15	5
Sprinting	150	30	10
Swimming	15	5	1.5(2)
Climbing	5	1	1 per 3 rds.

Chart Notes:

Sprinting: This is all-out running, as fast as possible for the character. Sprinting lowers a character's current Stamina by 3 points each round. Characters who are sprinting may take no other action that round.

Swimming: The actual rate may vary as you desire, depending upon currents, tides, and other effects.

Climbing: This is the rate for scaling mountains, bluffs, and cliffs, not for climbing stairs.

OBSTRUCTED MOVEMENT

Obstacle	Effects
Door, open	-5 ft.
Door, closed	-10 ft.
Stairs	-10 ft.
Vehicle	-15 ft.
Furniture	-10 ft.
Placed obstacle	-10 ft.

S.A.V.E. STANDARD EQUIPMENT PACK

First aid kit (Bandages, carbolic acid or antiseptic)
Lantern (Oil fuel, burns 4 hours)
Revolver and ammo (Optional)
Cane or walking stick
Wooden stake (Just in case...)
Silver bullets (Just in case...)
Camera and film (Only S.A.V.E. will believe it isn't trick photography)
Tape recorder (After 1920)
Paper and pens
Portable typewriter (After 1930)
Reference books
(For professional skills)
Medical bag (For doctors)

LIGHT AND VISIBILITY

Light Source	Range of Illumination or Visibility
Candle or Torch	One room or 30 feet outdoors; illumination will be shadowy and flickering, subject to being blown out by the wind.
Lantern, oil	One room or up to 60 feet outdoors; illumination will be steady but shadowy; some lanterns may be hooded to provide a beam of light; in this case only the area to the front of the lantern is illuminated.
Campfire	30-foot radius outdoors.
Flashlight	A large flashlight with good batteries will provide a beam of illumination to 75 feet
Auto lights (modern)	Auto lights set on bright will provide a loose beam of light to 300 feet.
Moonlight night	300 feet outdoors.
Cloudy or moonless night	30 feet outdoors.
Unlit house, night	5 feet.

TERRAIN AND VISIBILITY

Type of Ground Cover	Normal Visibility
Light Forest	300 feet
Full Forest	100 feet
Dense Forest	50 feet
Dense Jungle	10 feet

WEATHER AND VISIBILITY

Type of Weather	Effect on Visibility
Clear	Visibility to horizon; human-sized objects recognizable at 1 mile; individuals at about 900 feet.
Light Precip.	Cuts range of light sources at night by one-third.
Heavy Precip.	Cuts range of light sources at night by two thirds; outdoor vision in normal daylight is cut by one-half.
Blizzard or Monsoon	Visibility cut to 45 feet in daylight, 10 feet at night; light sources worthless at night.
Light Fog	Outdoor daylight vision limited to 600 feet; night vision limited to 50 feet regardless of light.
Heavy Fog	Outdoor daylight vision limited to 300 feet; night vision limited to 25 feet regardless of light.
Dense Fog	All visibility cut to 5 feet.

CASTLE DRACULA

A CHILL™ Adventure by Gali Sanchez

Part I. INTRODUCTION

It is the dark side of twilight. Jonathan Harker journeys by train through the craggy mountains of Transylvania. In London, darling Mina Murray awaits young Harker's return...an innocent bride-to-be, the picture of purity and love. Ahead, the darkness awaits Harker, the darkness that rises from the depths of the very Pit. Like death's fluid, it seeps through the soil of Transylvania, bringing all that is unpure, all that is far from innocent. The darkness is drawn to Harker, to his alluring youth and lifeblood, desiring not only his mortal breath, but also his immortal soul....

Welcome to *Castle Dracula*. Come in....Do not hesitate, my friends. *Castle Dracula* is a CHILL™ adventure adapted from the first four chapters of *Dracula*, the original novel by Bram Stoker. Only two players should cross the threshold: the CM, who portrays Count Dracula and the dark side, and one other, unsuspecting player, who takes on the role of Jonathan Harker. Only the CM may read the text beyond this point. If you plan to play Harker, you must stop reading now.

THE ADVENTURE

It is the late 1800s. Jonathan Harker, an Englishman 26 years of age, has traveled to Romania in order to finalize the sale of a very old London estate. He is new to the job. The buyer, a nobleman by the name of Count Dracula, has required Harker to discuss and finalize the sale in Transylvania. Per instructions from his employer in London, Harker is at the Count's disposal. Though the player may have some idea just how "disposed" poor Harker may be, Harker himself has no reason to suspect that Dracula is a vampire—indeed he seriously doubts the very existence of such a thing.

The adventure begins when Harker stands at the massive doors of an ancient, decaying castle, Castle Dracula. The

mysterious driver of his carriage has abandoned him. And for many minutes, no one responds to the door. It is after midnight, and Harker's long journey from the train station, first by coach and then carriage, ever higher into the mountains, has left the poor man uneasy.

At last, Dracula opens the door. Harker's stay at the castle begins. Dracula shows Harker to a guest room, then offers the Englishman food. But the Count himself does not eat. In fact, Harker never once sees his host enjoy any type

Count leaves Harker by himself, and Harker may then explore the castle, if his player so chooses. He may also explore during daylight hours, while Dracula rests in his crypt.

By looking around, Harker discovers that most doors are locked shut. His host has made him a prisoner. Yet through all the bizarre events that follow—wolves attacking, female vampires appearing, Dracula crawling like a lizard down the wall—the Count remains a gentleman. Dracula plays the gracious host, skillfully casting aside any suggestion that he might be otherwise.

Game time is crucial to this adventure, and the CM must track the passing of each day. On days two through four, most of the encounters occur. For instance, during the day, Harker can find Dracula in his crypt. At night, he may discover the Count's wives, also vampires. If Harker has not escaped the castle by day five, the women seek him out, attempting to plant their "kiss" of death upon his throat.

To succeed in this adventure, Harker must kill Dracula and/or escape before the three wives kill him. Dracula's intentions are to entertain Harker for four days, learning about England, and then depart for his new home on day five, leaving Harker as a feast for his wives.

