

3 Wolves

ATK 7 DEF 7 HEALTH 2

Use a **TORCH** to frighten the wolves. Take **on clear** actions and leave. On future visits to this room, any undefeated wolves attack.

4 Bats

ATK 5 DEF 7 HEALTH 1

Each round, **AGL7** to successfully make a second attack.

D3+1 Villagers

ATK 6 DEF 7 HEALTH 1

WIT9 to reassure the villagers, skip combat and take a **TORCH(1)**. Enemies suffer **BURN** and automatically take 1 damage each turn after use.

D6 Rats

ATK 5 DEF 5 HEALTH 1

AGL7 before combat begins. If you fail, the rats surprise you and make one attack before the first round of combat.

On Clear

Gain **+3 HEALTH** and **+1 RUBY**.
AGL7 to gain **+2 EMERALD**.
ATK9 to take **FANG(2)**. **+2ATK/use**.

On Clear

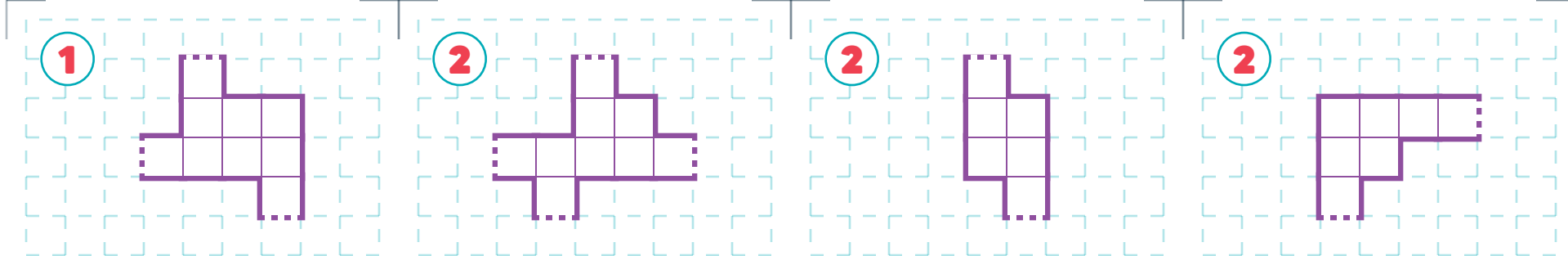
Gain **+3 HEALTH** and **+1 RUBY**.
WIT7 gain **+1 EMERALD**.
WIT9 gain an additional **+2 HEALTH**.

On Clear

Gain **+3 HEALTH** and **+1 RUBY**.
ATK8 to gain **+1 EMERALD**.
AGL8 to take **SHOVEL(3)**. **+1ATK/use**.

On Clear

Gain **+3 HEALTH** and **+1 RUBY**.
WIT6 to gain **+2 EMERALD**.



Mist

WIT9 to find a path. On fail, take 2 damage.
OR
AGL7 to avoid trap. On fail, take 3 damage.

Dolingen of Gratz (V) *

ATK 8 DEF 7 HEALTH 3

WIT8 to discover a weakness. Add 2 to each attack this encounter.

Jonathan Harker *

ATK 7 DEF 7 HEALTH 3

If you **met Mina**, Jonathan flies into a rage. He makes an extra attack for the first three rounds.
If not, you may test **AGL8** to evade.

Lucy Westenra (V) *

ATK 7 DEF 8 HEALTH 3

Before combat begins, **WIT7** to know that Lucy has turned. On fail, Lucy attacks for 1 damage. Remember that **Lucy bit you**.

On Clear

Gain **+1 RUBY**.
WIT6 to gain **+1 EMERALD**.
WIT9 to gain a **TRAP(3)**. **+1ATK, +1DEF**.

On Clear

Gain **+3 HEALTH** and **+2 RUBY**.
AGL7 to gain **+1 EXP** and **+2 EMERALD**.
AGL9 to gain **+2 SAPPHIRE**.

On Clear

Remember that you **bested Harker**.
Gain **+3 HEALTH** and **+2 RUBY**.
WIT10 gain **STAKE(1)**, 2 damage to (V).

On Clear

AGL7 gain **+1 EXP** and **+1 EMERALD**.
WIT8 gain **CROSS(1)**, **-1DEF** to (V).
AGL9 gain **GARLIC(3)**, **-1DEF** to (V).

