

AGE 12+

DUNGEONS & DRAGONS[®]



CASTLE RAVENLOFT

BOARD GAME

RULEBOOK

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COMPONENTS

1 “Start” Tile	40 interlocking Dungeon Tiles
5 Hero Figures	7 Villain Figures
30 Monster Figures	5 Hero Cards
4 Villain Cards	1 die
60 Encounter Cards	50 Power Cards
30 Monster Cards	5 Sequence of Play Cards
10 Adventure Treasure Cards	50 Treasure Cards
10 Condition Markers	40 Monster Tokens
70 Hit Point Tokens	10 Coffin Tokens
10 Monster Damage Tokens	1 Sun Token
3 Freezing Cloud Tokens	15 Item Tokens
1 Kavan Token	5 Healing Surge Tokens
5 Time Tokens	12 Encounter Markers
6 Reaction Tokens	1 Dragon’s Breath Marker
1 Mistform Marker	1 Rulebook
1 Adventure Book	

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INTRODUCTION

In an ancient time and place, magic permeates the land and monsters stalk the shadows that gather along the edges of civilization. In this age of dungeons and dragons, the world needs Heroes. Encased in varied types of armor and armed with swords, bows, staves, and spells, these Heroes explore ancient ruins, take on daring quests, and challenge the most fearsome monsters. One such quest takes Heroes to a dark and mysterious place called Castle Ravenloft.

Castle Ravenloft

The master of Castle Ravenloft is having guests for dinner—and you are invited!

The castle rises over the dark forests of the land of Barovia, looking down upon a sad, frightened village surrounded by an endless sea of dense fog and mist. The master of the castle, Count Strahd, is a vampire, and the night and its creatures belong to him. As long as Strahd exists, Barovia and the land around it will never be safe.

A group of Heroes has recently arrived in Barovia, stepping out of the mists to find themselves caught up in the evil emanating from Castle Ravenloft. These Heroes have chosen to enter the castle and discover the secrets waiting within. The dangers are great, the monsters are deadly, and only the bravest Heroes stand a chance of surviving or defeating Strahd and his minions.

GAME OVERVIEW

The *Dungeons & Dragons: Castle Ravenloft™ Board Game* is a cooperative adventure game. You and your fellow Heroes must work as a team to succeed in the adventures that unfold within the castle. You either win together or lose together.

Each player selects a Hero, who has come to Barovia to discover the secrets of Castle Ravenloft. Choose from the Dragonborn Fighter, Human Rogue, Dwarf Cleric, Eladrin Wizard, Human Ranger, or a Hero from another D&D® Adventure System board game. Heroes explore the dungeon beneath the castle, solve mysteries, fight Monsters, and uncover magic treasure.

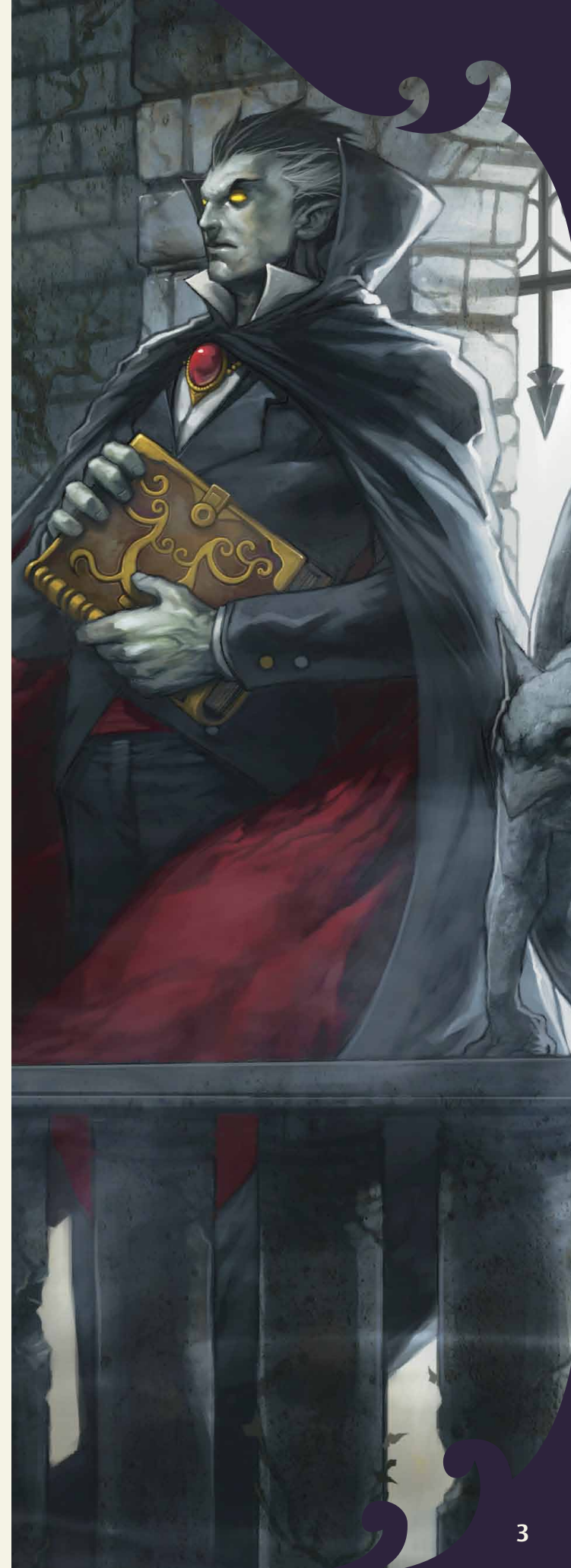
The game runs the Traps, Events, Monsters, and Villains contained within the halls of Castle Ravenloft (with a little help from you).