THREE TO GET READY...

To prepare to run this adventure, just follow the steps below.

ONE. Read through the entire booklet. The text is divided into three main parts:

I. The Introduction. Plot summary, instructions, new Evil Way discipline.

II. The Cast of Characters. Dracula, his wives, and Harker.

III. Castle Dracula. The actual adventure at the castle. The adventure is divided like this: **Strange Welcome. Day one.* Jonathan arrives at the castle, and spends the evening with the Count.

**Nightmares. Days two to four.* Jonathan may explore the castle. This section is keyed to match to map of the castle.

**Bloodfest. Day five.* The Count departs, the wives attack.

TWO. After reading through the adventure, you should study Dracula carefully.



of meal or refreshment.

The first night, Dracula keeps Harker up until dawn, engaging him with business matters and idle conversation. At last, with the cock's first crow, Dracula shows Harker back to his room.

Harker sleeps until late in the day (unless the player determines otherwise), and wakes to find a cold breakfast awaiting him. After dark, Dracula reappears, and the schedule of the previous night is repeated: Near midnight, supper is served. Dracula keeps Harker occupied again until dawn.

On the third and fourth nights, the



Note his strong, commanding personality, and his gracious, yet sinister manner. Study the powers and weaknesses listed in "The Cast of Characters." To play Dracula well, you must know him inside and out; only then can you create the mood and suspense that make the adventure fun—and frightening—for the player.

THREE. Brief the player. Give him or her the information listed with Jonathan Harker's statistics.

TEXT SYMBOLS

In many adventures, sections of the text are boxed to indicate that the CM should read them aloud to the players. In this adventure, a bat symbol sets off the text for the player; whenever you reach this symbol, read the text that follows out loud until you reach the bar that marks the end.

All remaining text is meant for you, the CM; reveal the information there only when Harker himself would discover it.

NEW EVIL WAY

Slam

Type: DIS Column: 3*
Cost: 1 wpr/use Range: ¼ mile
EWS: 125 Area: 1 item

* Column 3 applies only to the general use of *Slam* in the CHILL game. In this adventure, the column does not apply, because Count Dracula uses the discipline with automatic success.

A creature who uses this discipline can single out any portal—door, window, gate, etc.—within ¼ mile and cause it to slam shut. The portal holds fast; no one other than the creature can open it, no matter how much force is used. The creature breaks the hold simply by reaching out and opening the portal, just as anyone would do normally.

This discipline has one important prerequisite: the creature must have shut the portal normally sometime prior to using *Slam* on that portal for the first time.

Characters may use explosives to blast the door apart, or use a bulldozer to knock it out of the wall, but the door itself cannot be opened while the *Slam* is in effect.

Part II. THE CAST OF CHARACTERS

COUNT DRACULA

STR	110	PCN	100
DEX	65	STA	150
AGL	80	EWS	150
WPR	120	ATT	* / 95%
PER	70	FEAR	6**

* Number varies depending on the form taken by the creature.

** *Fear Checks.* Harker need not make a fear check until Dracula actually attacks him, or the player shows fear. You may wish to require a check if Harker discovers Dracula in the coffin, or is somehow overwhelmed. Otherwise, Dracula always presents himself as a gentleman—strange and evil, perhaps, but not immobilizingly frightful. As CM, you must use your discretion here.

Evil Way Disciplines: Animation of the Dead + *, Appear Dead (self) +, Change Self + **, Change Temperature, Change the Weather, Create a Feast +, Darken, Flight + ***, Gnarl, Halt, Influence, Lightning Call, Purified Shell, Raise Wind, Second Light, Slam +, Sleep, Steal Memory, Swarm, Terrorize, Wave of Fog +, White Heat.

+ Automatic success.

* Dracula can control people who have died due to his bite. The extent of control equals the "C" result under the discipline *Influence*.

** Dracula can *Change Self* into the following creatures at will: large bat, wolf, large great dane, cloud of fog. (See notes below on sunlight.)

*** Dracula can use *Flight* only during the nighttime. To fly, he assumes the form of a cloud of sparkling moonbeams that dance in the darkness, materializing when the flight ends. Dracula cannot be killed in this moonbeam form.

IPs: 3300

Count Dracula in this adventure is closely based on the vampire in Bram Stoker's novel. Some of his characteristics differ from both the CHILL game's Common Carpathian Vampire and the Dracula often featured in motion pictures. As CM,

you should become familiar with the following qualities:

1. Like the Common Carpathian Vampire, Dracula cannot cast a reflection. He attempts to destroy all mirrors.

2. The sight of human blood excites and enrages Dracula; only rarely can he resist the temptation to feast upon it.

3. Unlike his weaker cousins, Dracula does not die when exposed to sunlight; he is able to move about during the day. Sunlight does weaken him, however: he cannot use *Change Self*, *Flight*, or *Animate Dead* in its presence. Furthermore, he still prefers to rest from sunrise to sunset.

In this adventure, Dracula stays in his coffin during daylight hours. Even while "asleep" within, he can and will use his Evil Way disciplines to defend himself.

4. The following items offer protection against Count Dracula:

● **A crucifix** (but not a regular cross, or any item in the shape of a cross). Upon touching or seeing this item, the Count cowers and withdraws, leaving the area quickly.

● **Garlic.** The odor of the bulb within a 2½ foot radius causes Dracula to leave the room or immediate area. He will use the Evil Way to make a subject remove the garlic, however (particularly the discipline *Influence*).

● **A Wild Rose.** This flower has the same effect as garlic. It also immobilizes the vampire when it's placed upon him. If so immobilized, the Count can still use the Evil Way, except for any discipline that moves the rose or his own body.

● **Mountain Ash.** When placed on the Count, this leaf has the same effect as a wild rose.