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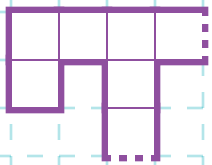
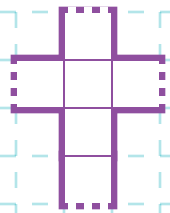
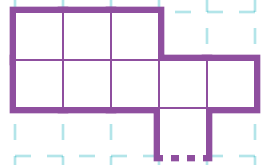
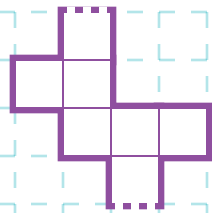
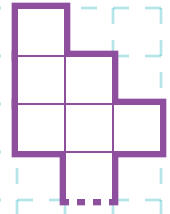
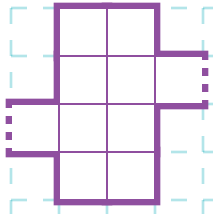
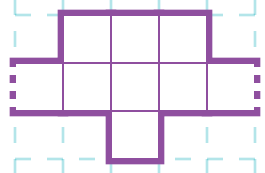
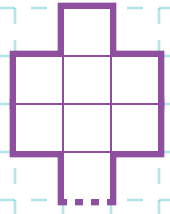
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<div data-bbox="115 479 367 519">Mina Harker *</div> <div data-bbox="115 527 556 568">ATK 7 DEF 7 HEALTH 2</div> <p>If you bested Harker, Mina attacks. Take 1 damage and remember that Mina bit you. If not, you may test AGL8 to evade and leave.</p>	<div data-bbox="588 479 829 519">The Chapel *</div> <p>AGL8 to escape a burning staircase. On fail, take BURN. Lose one HEALTH per round in your next encounter.</p>	<div data-bbox="1060 479 1323 519">Carmilla (V) *</div> <div data-bbox="1060 527 1501 568">ATK 8 DEF 8 HEALTH 5</div> <p>AGL9 to deflect Carmilla's advance. On fail, take 1 damage and remember that Carmilla bit you.</p>	<div data-bbox="1543 479 1743 519">Hypnosis *</div> <p>WIT10 to resist temptation. If you fail, remember that you have been hypnotized.</p>
<div data-bbox="115 673 283 714">On Clear</div> <p>Remember that you met Mina. Gain +3 HEALTH and +2 RUBY. AGL8 to gain +1 EXP and +2 EMERALD.</p>	<div data-bbox="588 673 756 714">On Clear</div> <p>WIT7 gain +1 EXP and +2 EMERALD. WIT8 gain CROSS(1), reduce (V) DEF by 1. WIT9 gain HOLY WATER(2), 1 damage (V).</p>	<div data-bbox="1060 673 1228 714">On Clear</div> <p>Gain +3 HEALTH and +1 SAPPHIRE. WIT8 to gain +1 EXP and +3 EMERALD.</p>	<div data-bbox="1543 673 1711 714">On Clear</div> <p>Gain +2 HEALTH. WIT8 gain +1 EXP.</p>
<div data-bbox="136 852 199 917">3</div> 	<div data-bbox="609 852 672 917">3</div> 	<div data-bbox="1081 852 1144 917">3</div> 	<div data-bbox="1554 852 1617 917">B</div> 
<div data-bbox="115 1153 315 1193">Orlok (V) *</div> <div data-bbox="115 1201 556 1242">ATK 9 DEF 9 HEALTH 4</div> <p>AGL9 to dodge Orlok's first attack. On fail, take 1 damage and remember that Orlok bit you.</p>	<div data-bbox="588 1153 808 1193">The Study *</div> <p>The study is eerily silent. WIT10 to strengthen your resolve. If you fail, remember that you are unsettled.</p>	<div data-bbox="1060 1153 1312 1193">Van Helsing *</div> <div data-bbox="1060 1201 1501 1242">ATK 9 DEF 8 HEALTH 5</div> <p>WIT10 to win Van Helsing's support. Evade this encounter and gain STAKE(2), 2 damage to (V).</p>	<div data-bbox="1543 1153 1785 1193">Dracula (V) *</div> <div data-bbox="1543 1201 1995 1242">ATK 9 DEF 9 HEALTH 9</div> <p>Dracula gains +1 HEALTH for each enemy that bit you. WIT8 each round. On fail, you take -2 DEF.</p>
<div data-bbox="115 1347 283 1388">On Clear</div> <p>Gain +3 HEALTH and +1 SAPPHIRE. WIT8 to gain +1 EXP and +3 EMERALD.</p>	<div data-bbox="588 1347 756 1388">On Clear</div> <p>Gain SACRED BOOK(2), take one additional attack against (V). WIT7 gain +1 EXP.</p>	<div data-bbox="1060 1347 1228 1388">On Clear</div> <p>Gain +3 HEALTH and +1 SAPPHIRE. AGL8 to gain STAKE(1), 2 damage to (V). WIT8 to gain +1 EXP and +3 EMERALD.</p>	<div data-bbox="1543 1347 1711 1388">On Clear</div> <p>VICTORY!</p>

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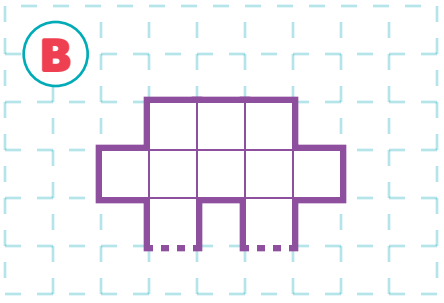
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Renfield *

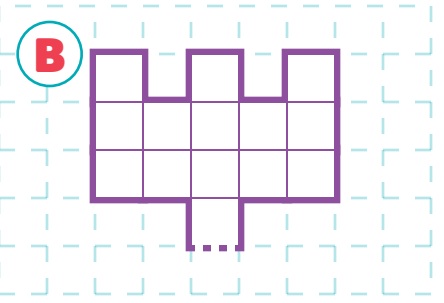
ATK 8 DEF 9 HEALTH 8

If you are **unsettled**, Renfield attacks 3 times before combat begins.
AGL7 each round to dodge a second attack.

On Clear

VICTORY!

B



The 3 Sisters (V) *

ATK 9 DEF 8 HEALTH 8

If you have been **hypnotized**, each sister makes 1 attack before combat begins.
AGL7 each round to dodge a second attack.

On Clear

VICTORY!

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