Number of Players

The game can be played with any number of players, from 1 to 5. Each player controls one Hero—and the game does the rest!

D&D Adventure System

You can combine this game with other D&D Adventure System board games to create new and unique experiences. Check out www.DungeonsandDragons.com for more information.



WINNING THE GAME

You win by completing the objective in the adventure you are playing. For example, you might have to destroy an evil dragon in one adventure, while in another you must find a magic artifact and escape from the dungeon.

Unless stated otherwise in an adventure, you lose if any Hero is at 0 Hit Points at the start of that Hero's turn and there are no Healing Surge tokens left to play. You also lose if you are defeated by the adventure you are playing. Each adventure lists its specific victory and defeat requirements.

Game Setup

There's a lot of stuff in this box. You don't use it all at once. The following components are usually used in every adventure.

Hero Cards
 Hero Power Cards
 40 standard Dungeon Tiles
 1 Start Dungeon Tile
 Encounter Cards
 Monster Cards
 Treasure Cards
 Condition markers (Immobilized, Slowed)
 Healing Surge tokens
 Hit Point tokens
 Encounter markers (3 Powers, 7 Traps)
 Item marker (Glyph of Warding)
 3 Freezing Cloud tokens
 Die

Set aside the following game pieces. You use these pieces only if the adventure you are playing requires them (see the Adventure Book for details). We recommend storing these pieces in a plastic bag to keep them separate until you need them.

10 Adventure Treasure Cards
 1 Kavan character token
 5 Time tokens
 6 Reaction tokens
 1 Mistform marker
 1 Dragon's Breath marker
 40 Monster tokens
 10 Coffin tokens
 1 Sun token
 15 Item tokens
 7 Villain figures
 4 Villain Cards

To start playing:

- ◆ Shuffle the Monster Cards into their own deck. Do the same for the Encounter Cards and Treasure Cards. Place these three decks in easy reach of all the players.
- ◆ Give each player a Sequence of Play card as a reminder of how play proceeds.
- ◆ Place the die and the various figures in easy reach.
- ◆ Pick an adventure from the Adventure Book. If you're playing your first game alone, play through the first adventure, "Escape the Tomb." If you're playing your first game with friends, play the second adventure, "Find the Icon of Ravenloft."
- ◆ Check the "Adventure Setup" section of the Adventure Book to see if your chosen Adventure calls for any of the game pieces you set aside.
- ◆ Unless the Adventure says otherwise, place the Start Tile in the center of the table and place two Healing Surge tokens beside it. These are the group's surges for this Adventure.
- ◆ Each player chooses one of the five 1st-level Heroes. When you choose a Hero, take that Hero's Hero Card, Power Cards, and the blue figure that matches the Hero. Adventures and cards refer to the players as "Heroes."
- ◆ Unless the Adventure says otherwise, place each Hero figure on the Start Tile, in a square adjacent to the stairs. The name of each Hero is printed on the base of the figure.
- ◆ Each Hero Card tells you how many and which Power Cards you can choose for that Hero. In your early games, use the Power Cards suggested at the front of the Adventure Book. Set aside any Power Cards that aren't used in this adventure.
- ◆ Each player also draws a Treasure Card. Draw and discard until you gain a Treasure Card with an Item on it.
- ◆ Set up the Dungeon Tile stack (the deck of tiles) using the setup instructions in the adventure you have selected. You are now ready to begin play. The adventure tells you any other rules you need in the "Special Adventure Rules" section, or any rules that change the general game rules presented in this book.

Taking Turns

Play progresses around the table, starting with a player of the group's choice and then proceeding clockwise. You can also roll the die and let the player who rolled highest go first.

Your turn consists of three phases, one for your Hero, one for Exploration, and a Villain Phase for the Monsters and Traps in your control.

The Dungeon Tile Stack

You draw Dungeon Tiles from the Dungeon Tile stack to build the dungeon beneath Castle Ravenloft. Each time you play, the dungeon has a different layout.

Each Dungeon Tile features a bone pile (the square where Monsters are placed) and a white or black triangle (used to specify less dangerous and more dangerous tiles). Many tiles have walls, a few tiles have special features, and some have names to distinguish them for use in certain Adventures.

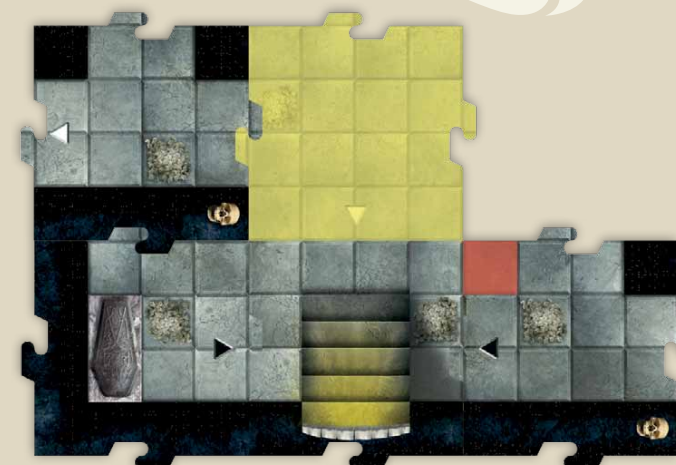
The Start tile: The Start tile is where the Heroes usually enter the dungeon and begin their adventure. It's twice the size of the other tiles. The Start tile actually consists of two separate tiles that are already connected; treat each as its own tile for the purposes of movement and counting tiles.