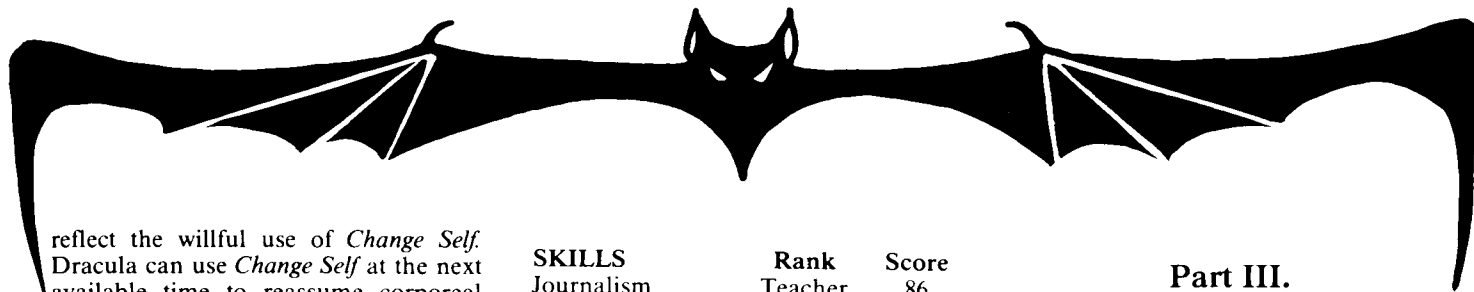
5. In general, Dracula's attack capabilities, including the blood drain, match those under "Vampire" in *Horror from the Unknown*. Exceptions are as follows:

Dracula can make 4 attacks per round, not just 2.

Swarm allows him to summon wolves, as well as bats, rats, insects, etc.

6. To destroy Dracula, a character must fulfill two conditions: One, he or she must drive a wooden stake through the vampire's heart, or burn the heart. Two, he or she must decapitate the vampire. (It is not necessary to stuff his mouth with garlic).

If a character uses the stake or burns the heart, but fails to sever Dracula's head, the Count turns into a cloud of fog. This reaction occurs automatically; it does not



reflect the willful use of *Change Self*. Dracula can use *Change Self* at the next available time to reassume corporeal form.

To the CM: Do not give a player hints as to how Dracula can be destroyed. In particular, do not mention the decapitation, if the player is unfamiliar with this step.

DRACULA'S THREE WIVES

Count Dracula's wives are Common Carpathian Vampires (see *Horrors from the Unknown* in the CHILL game). All three "ladies" share the following characteristics:

STR	92	PCN	88
DEX	62	STA	116
AGL	103	EWS	125
WPR	86	FEAR	6
PER	40	ATT	2/98%

Movement: Variable according to form of the vampire; vampires can sprint in human form without Stamina loss; can move as mist or fog 75' per round.

Disciplines: Halt, Second Light, Sleep, Steal Memory, Change Self (to mist or fog), Wave of Fog, Swarm.

Manipulation: Yes, when in human form.

IPs: 1750

These three vampires are constantly in search of fresh blood. They try to bite Harker when he first enters encounter area 6 during the nighttime. During the day, they rest in the crypt with the Count, in area 9c. In addition, they may try to attack Harker during his fourth night at the castle if he strays into area 5.

Encounter area 6 includes a more complete description of these vampires.

JONATHAN HARKER

STR	58	PCN	68
DEX	52	WPR	58
AGL	66	LUCK	42
PER	50	STA	62

Unskilled Melee	62	Sense Unknown	13*
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* Harker is not yet a member of S.A.V.E. and has no knowledge of the Unknown. He cannot use this discipline in Castle Dracula.

SKILLS	Rank	Score
Journalism	Teacher	86
Language, Contemporary (German)	Student	78
Language, Ancient	Student	78

Jonathan Harker is a well-educated Englishman 26 years of age. He has just earned the title of solicitor, enabling him to carry out a variety of financial transactions. He is engaged to be married to Miss Mina Murray, a 20-year-old assistant school mistress who shares Harker's joy in his recent advancement.

Harker's superior has sent to him to Castle Dracula to finalize the sale of Carfax, a large, somewhat run-down, and secluded estate just outside of London. Harker is then to return to London as soon as possible, though his superior has made it clear that he must attend to whatever concerns the Count may have regarding his new residence and the move to England.

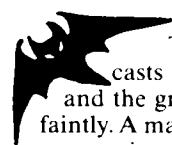
Harker is not only well educated, but also well mannered and groomed. He always tries to present his best appearance, especially for clients. On his journey, he carries a straight razor, sharpening belt, shaving mug, four towels, and a small looking glass to use while combing his hair and shaving.

His travel bags also include four suits and proper changes of clothes for a long trip. In addition, Jonathan carries a pocket watch with a shiny case, a diary, several pens, and the Carfax contract of sale, which the Count must sign.

On the journey up the mountain to the castle, natives and peasants cross themselves feverishly and bless Harker, showing the sign against the evil eye. Indeed, one woman breaks into tears, imploring him to wear the *crucifix* which she places around his neck "for the sake of his mother." Though his English church upbringing leads Harker to avoid such a thing, he thinks it rude to refuse, and somehow finds it comforting to wear the rosary. Passengers in the coach also gave him "gifts": a *wild rose*, a *garlic bulb*, and some leaves of *mountain ash*. Harker does not know what these things are for, but he keeps them anyway, stashing them in his baggage.

Part III. CASTLE DRACULA

A. STRANGE WELCOME



The round, swollen moon casts a soft light upon the castle, and the great weathered stones gleam faintly. A massive oak door looms before you, ancient and studded with nails. The carriage has long since clattered into the darkness; still, you stand alone in the courtyard, abandoned with a small pile of baggage. Midnight passes, carried through the night mist with the plaintive howling of wolves.

