

Castle Ravenloft Board Game:

CONTEST ADVENTURES

CURSES!

The Heroes, with Thorgrim at their lead, head back into Castle Ravenloft for revenge. They must defeat the werewolf that killed Thorgrim's brother.

Goal: Defeat the werewolf.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Fetid Den Dungeon Tile, Chapel Dungeon Tile, the Werewolf Villain Card, Werewolf figure, 2-5 1-Monster tokens, Silver Dagger Treasure Card, Silver Dagger token.

One Hero must be Thorgrim.

Place the **Start** tile on the table. Place each Hero on a square adjacent to the stairway on the Start tile.



Find the **Fetid Den** and the **Chapel** tiles and set them aside.

Shuffle the Dungeon Tile stack. Take 5 tiles from the Dungeon Tile stack and then shuffle them with the Fetid Den and Chapel tiles. Then, without looking at any of the tiles, put the shuffled stack into the

Dungeon Tile stack after the 8th tile. (This way the Fetid Den will appear between the 9th and 15th tile drawn.)

Special Adventure Rules

Each time a tile with a skull on it is drawn, Thorgrim loses 1 Hit Point, which signifies his losing struggle with lycanthropy. The first time Thorgrim would drop, he can stand back up without the use of a Healing Surge on his next turn (the effects of him standing up are the same as a Healing Surge). Once he stands up, place a Monster token on Thorgrim's card to indicate his current bestial nature and place the Werewolf Villain Card next to Thorgrim's card. From this point forward, each time a tile with a skull on it is drawn, Thorgrim turns into a werewolf during that player's upcoming Villain Phase and attacks as the Werewolf Villain Card specifies. During Thorgrim's next Hero Phase, he operates as normal. Thorgrim's bestial state ends at the start of the next player's Hero Phase.

Lycanthropy is transferred by a bite, and the only way to remove lycanthropy is to kill the werewolf in Castle Ravenloft. Any time a Hero is bitten by a werewolf and takes damage that drops the Hero below half of his or her maximum Hit Points, the Hero is infected. An infected Hero acts as Thorgrim does in his bestial state (see above).

Fetid Den Tile: When a Hero reveals the Fetid Den, do the following:

- ◆ Instead of drawing a Monster Card for the tile, place the Werewolf figure on the bone pile. Like all Villains, the Werewolf acts at the start of each Villain Phase.

Chapel Tile: When a Hero reveals the Chapel, do the following:

- ◆ Place the Silver Dagger token on the bone pile along with the Monster indicated by the Monster Card. A Hero that ends his or her Hero Phase next to the Silver Dagger can pick it up. Give the Silver Dagger Treasure Card and token to that Hero.

Victory: The Heroes win the adventure when they defeat the werewolf. Any Hero infected with lycanthropy is no longer infected.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining, or if all Heroes in the party are infected with lycanthropy.

When You Start the Adventure, Read:

It has been days since you were last in these crypts with your brother Hargrinn. You and Hargrinn had set out to stop a werewolf that had been terrorizing the locals. Hargrinn was armed with a silver blade to kill it, but he underestimated its strength and died in its jaws. After seeing that, you retreated. Now you have come back with a band of adventurers to kill the werewolf and avenge your brother.

When the Heroes Reveal the Fetid Den, Read:

You enter a room with the fetid smell of death and decay. Piles of bones lie about the room, and a large, fur-covered creature crouches over its meal. You recognize the corpse as that of Hargrinn. But where is his silver dagger?

A HERO LOST

The Heroes must find the infected Hero in the lower levels of the dungeon and locate the dark fountain. Combine its water with the vial of holy water to cure the infected Hero.

Goal: Cure the infected Hero.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Dark Fountain Dungeon Tile, Rotting Nook Dungeon Tile, Secret Stairway Dungeon Tile, Young Vampire Villain Card, Strahd figure, Holy Water Treasure Card, Holy Water token, Alarm Trap token, Alarm Trap Encounter Card.

One Hero must be the infected Hero. This Hero starts at 2nd level with one extra Daily power and one extra Utility power.

Give the **Holy Water** token to a Hero who is not infected.

Place the **Rotting Nook** tile on the table and place the infected Hero on that tile.

Place the **Start** tile on the table. Do not connect the Start tile to the Rotting Nook tile. Place each remaining Hero on a square adjacent to the stairway on the Start tile.

Find the **Dark Fountain** and **Secret Stairway** tiles and set them aside.

Shuffle the Dungeon Tile stack and take out 7 tiles. These tiles become the Path to the Infected Hero.

Take 3 tiles from the Path to the Infected Hero and then, without looking at any of the tiles, shuffle them with the Secret Stairwell. Then put the shuffled stack at the bottom of the Path to the Infected Hero stack. (This way the Secret Stairwell will appear between the 4th and 8th tile drawn.)

Take 3 tiles from the Dungeon Tile stack and then, without looking at any of the tiles, shuffle them with the Dark Fountain. Then put the shuffled stack after the 6th tile in the Dungeon Tile stack. (This way the Dark Fountain will appear between the 7th and 11th tile drawn.)

Special Adventure Rules

During the Exploration Phase, a player can draw a tile from the Dungeon Tile stack or from the Path to the Infected Hero stack.

A Hero can pass the vial of Holy Water only to an adjacent Hero during the player's Hero Phase.