Unexplored Edge: A Dungeon Tile with an unexplored edge is a tile where you could place a new tile. This means that an edge of the tile is open and doesn't have another tile adjacent to it.

Tiles and Squares

Game cards refer to both tiles and to squares.

A tile is the basic building block of the dungeon, drawn from the Dungeon Tile stack.



A tile is a component of the game board, highlighted in yellow. A square is a part of a tile, highlighted in red. The Start Tile is a special tile: it is treated as two tiles.

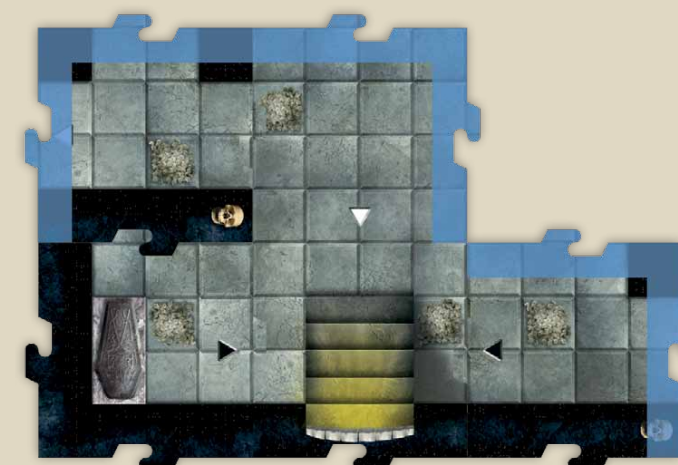
A square is one of the spaces on a Dungeon Tile.

Diagonal Movement: You can move diagonally when you are moving by squares, unless your path is blocked. You cannot move diagonally when moving by tiles. Remember: If you are counting squares, you can move diagonally, even between tiles. If you are counting tiles, you never count diagonally; you have to move in straight lines, not diagonal lines when you count tiles.

Triangles: Each tile features a triangle. When you place a new tile, the triangle points toward the unexplored edge of the tile it is attached to. If the tile has a black triangle, you draw an Encounter Card during the Villain Phase of your turn.



When counting tiles, you do not count diagonally and you count around tiles. The Skeleton, for example, is 3 tiles away from the wizard.



An unexplored edge is an edge of a tile without a wall that is not adjacent to another tile. There are 6 unexplored edges in this diagram, highlighted in blue.

PLAYER SETUP

Place your Hero Card (1st level), your Power Cards, and your Treasure Card face up in front of you.

As you acquire more Treasure Cards, they also go face up in front of you.

As you acquire Monster Cards and Trap Cards, place them to one side of your Hero Card, in the order in which you received them.

THE HERO CARD

Here's what a Hero Card looks like. The parts of a Hero Card are briefly described here and explained in detail on the listed page of this book.

- **Hero's Name, Race, Class, and Level:** The top lines show your Hero's race and character class. The Hero's level is shown in the bottom right corner.
- **AC (Armor Class):** The Hero's defense score. An attack hits the Hero if it equals or exceeds this number (see page 9).
- **HP (Hit Points):** The Hero's health. Damage reduces the Hero's Hit Points (see page 10). You can never regain more Hit Points than your Hit Point total.
- **Speed:** The number of squares the Hero can move by using a single move action (see page 7).



- **Surge Value:** When a Hero is at 0 Hit Points, he or she must use a Healing Surge token at the start of his or her next Hero Phase. After using the Healing Surge token, the Hero recovers this number of Hit Points (see page 10).
- **Special Ability:** Each Hero has a Special Ability, as described here.
- **Powers:** This tells you how many of each type of Power Card you can select for use in an adventure, as well as any Power Cards the Hero automatically gets to use (see page 8).

PLAYER TURN

Each player's turn consists of three phases. On your turn, complete these phases in this order:

- ◆ Hero Phase
- ◆ Exploration Phase
- ◆ Villain Phase

Hero Phase

This is the phase in which your Hero moves through the dungeon and makes attacks against the Monsters encountered along the way.

1. If you have 0 Hit Points, use a Healing Surge token if one is available (see page 10).
2. Perform one of the following actions:
 - ◆ Move and then make an Attack.
 - ◆ Attack and then Move.
 - ◆ Make two Moves.

When you finish all the steps in your Hero Phase, your Exploration Phase begins.

Exploration Phase

This is the phase in which you add new Dungeon Tiles, draw Monster Cards, and place Monsters.