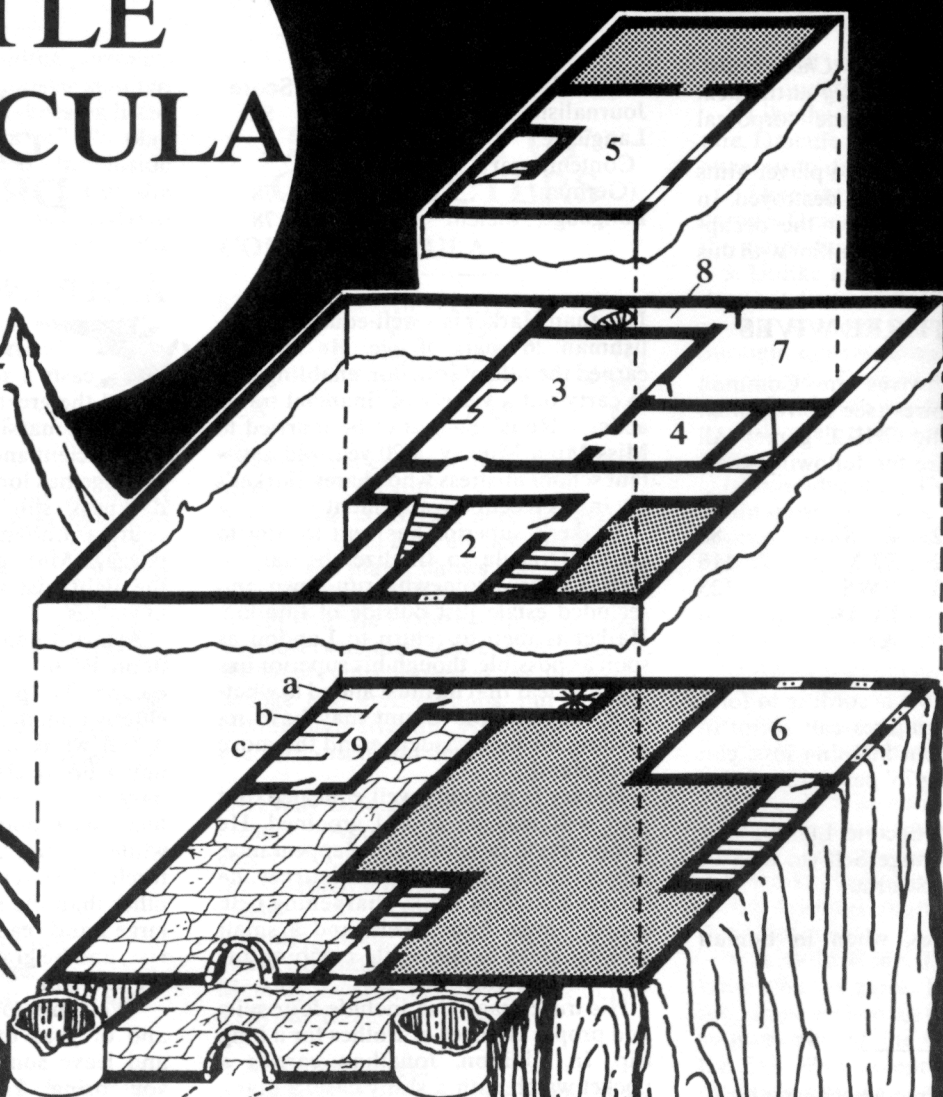
At last, the ancient door begins to creak upon its hinges, and a flicker of light escapes. The portal opens to expose a tall, elderly man dressed completely in black. A full white moustache spills over his upper lip, nearly meeting his extraordinary teeth. He smiles politely, exposing their sharp points. His hair is thick and white, waving back from a high, strong forehead. His complexion is void of color, other than the ruddiness of his lips. His large hand reaches out like a cold, steel vise, and he grasps your own with crushing strength.

"Welcome to my house! Come freely and of your own free will. Go safely; and leave something of the happiness you bring! I am your host, Count Dracula."

The Count takes Jonathan's luggage and leads him through the entranceway, up a massive flight of stone stairs. He takes Harker to a bedroom (encounter area 2) where Jonathan is to stay. Then the Count departs, suggesting that Jonathan take a moment to refresh himself, because supper will be served momentarily.

The room is furnished with beautiful pieces—ancient, but in excellent condition. A fire burns in a small fireplace, and an oil lamp provides the only remaining source of light. A toilet is located against the north wall, complete with a metal wash basin, but no mirror. A heavy window opens inward from the west wall, with diamond-shaped panes framed by lead. Heavy bars are fixed outside the window, preventing entry or exit. The window overlooks the courtyard and battlements of the old castle.

CASTLE DRACULA



Door always
opens for Harker.
Door never opens
for Harker alone.
Door sometimes
opens for Harker.



Stairs Up



Stairs Down



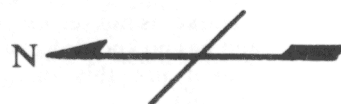
Inaccessible
Area



Window



Barred Window





The Dinner Hours

After a few minutes, the Count knocks on your door and announces supper. When you are ready, he escorts you to an expansive dining room with opulent furnishings. A fire blazes in a great fireplace on the north wall, warming a sitting area furnished with a low table, velvet couch, and chairs.

In the center of the room stands a table set for one. A succulent roast chicken lies on a platter, casting fragrant steam into the air. A complement of salad, bread, and wine lies nearby.

"Excuse me please, for I have already supped," the Count offers, as he leans against the mantle and gestures toward the table. "I hope you find all to your liking."

The Count stays in this room and attempts to engage Harker in conversation about the Carfax Estate. He asks about the general layout of the grounds and if all of the papers are in order. If Harker produces the sales contract (as he should), the Count will sign the document after reviewing the contents.

Once the document is signed, Dracula begins to talk of England, his newly adopted country. He asks about customs, laws, styles, and the English language itself. It is imperative, he explains, that he master this language and culture, as he is a master and nobleman in Transylvania and desires to be more than just a foreigner in England. "A stranger in a strange land, he is no one," he adds.

Dracula does not allow the conversation to end, or Harker to leave, until sunrise. When the cock crows, tell Harker's player that the Count stands abruptly, and read the text below:

"My apologies, my dear friend. It is already the next morning, and you must be so very tired. I must be away until late this afternoon; but I trust you will sleep long and well in my absence. We will continue again this evening, after you break fast."