Each time the player controlling the infected Hero would draw an Encounter Card, he or she must flip over one power instead (including At-Will powers). If the player of the infected Hero starts his or her Villain Phase with all powers flipped over, the infection deals damage equal to the Hero's Surge Value.

Secret Stairway Tile: When a Hero reveals the Secret Stairway, do the following:

- ◆ Place the tile and then connect the tile the infected Hero is on to the tiles containing the rest of the heroes. Connect them as close to the most recently placed tile from each set of placed tiles as possible.

- ◆ The Alarm Trap comes into play and activates on each Villain Phase. The next time a tile is drawn and placed, put the Alarm Trap on that tile. Until the Alarm Trap tile is revealed, place Monsters triggered by the Alarm Trap at an unexplored edge closest to the Active Hero.

Dark Fountain Tile: When a Hero reveals the Dark Fountain, do the following:

- ◆ Instead of drawing a Monster Card for the tile, place the Strahd figure on the bone pile. Find the Young Vampire Villain Card; the Young Vampire activates at the start of each Villain Phase.

Victory: The Heroes win the adventure when the infected Hero starts his or her Hero Phase on the Dark Fountain tile with the Holy Water token.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

One of your party has been captured and infected by Strahd's minions. The infected hero is now stranded deep in the crypt. An elixir made by combining holy water with the water from the dark fountain can cure the hero of the disease. Can you make it before the infection overwhelms the lost hero?

THE SKULL OF NECROMANCY

The Heroes must enter the dungeons of Castle Ravenloft to obtain a powerful artifact and escape with it so that it can be destroyed.

Goal: Recover the Skull of Necromancy and escape the dungeon.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Arcane Circle Dungeon Tile, Chapel Dungeon Tile, Strahd's Crypt Dungeon Tile, Strahd Villain Card, Strahd figure, Wraith Monster Card, Wraith figure, 5 Item tokens (Icon of Ravenloft, Holy Water, Skull, Torch, Wooden Stake), 4 Treasure Cards (Holy Water, Icon of Ravenloft, Torch, Wooden Stake).

Place the **Start** tile on the table. Place each Hero on a square adjacent to the stairway on the Start tile.

Find **Strahd's Crypt** tile, **Skull** token, a **Wraith Monster Card**, and a **Wraith figure** and set them aside.

Remove the **Secret Stairway** tile from the tile stack and set it aside. It isn't used in this adventure.

Find the **Chapel** and **Arcane Circle** tiles and set them aside.

Shuffle the Dungeon Tile stack. Take 3 tiles from it, then shuffle the Chapel tile into those tiles and set them aside. Take 3 more tiles from the tile stack, then shuffle the Arcane Circle tile into those tiles. Then, without looking at any of the tiles, put the 4 shuffled tiles containing the Arcane Circle under the

4 shuffled tiles containing the Chapel tile. Finally, put these 8 tiles back into the tile stack after the 8th tile.

Find the following 4 Item tokens: **Icon of Ravenloft**, **Holy Water**, **Torch**, and **Wooden Stake**. Shuffle those tokens and place them aside where you can draw them randomly. Find each item's corresponding Treasure Card and set those cards aside.



Special Adventure Rules

Whenever a player draws a Dungeon Tile with a black arrow, place one of the 5 Item tokens on that tile. A Hero that ends the Hero Phase adjacent to an Item token can pick up that item and its associated Treasure Card.

A Hero that starts a turn at 0 Hit Points transforms into a Wraith! Replace the Hero's figure with the Wraith figure, and refer to its Wraith Monster Card. Skip the Hero and Exploration Phase of that player's turn. During that player's Villain Phase, he or she no longer draws new Encounter Cards but continues to activate Monsters and Traps, including the Wraith.

To transform the Hero back, the other Heroes must defeat the Wraith (the Heroes do not gain Experience Points or a Treasure Card). Next a Hero must end his or her Hero Phase adjacent to the altar on the Chapel tile. On the next turn of the Hero that was

transformed into a Wraith, he or she spends a Healing Surge and is placed adjacent to the altar.

Arcane Circle Tile: When a Hero reveals the Arcane Circle, do the following:

- ◆ Place the Arcane Circle. Place Strahd's Crypt adjacent to an unexplored edge of the tile that is farthest from the Arcane Circle. Instead of placing one of the 5 Item tokens, place the Skull token on the bone pile. Instead of drawing a Monster Card for the tile, find the Strahd Villain Card and place the Strahd figure on top of the Skull token. Strahd activates at the start of each Villain Phase. A Hero that ends his or her Hero Phase adjacent to the Skull token can pick it up if Strahd is not on the tile.

Victory: The Heroes win the adventure by taking the Skull token and escaping by the stairs on the Start tile.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. The Heroes also lose if two Heroes are Wraiths at the same time.

When You Start the Adventure, Read:

Using divination, you have learned that the Skull of Necromancy, an evil artifact of terrible power, is in Strahd's dungeon. You have volunteered to explore the dungeon to find the Skull and bring it out to be destroyed.

When the Heroes Reveal the Arcane Circle, Read:

Ahead you see a glowing blue circle of arcane symbols with the Skull of Necromancy in the middle. Suddenly, Strahd appears and stands over the Skull. Strahd points at you and intones, "You will make excellent minions. Prepare to die!"