1. If your Hero occupies a square along an unexplored edge (see page 5), go on to Step 2.
- If your Hero doesn't occupy a square along an unexplored edge, you don't draw and place a new Dungeon Tile. In this case, go on to the Villain Phase.
2. Draw a Dungeon Tile and place it with its triangle pointing to the unexplored edge of the tile your Hero is exploring from.
 3. Place a Monster on the new tile. To place a Monster, draw a Monster Card and place the corresponding Monster figure on the bone pile of the newly placed Dungeon Tile. (The name of each Monster is printed on each figure's base.) If you draw a Monster Card that matches a Monster Card already in play in front of you, discard that Monster Card and draw again. If another player has a matching Monster Card, however, that's okay.

When you have finished all the steps in your Exploration Phase, your Villain Phase begins.

Villain Phase

This is the phase in which you draw and play Encounter Cards, as well as when you activate the Villain (if the Villain is in play) and any Monster and Trap Cards you may have in front of you.

1. If you didn't place a Dungeon Tile in your Exploration Phase, or if you placed a Dungeon Tile with a black triangle, draw and play an Encounter Card.
2. If the Villain is in play, activate the Villain. (There may be more than one Villain in play, depending on the adventure. In this case, activate each Villain, one at a time.)
3. Activate each Monster and Trap Card, in turn, in the order you drew them. Follow the tactics on the Monster Card to determine what each Monster does on its turn. If there is more than one Monster with the exact same name in play, activate each of those Monsters on your turn. So, if you have a Kobold Monster Card and another player has a Kobold Monster Card, you activate both Kobolds during your Villain Phase. If both Monsters survive until the other player's Villain Phase, that player will activate both Kobolds again!

When you are done with your Villain Phase, the player to your left begins his or her turn.

MOVEMENT

During your turn, your Hero moves through the dungeon to attack Monsters, explore, and achieve the adventure's objective. Use the following rules for movement.

When Do You Move?

Your Hero usually moves during the Hero Phase of your turn.

The effect of a Power Card, Treasure Card, or Encounter Card can make your Hero move at other times, as well.

How Do You Move?

Your Hero moves according to his or her Speed, which is the number of squares you can move your Hero during your turn.

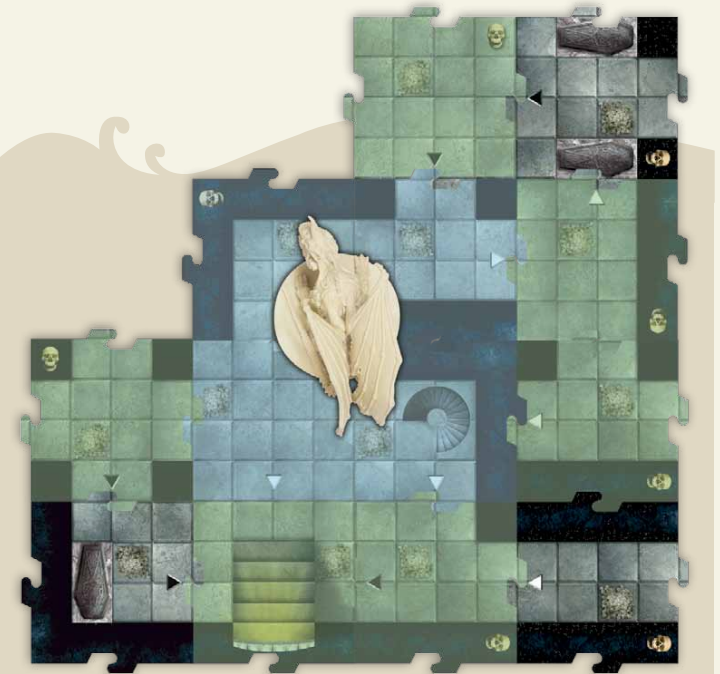
Think of your Hero's Speed as your movement budget. Each time your Hero moves a square, you spend 1 point from that budget. When you have no more Speed left, your Hero can't move any more.

Each turn, you can spend up to your Speed budget to move your Hero. Your Hero can attack either before or after moving, or move twice instead of making an attack.

- ◆ Your Hero can move in any direction, including diagonally, as long as you have the necessary Speed to spend.
- ◆ You can't move your Hero into a square filled with a wall.
- ◆ You can't move your Hero into a square occupied by a Monster.
- ◆ You can move your Hero through a square occupied by another Hero, but you can't end your movement there.



You can move to any square, even diagonal ones, with a few minor exceptions. You cannot enter a square with a monster (A). You can move around walls but cannot enter a wall square (B). You cannot move between two adjacent walls (C). You cannot end your move in another Hero's square (D).



If a creature with a base larger than one square is on more than one tile, it counts as being on all the tiles that the base is on. For example, Gravestorm the Dracolich counts as being on all the blue tiles. All the green tiles are one tile away from Gravestorm.

SLOWED

Your speed is 2. Discard this Condition at the end of your Hero Phase.

Condition: Slowed

A spider's web wraps around a Hero, making it difficult for the Hero to get away. A massive net falls from the ceiling and entangles the Hero in ropes. These attacks and others like them cause a Hero to be Slowed.

- ◆ If an attack or other effect causes your Hero to become Slowed, put a Slowed marker on your Hero Card. You can have only one Slowed marker on your Hero Card at a time.
- ◆ If your Hero is Slowed, his or her Speed is reduced to 2.
- ◆ At the end of your Hero Phase, discard the Slowed marker.

Condition: Immobilized

A ghoulish paralyzing claws infect a Hero with a deadly toxin that stops him or her from moving. A magical trap blasts an area with ice, freezing a Hero in place. These attacks and others like them cause a Hero to be Immobilized.