He leads you to your room, and continues, "Should you awake before I return, you are of course free to enter and leave my rooms as you wish, except for those that are locked. But into those, of course, you would have no desire to wander."

With a pause and a strange smile, he continues, "My country is old, my friend, and you are unfamiliar here. If ever you should feel yourself growing drowsy, return at once to your room before you

allow yourself the pleasure of sleep. This castle harbors many evil memories, and I should not want them to invade your dreams."

He turns without extending a hand and exits, drawing the heavy door behind him.

This marks the end of the first of five days of imprisonment for Jonathan. This is also the point at which the character is free to move about the castle and explore, if he wishes. During daylight hours, nothing will hinder his progress through the castle.

B. NIGHTMARES

1. THE CASTLE ENTRANCE

This is where the Count greeted you upon your arrival. One door lies on either side of the great hall, just beyond the formal entrance, but all doors refuse to open.

If Harker is alert, this is a clue to the fact that he is truly a prisoner in the castle.

Wolves

If at any time Harker asks Dracula to let him leave the castle, Dracula will bring Jonathan to the front door and start to open it. He allows Harker to exit—if the prisoner so chooses....

As Dracula leads you to the entranceway, the howling of wolves begins to rise outside—first echoing in the distance, then closer, and closer. The Count draws back the bolt on the door as the creatures issue a low, guttural whine on the other side.

Dracula turns with a mocking look and says, "I am so disappointed. Not a moment shall you stay against your will. It would bring me joy, however, if you would reconsider my hospitality."

As he pushes the door slowly outward, his lips draw to an arrogant sneer. Outside, the wolves leap against the door, their red, frothing jaws stretching eagerly into the opening.

Harker can change his mind at any time and decide to stay, until the wolves attack. If Harker decides to stay, Count Dracula slams the door shut, keeping the howling wolves outside. In silence, he leads Harker back to the dining room and then exits into encounter area 7. Harker cannot follow; the door is barred.

Wolves

STR	45	PCN	90
DEX	NA	STA	60
AGL	75	EWS	NA
WPR	30	FEAR	5
PER	NA	ATT	2/60%

Movement: L 225' A NA W NA

IPs: 50

Dracula uses a variation of *Swarm* to summon these wolves.

2. JONATHAN'S GUEST ROOM

Only Jonathan and the Count enter this room; Dracula's wives do not stray here until after the fourth day. At the first opportunity when Jonathan shaves, the Count enters silently to speak with Harker. Read the following to the player:

The razor glides easily across the taught skin of your neck, and the water on the blade glints in looking glass. The glass shows an immense tapestry that hangs on the wall across the room, forming a frame around your face.

Abruptly, a wave of foul breath drifts before you, and the cold, vise-like hand of the Count grasps your shoulder. The Count whispers hoarsely, "My dear guest..."

Harker realizes that the Count shows no reflection in the glass. Due to the surprise, Harker must pass a general check against Dexterity with a -25% modifier to avoid a small accident with his razor. If he passes the check, he drops the razor. If he fails the check, the blade slips, cutting neatly into his throat. Treat the cut as a scratch wound, and read the following to the player:

The blood wells in the small gash, then trickles warmly down the side of your neck. The Count instantly changes expression. His eyes seem aflame, burning red, and his lips draw taught across his white, razor-sharp teeth. With a fury, he grabs at your shoulders.

If Jonathan still wears the rosary, the vampire releases Jonathan at once, and pulls away sharply. If Jonathan has removed the crucifix, however, the Count cannot resist the offer of a "free lunch," and he attacks.

Whether Harker is cut or not, and providing the vampire is not attacking Jonathan, Dracula takes the mirror, jerks

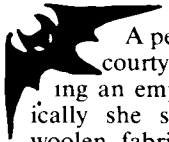


open the massive window, and then casts the mirror between the bars. It shatters in the courtyard below. He will then turn and say, "These things serve no purpose. They are a perverse form of treachery. Now it is gone and we need not be disturbed by it again." He exits without further comment.

Morning of Day Three

Aside from the shaving incident, one other major event takes place in this room. It will only take place if the Count and Jonathan are still alive and present in the castle during the morning of the third day.

The sun's rays shine brightly through the window, and Jonathan wakes to the high-pitched screams of a woman in the courtyard. If the character (as most anyone would) goes over to the window, read the following:



A peasant woman kneels in the courtyard below, wailing, clutching an empty baby's blanket. Hysterically she screams, hugging the soft woolen fabric against her breast. She collapses upon the ground, beating the stones of the courtyard until her knuckles begin to bleed.

Somewhere above, from a window in the castle wall, the Count's voice booms out in the peasant's tongue, echoing across the courtyard. As if it were her last chance, the woman runs toward the castle entrance, out of view. She begins to beat upon the door.

The Count calls out again, and the howling of a wolfpack answers. Six wolves sprint through the courtyard in the direction of the woman. A quick snarl and snap announce success. The poor victim, whose previous pain was far greater, offers not even a cry. The wolves stream away singly, licking their lips.

3. THE DINING ROOM

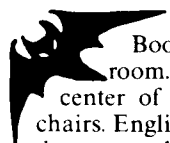
At the "proper" hour, a meal always awaits Harker in this room: a cold breakfast near the sunset, and a supper near the hour of midnight. No servants appear anywhere in the castle; though Dracula occasionally refers to them as "unavailable" or "away at present." Dracula uses the discipline *Create a Feast* to provide Harker's meals.

Two doors are in the south wall of this room. If Harker tests the eastern door, which opens into area 7, he finds it bolted shut from the other side. Area 7 appears to be Dracula's room; in the morning, the

Count retires to this area.

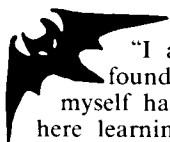
If Harker tests the western door, it opens easily. The door leads to area 4.

4. THE LIBRARY



Bookshelves line the wall of this room. A small table rests in the center of the room, flanked by two chairs. English magazines, mostly out of date, cover the top of the table. All of the books along the east wall of the library relate to England and English life.

