

RULEBOOK

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COMPONENTS

1 Dungeon Tile "Start" Tile
5 Hero Figures
30 Monster Figures
4 Villain Cards
60 Encounter Cards
30 Monster Cards
5 Adventure Cards
10 Condition Tokens
70 Hit Point Tokens
10 Monster Damage Tokens
3 Clound Tokens
1 Character Token
5 Time Tokens
6 Reaction Tokens
1 Mistform Token
1 Adventure Book
40 interlocking Dungeon Tiles
7 Villain Figures
5 Hero Cards
1 die
50 Power Cards
5 Sequence of Play Cards
50 Treasure Cards
40 Monster Tokens
10 Coffin Tokens
1 Sun Token
17 Item Tokens
5 Healing Surge Tokens
12 Trap and Power Markers
1 Dragon's Breath Token
1 Rulebook

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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 and most-capable Heroes stand a chance of surviving—let alone succeeding—in defeating Strahd and his minions.

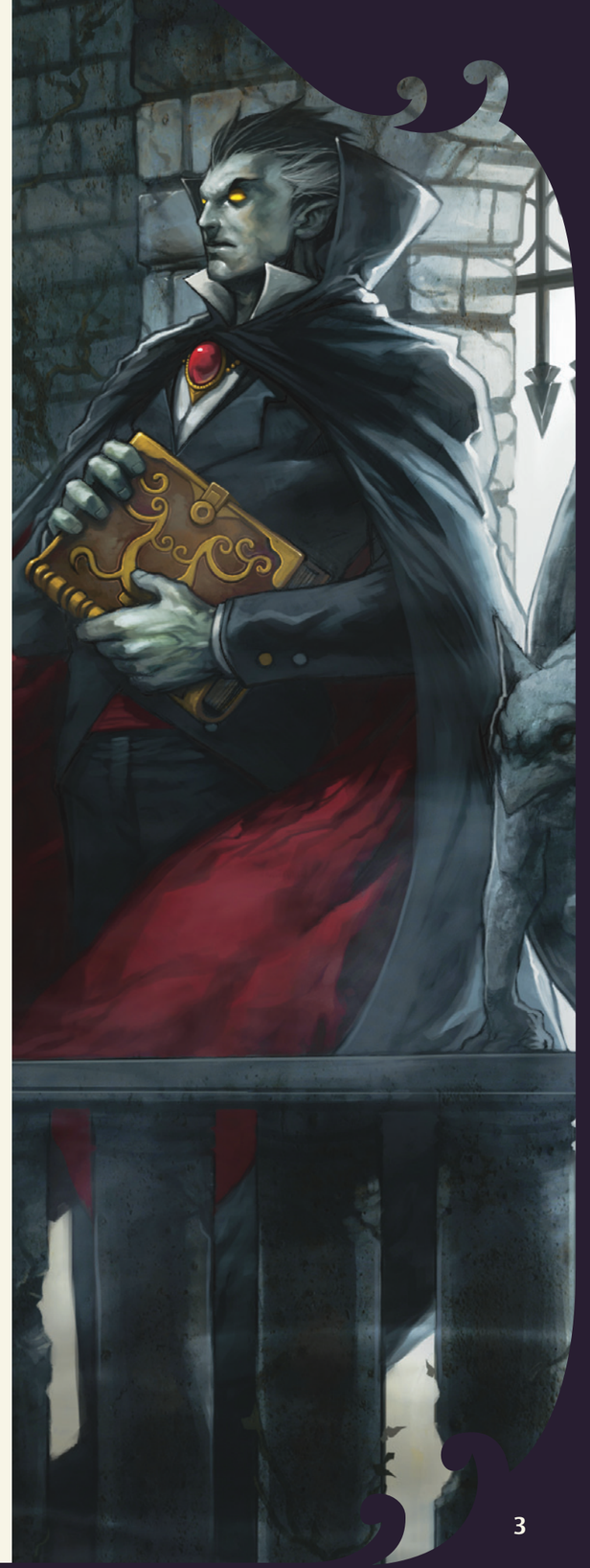
The entrance to the castle looms ahead. Strahd's plans are nearing fruition, and the master of the castle has an undying thirst for blood. Can you defeat Count Strahd and the Monsters that inhabit Castle Ravenloft?

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, and Human Ranger. Heroes explore the dungeons 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).