- ◆ If an attack or other effect causes your Hero to become Immobilized, put an Immobilized marker on your Hero Card. You can have only one Immobilized marker on your Hero Card at a time.
- ◆ If your Hero is Immobilized, his or her Speed is reduced to 0—that Hero can't move!
- ◆ At the end of your Hero Phase, discard the Immobilized marker.

IMMOBILIZED

You cannot move. Discard this Condition at the end of your Hero Phase.

ATTACKS

A Hero makes attacks using either his or her Hero's Power Card powers or the powers of Treasure Cards. Most Power Cards are related to the Hero's class, but some Heroes also have a racial power.

At the start of every adventure, you select Power Cards that you have available for that adventure. Set the remaining Power Cards aside. For your first few adventures, use the Power Cards listed at the front of the Adventure Book. Once you become more familiar with the game, you can select which Power Cards you want to use.

Whenever you attack, you pick a power you have in front of you (either from a Power Card or a Treasure Card) and use it as described in Combat (see page 9).

Daily Powers

Daily powers represent a significant attack or a spectacular effect. When you use a daily power, you flip it over and cannot use it again until some other effect (usually a Treasure Card) allows you to flip it back up. Daily powers are the strongest attacks you have access to in the game.

At-Will Powers

At-will powers are relatively simple attacks, spells, or prayers. Using an at-will power requires no special effort. It is weaker than a daily power, so when you use it you do not flip it over. You can use it again on your next turn.

Utility Powers

Utility powers are special maneuvers that don't actively attack Monsters, but instead provide other advantages. These advantages include a specialized move or the ability to counter a Monster's attack. Many of these powers don't require an Attack action to use, instead specifying when to use the ability. When you use a Utility power, you flip it over and cannot use it again until some other effect (usually a Treasure Card) allows you to flip it back up.

Power Card Back

Power Card Face



COMBAT

As you explore the dungeon below Castle Ravenloft, skeletons, zombies, and other Monsters emerge to oppose you and your allies. You need to defeat the Monsters to complete each adventure.

Targeting

When you decide to attack, first determine which Monsters your Hero can target. A power specifies what Monsters you can target, ranging from only Monsters in an adjacent square to a Monster as far as 3 tiles away.

Remember the difference between squares and tiles when making attacks (see page 5).

Most important, keep in mind that you can never trace a diagonal path between tiles. If a power lets you attack a Monster within 1 tile of your Hero, that does not include Monsters on a Dungeon Tile that is diagonal to yours. You also cannot attack a Monster within 1 tile of your Hero if a wall completely blocks paths between your tile and the Monster's tile.

AC and HP

The AC (Armor Class) of a Hero or a Monster determines how difficult it is to hit. It represents a combination of physical armor, agility, and natural toughness. HP (Hit Points) show how much damage a Hero or Monster can take before being defeated.

Attack Bonus

Most attack powers and Monster attacks have an Attack Bonus. A power with a higher Attack Bonus is more likely to hit than one with a lower bonus.

Making an Attack

For each enemy a Hero's power or a Monster's attack targets, roll the die and add the power's Attack Bonus.

If the result of the die roll plus the bonus is equal to or greater than the target's Armor Class, the attack hits.

Damage

If an attack hits, it deals the listed damage to the Monster or Hero. Damage that reduces a Monster's Hit Points to 0 defeats that Monster. Damage that does not reduce a Monster or Hero to 0 Hit Points stays on that Monster or Hero (use the Hit Point tokens to track that damage). Some Monsters have powers that let them heal damage. Many Hero powers allow you to heal varying amounts of damage that one or more Heroes have suffered.

Defeating Monsters

If a Monster's Hit Points are reduced to 0, the Monster is defeated. Remove its figure from the tile. The player controlling that Monster discards the Monster Card into the Experience Pile (see page 14). If more than one Hero controls that type of Monster, the player who made the attack discards the card if he or she controls one of those Monsters. If not, go clockwise around the table. The first player you reach who controls one of those Monsters discards that Monster Card.

When your Hero defeats a Monster, draw a Treasure Card (see page 13). You can only draw one Treasure Card per turn, no matter how many Monsters you defeat during that turn.

Defeating Heroes

When a Hero is reduced to 0 Hit Points, keep the Hero's figure on the tile. Knock the figure on its side to show that the Hero is at 0 Hit Points. Monsters ignore the downed Hero, and the Hero cannot take any additional damage or use any powers or items. Conditions, such as Slowed or Immobilized, still apply to the Hero. If the Hero is healed before the start of his or her turn, stand the figure up—the Hero is back in the fight and can use powers and items normally.

A Hero that starts his or her turn at 0 Hit Points must spend a Healing Surge token. If there are no Healing Surge tokens remaining, the Heroes lose the adventure.



Hit Point Token

Healing Surges

A Healing Surge represents a Hero's ability to fight on against overwhelming odds. Despite pain and injuries, a Hero can push forward to continue the battle. The Heroes begin the game with two Healing Surge tokens. These tokens are a resource that the entire group shares. You use Healing Surge tokens to revive a Hero that has been reduced to 0 Hit Points.