The first time that Jonathan enters this room during the night, describe the area to the player. Just before Harker leaves, the Count enters and begins to speak:



"I am pleased that you have found your way into this room. I myself have enjoyed many an hour here learning about your country, its language, and its culture. And to know her is to love her. I am pleased with my new home.

"Please stay here as long as you like. I hope you find my collection satisfactory. As I said before, you are free to come and go as you please, with the exception of any locked door. Just remember my warning: do not dream beyond the safety of your quarters."

5. THE OVERLOOK



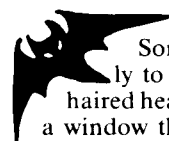
The great stairs, made of ornately carved stone, lead to an empty tower room. A thick coating of dust covers the walls and floor, and cobwebs hang from the ceiling.

In the south wall are two stone arches that serve as windows. The view is spectacularly beautiful: the mountains rise sharply, feathered by evergreens, and scarred with deep, velvety ravines. A stream rumbles softly down a nearby gorge.

It appears that the castle sits on the corner of a great rock, so that only the western side requires strong defense. The southern wall sits at the edge of the cliff. From the window, a stone would fall a thousand feet before reaching the evergreens below.

An oaken door is located in the east wall. It is too solid to break and seems to be bolted on the other side.

On any night, or at sunset, when Jonathan looks out of the window, his player must roll a general Perception check. If the check is successful, read the following to the player:



Something moves below, slightly to your left. Slowly, the white-haired head of the Count emerges from a window that must lead from his own quarters.

In a quick motion, he crosses over the sill, and begins to crawl *head first* down the wall of the castle. Like a lizard, he gropes left and right, catching the edges of the stones, from which the mortar has been weathered away. His cape flutters about him like the wings of a bat as he makes his way, still head first, down the wall and then the face of the cliff. He reaches the evergreens, and disappears.

After viewing this scene, Harker is not bothered by the Count for two hours of game time. The Count does not roam the castle; Harker is free to explore.

If Harker returns to the window during daylight, or before the two hours are up, he does not see the Count on the wall again.

No matter what time this scene occurs, Dracula can always be found in area 9c during daylight hours.

Harker's Climb

Harker is free to try the climb down the wall and cliff himself (although not head first). In fact, this is his best chance of surviving the adventure. The climb requires three general Agility checks with a modifier of +20%. (Large chips and missing mortar make the climb fairly easy.) Failure on any of these rolls calls for an immediate general Luck check. If he fails the check, Harker falls to his death. If he passes the Luck roll, Harker can continue down the wall, or return to the window in the tower.

During his climb, Harker can only enter and exit through the windows in rooms 5 and 7. All of the others are barred, preventing exit or entry.

Harker need not make the entire 1000-foot climb; he can go out the window, around the corner to the west wall, and then climb some 40 feet into the courtyard. This avenue requires four general Agility checks, modified +20% as before. Failing any of these Agility rolls requires Harker to pass a general Luck check: After rolls 1 or 2, a failed Luck check calls for the 1000-foot fall. After Agility roll 3, a failed Luck check indicates a 30-foot fall from the west wall. Failure after roll 4 indicates a 15-foot fall.

If Harker reaches the ground alive, he has successfully escaped Count Dracula (providing the Englishman doesn't return to the castle!), and the adventure is over.



Be sure to congratulate the player, and perhaps, he or she might want to play again and see if Harker can actually kill the Count the second time around.

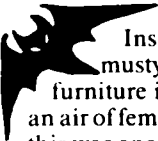
The Wives

On the fourth night, if Harker has not yet encountered Dracula's wives, they appear in this area. See area 6 for a complete explanation of how they attempt to make Harker a victim.

6. LADIES IN WAITING

If Harker searches the castle in the evening and comes upon this encounter area, he finds the door unlocked the first time he tries it. With a little pressure, the door gives way. Each time he returns after having entered the room, the door will be barred shut from the other side, preventing entry.

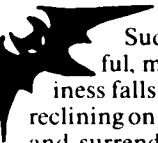
If this is Harker's first encounter with this area, read the following:



Inside, the exposed room is musty and laden with dust. The furniture is tattered and worn, but has an air of femininity and comfort. Perhaps this was once a sitting room for the ladies of the castle. But regardless of its purpose, the room has a personality, a sensuousness, that is missing from all the other rooms in this edifice.

The three wives of Count Dracula consider this room to be their own, and are happy to see a victim so willing that he walks right into their midst.

All three vampires are in mist form and will attempt to use *Sleep* on Harker so that they can bite his neck and suck his blood (or "kiss" Harker, as they prefer to call their bloodthirsty style of "loving"). If any of them are able to obtain an "M" result or better, read the following:



Suddenly the room grows peaceful, more appealing, and a drowsiness falls upon you. All that matters is reclining on the great couch in the corner, and surrendering to sleep. Through the lashes of your heavy lids, you watch the moonbeams dancing before the arching windows in the south wall.

The three vampires now take their normal forms and approach Jonathan as if to bite him. Continue reading...



Small particles slowly appear, swirling like glitter. Around and around they dance, coming together in

three lights that mimic human forms.

At once, the lights turn to flesh, to the bodies of three young women.

Their fine clothes mark them as ladies, and yet...they instill some wicked, burning desire. Two are dark-complected, with gleaming black hair and dark eyes that glow as if jeweled with rubies. The other woman is fair, with waves of golden hair that flow over her shoulders to her waist, and her eyes shine brightly like sapphires.

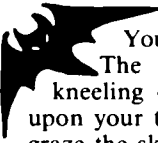
The blonde woman approaches you slowly and licks her full red lips. Her red tongue glides teasingly across her sharp canine teeth, which glow like pearls in the darkness.

"Go ahead, kiss him" urges one of the other women.

Tell the player that as Jonathan feels the breath of the woman on his exposed neck, he falls into a deep sleep.

The women have no chance to feast on Jonathan. At the last moment, Count Dracula arrives, commanding them not to attack. Jonathan lies asleep, and the Count carries him back to the guest room.

Jonathan awakens at the next sunset, dressed in a sleeping gown. If he checks his neck for marks, he finds none. If he tries to remember what happened, read the following:



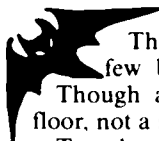
You remember only a nightmare. The blonde woman advances, kneeling close, and her breath falls upon your throat. Her tongue and lips graze the skin of your neck lightly, followed by the hard points of her teeth, pressing, touching...A man's voice—it must be the Count's—bellows, "Back! How dare you touch him! He will be yours

soon enough. Leave him to my needs and you shall have him when I leave for England! The women answer with laughter, lyrical, bitter-sweet....

7. THE COUNT'S ROOM

Entry into this room is possible only through the window. The Count has barred the door shut from the inside.

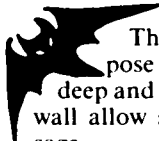
Describe the room as follows, if Harker enters through the window.



The room is empty, except for a few broken pieces of furniture. Though a carpet of dust covers the floor, not a single footprint disturbs it.

Two doors are in the north wall. The western door is bolted on the inside; it leads to the dining room. The other door is not locked or barred. It opens easily, leading to encounter area 8.

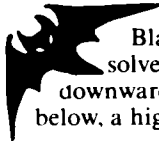
8. THE PASSAGEWAY



The door opens inward to expose a dark hallway, about 40 feet deep and 10 feet wide. Small slits in the wall allow slivers of light into the passageway.

At the far end, a spiral staircase leads to the darkness below.

When Harker reaches this point, ask his player make a Perception check. No matter what the result is, read the following:



Black, musty air seems to dissolve the staircase as it spirals downward. From the unseen depths below, a high whine erupts...perhaps, a

ADVENTURE SUMMARY

DAY ONE: STRANGE WELCOME

Harker arrives, sees room 2, spends entire night with Count in area 4.

DAYS TWO-FOUR: NIGHTMARES

Any night, area 5. Harker sees Dracula climbing down castle wall.

Any night, area 6. Harker meets Dracula's three vampire wives. (Once only.)

Fourth night, area 5. Harker meets the wives, if he hasn't yet done so.

Any night, area 9. Dracula "catches" Harker exploring.

Any day, area 9. Dracula and three wives lie in crypt.

When Harker first shaves, area 2. Dracula destroys mirror, and may have a bite

to eat. (Note: Although during daylight Harker always find Drac in area 9, Drac is sometimes elsewhere if Harker is there, too.)

Daytime, day three, area 2. Woman in courtyard is devoured by wolves.

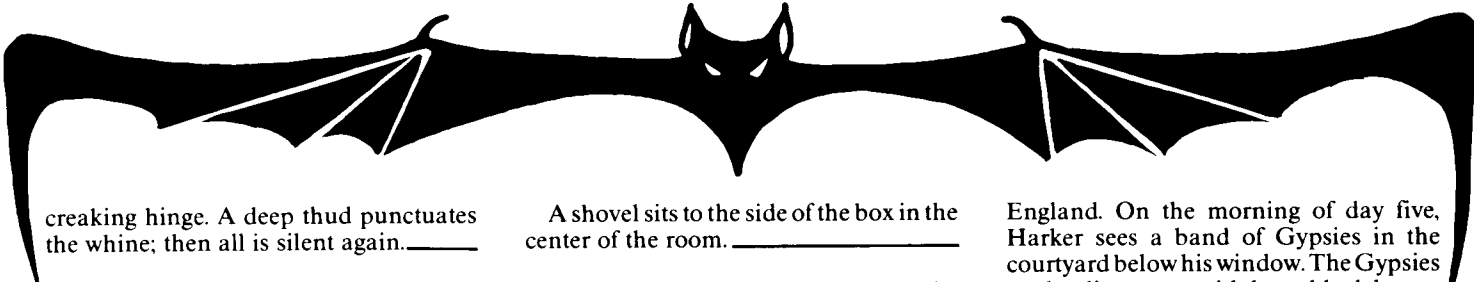
Whenever Harker asks Dracula to let him leave, area 1. Wolf attack.

DAY FIVE: BLOODFEST

Anywhere, during nighttime. Dracula's three wives track down Harker to feast. (Dracula leaves during day.)

Day one: Midnight to sunup

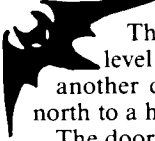
All other days: Sunrise to sunrise



creaking hinge. A deep thud punctuates the whine; then all is silent again. _____

The whine comes from the large door of the old chapel. The door opens into a courtyard. Once in awhile, as has just occurred, a gust of wind catches the door, prying it fully open, and banging it against the wall.

If Harker wishes to descend the stairs, keep reading:



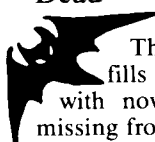
The stairway leads to the lower level of the castle, then ends, facing another dim passage which stretches north to a heavy oaken door.

The door hangs ajar, as if to beckon....

9. THE CHAPEL

The chapel is divided into four areas: 9a, 9b, and 9c. The lettered areas identify the crypts, while area 9 is the chapel itself. Areas 9a and 9b share the same appearance.

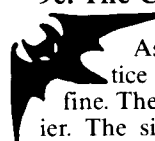
9a and 9b. Resting Place of the Dead



The odor of stale earth and rot fills the area, thick, as if trapped with nowhere to expand. Tiles are missing from the roof; two ragged holes provide a dim light, exposing a ruined crypt. It is a garden of debris: skeletons and broken coffins sprout from the damp earthen floor. _____

Except for an occasional running rat, nothing else should concern Jonathan here. Neither the Count nor his wives will ever enter these rooms. Furthermore, no clues can be gained by searching the area or spending time in these crypts.

9c. The Count's Resting Place



As you enter this room you notice a presence that is hard to define. The thick, musty air seems heavier. The silence seems somehow more silent. And a chill spreads through the crypt, like the fingers of any icy hand.

The earth has been turned recently, as if an animal has burrowed. Large black boxes—30 or more—lie stacked to the ceiling all around. They hide the walls from view. Each box has the shape of a coffin. Some lie open, exposing a small mound of soil within.