- ◆ If your Hero is at 0 Hit Points at the start of your turn, you must use a Healing Surge token. Discard one Healing Surge token and regain Hit Points equal to your Hero's Surge Value. You then take your turn as normal.
- ◆ If there are no Healing Surge tokens remaining when you start your turn at 0 Hit Points, the Heroes lose the adventure and the game ends.



Healing Surge Token

Other Actions

While moving and attacking are the most common types of actions that a Hero takes, there are other things a Hero can do.

Picking Up Objects

Some Encounter Cards and Adventures can result in an object marker being placed on the tiles. To pick up an object, your Hero needs to be in any square adjacent to the object during your Hero Phase. It does not take any action to pick up an object. Your Hero can pick up any number of objects, or even pick up objects as he or she moves past them.

Destroying Objects

An Adventure might specify that an object needs to be destroyed to win a particular scenario. If the object has an Armor Class and Hit Points, your Hero can target it just like a Monster. If your Hero has a power that attacks all Monsters on a specific tile, it can also attack an object on that tile. Once you deal damage equal to its number of Hit Points, you destroy the object and remove its marker from the tile.

Disabling Traps

A Trap from an Encounter Card can be disabled. While a Hero is on a tile with a Trap, he or she can attempt to disable that Trap instead of attacking. If you roll the number listed on the Trap card or higher, discard the Trap card and its marker.

Escaping the Dungeon

Some Adventures require Heroes to escape from the dungeon. To escape from the dungeon, your Hero needs to be on the specified location (such as the stairs on the Secret Stairway tile, or the stairs on the Start Tile) at the end of your Hero Phase. Once your Hero has escaped from the dungeon, you no longer take your Hero Phase or Exploration Phase, or draw Encounter Cards, but you do continue to take your Villain Phase and activate any Monster Cards or Trap Cards that you control.

Monster Card Face



Monster Card Back



THE MONSTER DECK

The Monster Deck randomly determines the Monsters that cross the Heroes' path as you explore the dungeon.

Each Monster Card shows a Monster's defenses and attacks.

- **Monster Name and Type:** This shows the name of the creature and what kind of creature it is.
- **AC:** This is the Monster's Armor Class, its defense score (see page 9).
- **HP:** This is the Monster's Hit Points, its health score (see page 9).
- **Special Ability:** If the Monster has a special ability, it is shown here.
- **Experience:** This is how many Experience Points the Monster is worth when you defeat it (see page 14).
- **Monster Tactics:** Each Monster card provides a Monster's tactics. The tactics are a script that shows you what the Monster does when you activate it during your Villain Phase.

- ◆ The Monster's tactics are presented as a list. Each possible maneuver for the Monster starts with a statement. If that statement is true, the Monster follows the resulting tactics.
- ◆ If the statement is not true, go on to the next statement. The final entry in the tactics list is a default action that the Monster follows if no other statements are true.
- ◆ Once a Monster has selected and followed one set of tactics, the Monster's turn ends. Do not continue to check its remaining tactics that turn.
- ◆ If the tactic requires the Monster to move to a new tile, place the Monster on the new tile's bone pile if that square is empty. Whenever possible, Monsters move from tile to tile by following the bone pile. If the bone pile square is occupied, place the Monster anywhere on the tile.

THE ENCOUNTER DECK

The Encounter Deck represents the Events, deadly Environments, Traps, and other threats that inhabit the dungeon beneath Castle Ravenloft. There are several types of Encounter Cards, each with its own special rules. Whenever you draw an Encounter Card, apply its effects immediately.

You can cancel an Encounter Card before applying its effects by using Experience Points (see page 14).

Active Hero: Some Encounter Cards use the phrase “active Hero”. The Hero played by the player who drew the card is always the active Hero that the card refers to.

Environment: An Environment Card represents a major change in the dungeon crypts. Bats might swarm through the corridors, or a cloud of thick mist might swirl from chamber to chamber. The effects of an Environment Card apply to all Heroes. Place the Environment Card where everyone can see it.

If you draw an Environment Card and there is already one in play, discard the old Environment Card and replace it with the new one.

You can cancel an Environment Card with Experience Points, just like any other Encounter Card (see page 14). If you cancel a new Environment Card when there is already one in play, you do not discard the card that was already in play.

Events: An Event Card is a strange occurrence, a dreadful sight or sound, or some other incident that befalls your Hero. An Event takes place when you draw the card unless you cancel it with Experience Points. Once you have resolved the Event, discard it.

Most Events are yellow cards. A few Events include an attack roll against one or more Heroes. These events appear on red cards and are called Event–Attacks to distinguish them from the Events that don’t include an attack roll.

Hazards: A Hazard is an obstacle that slows your passage through the dungeon. A rock fall blocks part of the corridor, or red-hot lava pouring from a fissure slowly fills the dungeon. When you draw a Hazard Card, place the Hazard’s marker on the active Hero’s tile. If there is already a marker on the tile, discard the Hazard Card and draw a new Encounter Card.

After placing the Hazard marker, put the Hazard Card in front of you with any other Monster Cards you control. When you take your Villain Phase, the Hazard activates like a Monster. Unlike a Monster, Hazards lack tactics. Instead, a Hazard takes the actions listed on its card. A Hazard might attack all the Heroes on its tile, or it might attack the Hero closest to it. A Hazard attacks just like a Monster.

Traps: Traps are like Hazards, except the Heroes have the option to disable a Trap. See page 10 for more information.

Encounter Card Face



Encounter Card Back

THE TREASURE DECK

The Treasure Deck represents the magic items and other valuables carried by the Monsters or hidden in the dungeon. Each Hero starts an adventure with a Treasure Card.

When your Hero defeats a Monster, draw a Treasure Card. You can gain only one Treasure Card per turn, no matter how many Monsters you defeat during that turn.

When you use a Treasure Card, follow the rules listed on it. The Treasure Card also explains when you can use it.

You can benefit from multiple Treasure Cards in play that apply to your Hero. For example, you can use a Blessing, a Fortune, and an Item to increase the bonus to an attack roll so that you can boost a single attack. The only exception to this rule applies to Items that provide attack or defense bonuses. A Hero can gain only one attack bonus and one defense bonus from Items at a time.

There are three types of Treasure Cards in the Castle Ravenloft board game:

Blessings are played immediately and last until the end of your next turn. They provide a benefit to all Heroes while they are in play. Discard a Blessing Treasure Card at the end of your next turn.

Fortunes are played immediately and provide an immediate benefit. If the benefit has no effect, nothing happens. Discard a Fortune Treasure Card immediately.

Items provide a lasting benefit. When you draw an Item from the Treasure Deck, decide if you want to keep it for your Hero or if you want to give it to another Hero. Once you’ve decided who gets the Item, you can’t give it to another Hero later.



Treasure Card Face

Treasure Card Back

EXPERIENCE POINTS

Heroes earn Experience Points by defeating Monsters. When you defeat a Monster, the Hero who controls it puts that Monster Card in the Heroes' Experience Pile. Each Monster Card lists the Experience Points it provides. The tougher the Monster, the more Experience Points it provides.

The Heroes can spend Experience Points from their Experience Pile in two ways:

- ◆ To cancel an Encounter Card
- ◆ To Level Up

Canceling Encounter Cards

Canceling an Encounter Card represents using the hard-fought experience you've gained to avoid danger. For example, your Hero spots a Trap and disables it before it activates, or avoids an Event before it inflicts any injuries.

Whenever you draw an Encounter Card, you can spend a total of 5 Experience Points to cancel it. The Monster Cards you choose from your Experience Point Pile must add up to at least 5 Experience Points. Discard the cards after you spend them. You can't use any excess points from one cancellation in a later turn.

When you cancel an Encounter Card, discard it and ignore its effects. You can only cancel a card when you draw it. Once the card comes into play, you cannot cancel it on a later turn.

Example: You have three Monsters worth 3 Experience and one Monster worth 2 Experience in the Heroes' Experience Point Pile. If you want to cancel an Encounter Card, you could spend one 3-point Monster Card and the 2-point Monster Card. That would leave you with two 3-point Monster Cards. If you then wanted to cancel another Encounter Card, you would have to spend the two 3-point Monsters. Even though you have 6 total Experience Points and need to spend only 5, you don't have the right mix of cards to make exactly 5. The extra point is wasted and both cards are discarded, though you still cancel the Encounter Card.

Leveling Up

A Hero starts play at 1st level. Whenever a Hero rolls a natural 20 when making an attack roll or a disable trap roll, that player can choose to spend 5 Experience Points to level up that Hero.

Discard the Monster Cards after you spend them. Flip your 1st-level Hero Card over to become 2nd level. Leveling up to 2nd level increases your Hero's Hit Points, Armor Class, and Surge Value. It also allows you to choose a new Daily power, and your Hero gains the special ability to make critical attacks (shown on the Hero Card).

In addition to the natural roll of 20, some Treasure Cards also provides an opportunity to level up your Hero.

RULES FOR LATER ADVENTURES

Once you have played the first two adventures and are comfortable with the rules, try the rest of the adventures in the Adventure Book. Here are rules for your later games.

Choosing Power Cards

Once you have a better understanding of the game, you don't have to stick to the suggested Power Cards for your Hero listed in the front of the Adventure Book. Each 1st-Level Hero Card tells you how many powers of each type you get—you can choose which At-Will, Utility, and Daily Power Cards you want to use for any particular Adventure.

For a slightly easier game, choose the Power Cards you want. This way you can set up the perfect balance of powers and you'll know exactly what to expect from your Hero.

For a slightly more challenging game, choose your Power Card in each category randomly. You'll have the fun of figuring out how to get the most out of surprising combinations of powers using this method of selection.

Making Adventures More or Less Challenging

To make an Adventure more challenging, reduce the number of Healing Surge tokens available to one.

To make an Adventure easier, increase the number of Healing Surge tokens to three.

More Adventures

For more Adventures and optional rules, check out other Adventure System games such as *Wrath of Ashardalon*. And go to www.DungeonsandDragons.com for free adventures, news, and rules updates.

D&D Adventure System FAQ

We've scoured the message boards and our personal mailbags to put together this list of frequently asked questions and the appropriate answers. Many of these have already been worked into the newest version of the Rulebook, but some very specific questions still need answers. So here they are. And be sure to check out www.DungeonsandDragons.com for the most up-to-date rules and FAQ for the D&D Adventure System board games.

What does a Monster do when a Hero is at 0 Hit Points?

Monsters ignore Heroes that are at 0 Hit Points. Follow the tactics on a Monster's card as though any Hero at 0 Hit Points were not there. If all of the Heroes are at 0 Hit Points during a player's Villain Phase, the Monsters do nothing and the phase ends immediately.