In the center of the room rests a single black box, similar to the others. The lid covers the top. Nails stand erect at the corners, waiting to be hammered fully into place.

A shovel sits to the side of the box in the center of the room. _____

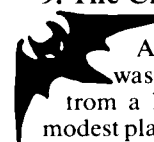
If it is daytime (sunrise to sunset), the Count lies in the box in the center of the room. His three wives lie in boxes 12, 18, and 26, should Harker begin to search through the others one by one.

This is by far the best opportunity that Jonathan will have to destroy Count Dracula. Placing the mountain ash or wild rose on top of the Count will hold him in place. His head can be severed from the rest of the vampire's body with the shovel, and the handle of the spade can serve as a stake. You should offer no clues as to how the character must destroy Count Dracula.

If it is nighttime, Dracula appears behind Harker and politely asks if he has lost his way. The Count then attempts use *Sleep* to cause Jonathan to pass out, and he carries him to room 2. Afterwards, the Count will not bring up the incident but will continue as though nothing has happened. Indeed, even if Harker attacks the Count and loses the battle, Dracula takes him back to his room and pretends that nothing has happened.

If Harker brings up the subject in either case, the Count will tell Jonathan he must have dreamt about such a strange event, repeating his warning about the castle's evil memories.

9. The Chapel



An open door leads you to what was once the castle chapel. Light from a hole in the ceiling exposes a modest place of worship. The interior lies in ruin.

Two large doors stand open in the west wall of the chapel. This is the chapel's main entrance. Outside lies what appears to be a stone courtyard and stables. _____

Unless Jonathan has somehow destroyed the Count, Dracula now uses his Evil Way discipline *Slam* to literally slam all of the doors that would serve as Harker's escape. The main doors swing shut just as Jonathan reaches them. They cannot be opened under any circumstances.

The only way out of here without destroying the Count is to return the same way Harker entered. If the Count is destroyed, all of the doors held by *Slam* will open freely, allowing Harker to escape.

C. BLOODFEST: DAY FIVE

If Harker has not escaped after four days in Castle Dracula, the Count departs for

England. On the morning of day five, Harker sees a band of Gypsies in the courtyard below his window. The Gypsies are loading a cart with large black boxes. When the cart is loaded, they leave the castle.

Shortly after the next sunset, the three female vampires come searching for Harker. In this case, they enter any room if it holds their prey. They materialize in front of Harker (just as they did in encounter area 6) and then attack until they succeed or the sun comes up. If the sun rises before they can successfully attack, Harker has gained an extra day to escape from the castle.

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CHILL™ Action Table Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

UNARMED COMBAT RESULTS

Code	Result (Points lost from current Stamina)
S	Scant Damage: Lose 1 or 2 points.
L	Light Damage: Lose 2-20 (1d10×2) points.
M	Medium Damage: Lose 4-40 (2d10×2) points.
H	Harsh Damage: Lose 6-60 (3d10×2) points, record one Scratch Wound.
C	Crushing Damage: Lose 6-60 (3d10×2) points, record one Light Wound; or Called Shot.
K	Knockdown: Defender knocked down and back 5 feet; unfinished actions this round cancelled.

ARMED COMBAT RESULTS

Code	Result (Points lost from current Stamina)
S	Scratch Wound: Lose 1 or 2 points; record one Scratch Wound.
L	Light Wound: Lose 2-20 (1d10×2) points; record one Light Wound.
M	Medium Wound: Lose 4-40 (2d10×2) points; record one Medium Wound.
H	Heavy Wound: Lose 6-60 (3d10×2) points; record one Heavy Wound; lose an additional 2-20 (1d10×2) points at end of each round until wound is treated.
C	Critical Wound: Lose 6-60 (3d10×2) points; record one Critical Wound; lose an additional 2-20 (1d10×2) points at end of each round until wound is treated; if current Stamina reaches 0, character is dead. Or Called Shot.
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round cancelled.

FEAR CHECK RESULTS

Code	Result (Points lost from current Willpower)
Fail	Character loses 2-20 (2d10) points; must flee or cower in fear for remainder of round; any uncompleted actions cancelled for round.
S	Scared: Character loses 1-10 (1d10) points; must flee or cower as in Failure result; any uncompleted actions cancelled for round.
L	Lily-Livered: Character loses 1-5 (1d10/2, rounded up) points; flees as in Failure result; any uncompleted actions cancelled for round.
M	Mildly Frightened: Character loses 1-5 (1d10/2, rounded up) points; is free to take declared actions.
H,C	Courageous: Character suffers no adverse result.
K	Not Applicable.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM Declaration
2. Player Character Declaration
3. Initiative Determination
4. Side A uses the Art
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses the Art
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina Loss and Recovery

CHILL™ MASTER'S SCREEN

By Gali Sanchez

The great box was in the same place. I raised the lid, and laid it back against the wall. And then I saw something which filled my very soul with horror. There lay the Count, but looking as if his youth had been half renewed. For the white hair and moustache were changed to dark iron-grey; the cheeks were fuller, and the white skin seemed ruby-red underneath; the mouth was redder than ever, for on the lips were gouts of fresh blood, which trickled from the corners of the mouth and ran over the chin and neck. Even the deep, burning eyes seemed set amongst swollen flesh, for the lids and pouches underneath were bloated. It seemed as if the whole awful creature were simply gorged with blood. He lay like a filthy leech, exhausted with his repletion. A terrible desire came upon me to rid the world of such a monster. I seized a shovel, and lifting it high, struck, with the edge downward, at the hateful face. But as I did so the head turned, and the eyes fell full upon me, with all their blaze of basilisk horror. The sight seemed to paralyse me, and the shovel turned in my hand

The CHILL™ Master's Screen puts all important charts and tables from the CHILL game right at the CM's fingertips. It also features a frightfully fun bonus that pits a player one-on-one against the bloodthirsty Count himself, in a special 8-page adventure adapted from Bram Stoker's DRACULA.

**Pacesetter**

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