What is a marker?

Markers are 2-inch squares used to show where something is on a Dungeon tile. Markers represent Hazards, Traps, some Items, and some terrain features.

What do we do when we draw all the cards from a deck?

If you play through an entire deck of cards, shuffle that deck's discard pile and keep playing.

Does each Hero maintain an Experience pile?

Experience is a party resource. There is only one Experience pile, which all the Heroes share. Any Hero can choose to spend Experience to cancel an Encounter card or to level up. Players should decide together when to spend Experience, but the active Hero can always choose to spend or not to spend Experience.

I just defeated a Monster by rolling 20. Can I use the Experience from that Monster to level up?

Yes.

What's the difference between a Monster and a Villain?

A Villain is a special kind of Monster. Anything that affects a Monster also affects a Villain.

Do I get Experience for defeating a Villain?

Yes. When you defeat a Villain, add the Villain's card to the Experience pile. That Experience can be spent just like other Monster cards.

My Hero is currently not on a tile due to a Power or Encounter card. What happens when another card is drawn that affects each Hero?

A Hero might be trapped in a Pit or be or sucked into King Tomescu's Portal for a turn. A Hero that isn't on a tile due to the effects of a card is not affected by other cards drawn while he or she is not on a tile.

Sometimes a Monster's card says to move it adjacent to the closest Hero. What do I do if that Monster is already adjacent to a Hero?

You can simply leave the Monster where it is, or you can move it to any other unoccupied square adjacent to that Hero.

What do I do when placing a Monster on a tile that has an occupied bone pile?

You instead place the Monster on any square on that tile.

Where do I put a Monster that I move with one of my Powers or Treasure cards?

If you use a Power or Treasure card that moves a Monster, you can place the Monster in any unoccupied square that meets the effect's requirements. For example, Tide of Iron allows you to place the Monster on any unoccupied square on any tile within 1 tile of your Hero's current location.

What does "within 1 tile" mean?

An object (such as another figure, a token or marker, or an unexplored edge) is within 1 tile of a figure when that object is on the figure's current tile or on a tile connected to the figure's current tile. (Diagonally touching tiles are not adjacent.)



Castle Ravenloft Specific Cards

Bless (8): The attack bonus is granted to all Heroes within 1 tile of the active Hero as soon as that Hero uses this power. If any of those Heroes then move away, they do not lose the attack bonus. Likewise, Heroes cannot gain the attack bonus by later moving to within 1 tile of the Hero who used this power.

Consecrated Ground (9): If you discard a marker that was placed by a persistent card (such as a Trap card), you also discard that card.

Shield of Faith (10): The AC bonus is granted to all Heroes within 1 tile of the active Hero as soon as that Hero uses this power. If any of those Heroes then move away, they do not lose the AC bonus. Likewise, Heroes cannot gain the AC bonus by later moving to within 1 tile of the Hero who used this power.

Cleave (12): If your Hero can't move because of being Immobilized, that Hero can still deal 1 damage to a Monster he or she is currently adjacent to.

Illusionary Crowd (49): When you use this power, place each Monster in play on any tile on or adjacent to the tile with the Illusionary Crowd marker.

Music of the Damned (57): If both Monsters you draw are the same level, you choose which one to play.

Cyrus Belview (62): You do not draw an Encounter card when you place the new tile.

Frenzy (63-64): If more than one Monster with the same name is in play, each of those Monsters activates twice!

Howl of the Wolf (66): If more than one Monster with the same name is in play, only the chosen Monster activates.

Prowling Ghost (101): You do not draw an Encounter card when you place the new tile.

Alarm (104): The Monster placed by the Alarm activates during the Villain Phase in which it is summoned.

Run! (154): Slowed Heroes have a Speed of 4 while this blessing is in effect. Immobilized Heroes still can't move.

Lucky Find (170-171): Drawing additional Treasure cards is optional. If you draw fewer than three, you still just keep one and discard the others.

Boots of Striding (177): A Slowed Hero with this item has a Speed of 3. An Immobilized Hero still can't move.

Slowed: This Condition takes effect during your Hero's move action and any time the Hero moves his or her Speed due to some other effect. The Hero can move more than his or her Speed if instructed to move to an adjacent tile. Slowed Heroes can still swap positions with other figures or be placed in new positions.

Immobilized: This Condition takes effect during your Hero's move action and any time the Hero would move due to some other effect. Immobilized Heroes can still swap positions with other figures or be placed in new positions.

Castle Ravenloft Adventure Clarifications

Coffins on Tiles: Coffins on tiles have no associated rules unless otherwise specified by the adventure. Heroes can move freely through them just like any other square.

Adventure 2: The Monsters placed on the Chapel tile are in addition to the normally placed Monster. There should be one more Monster on the tile than the number of players.

Adventures 2 and 4: The Encounter card drawn every Villain Phase is in addition to any other Encounter card that might be drawn. If you don't explore during your Exploration Phase, you'll draw 2 Encounter cards!

Adventure 4: The number of Treasure cards required to win includes the Items that the Heroes enter the dungeon with. Fortunes and Blessings, however, do not count towards the required number of Treasure cards; only Items.

Heroes who leave the dungeon no longer draw Encounter cards.