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

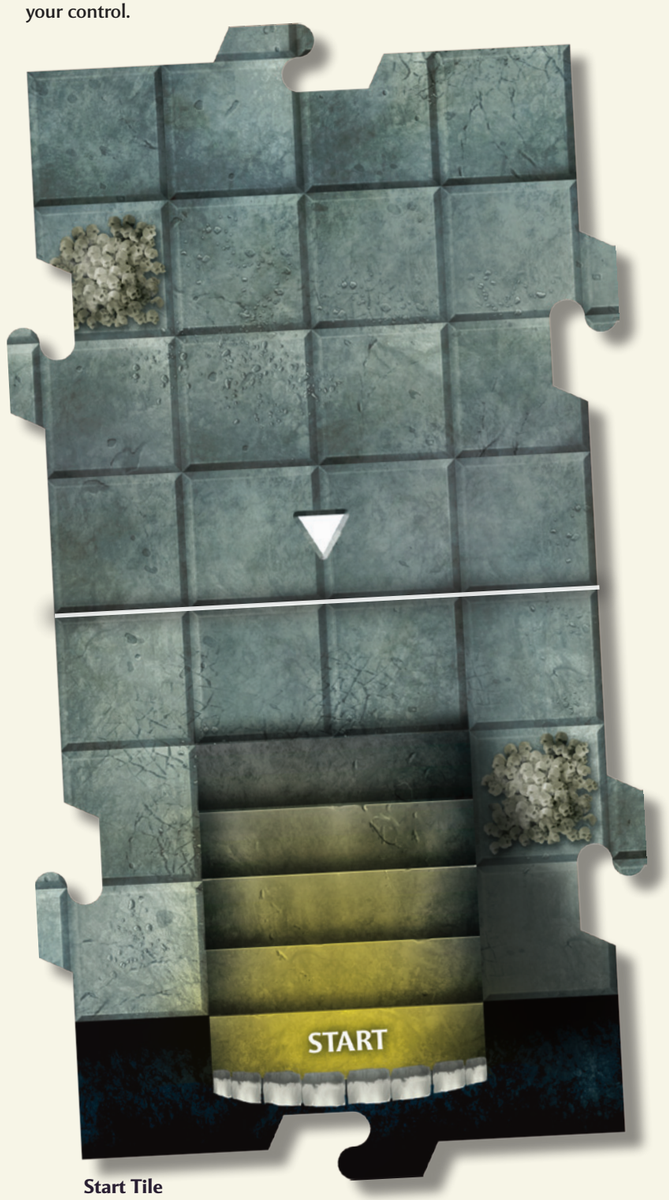
To start playing the *Dungeons & Dragons: Castle Ravenloft Board Game*:

- ✦ 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 Monster, Villain, and Hero figures in easy reach.
- ✦ Pick an adventure from the Adventure Book. If you're playing your first game alone, the best way to learn the game is by using the first adventure, "Escape the Tomb." If you're playing your first game with friends, play the second adventure, "Find the Icon of Ravenloft."
- ✦ Each player chooses one of the five 1st-level Heroes. When you choose a Hero, take that Hero's Hero Card, the Power Cards for that Hero, and the figure that matches the Hero. The rules presented in the adventures and on the cards refer to the players as "Heroes."
- ✦ 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. (See page 14 for how to choose Power Cards in later games.) Set aside any Power Cards that aren't used in this adventure.
- ✦ Each player also draws a Treasure Card. These cards represent items and advantages that you acquired on previous adventures. You'll get more Treasure Cards as you play the game.
- ✦ Set up the Dungeon Tile stack (the deck of tiles), the starting tile, and any Quest tiles based on the setup instructions in the adventure you have selected. You are now ready to begin play. The adventure you have chosen 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.



Start Tile

The Dungeon Tile Stack

You use the Dungeon Tiles (referred to as the Dungeon Tile stack) to build the crypts beneath Castle Ravenloft. Each time you play, the crypts have a different layout. The labyrinthine passages beneath the castle are said to be endless. Others believe that Strahd's magic causes the crypts to shift and move around each time mortals dare to enter them.

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

The Start tile: The Start tile is where the Heroes usually enter the crypts and begin their adventure. It's twice the size of the other tiles in the stack. 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: Sometimes the rules refer to an "unexplored edge" of a Dungeon Tile. This is shorthand for a tile edge where you could place a new tile (the edge of a tile that is open and doesn't have another tile adjacent to it).

*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.*

Tiles and Squares

It's important to understand the difference between a full tile and the squares on each tile. Game cards refer to both tiles and to squares.

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

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



*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.*

Diagonal Movement: You can usually move diagonally when you are moving by squares, unless your path is blocked. You cannot move diagonally when moving by tiles. This is a subtle but important difference. The easy way to remember it is this: 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 instead of diagonal lines when you count tiles.



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

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:** This line shows you what fantastic race and character class your Hero belongs to, as well as his or her level of experience (see page 14).
- **Armor Class:** The Hero's defense score. An attack hits the Hero if it equals or exceeds this number (see page 9).
- **Hit Points:** The Hero's health. Damage reduces the Hero's Hit Points (see page 10). You can never regain more Hit Points that 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. When used, 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 you encounter 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 hav e finished 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 an unexplored edge space (see page 5), go on to Step 2.

If you aren't on an unexplored edge space, you aren't in position to 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 you are exploring from.
3. Place a Monster on the new tile (see the sidebar below).

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

When you have to "place a Monster," this is shorthand for draw a Monster Card and place the corresponding Monster figure on the bone pile that's on the Dungeon Tile you just placed. If you already have the same Monster Card in play in front of you, discard that Monster Card and draw again. Note, however, that it's okay to draw a Monster Card if another player has the same Monster in play.

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.

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 Villian 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 crypt to attack Monsters, explore, and achieve the adventure's objective. Use the following rules for movement.

When Do You Move?

You usually move during the Hero Phase of your turn.

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

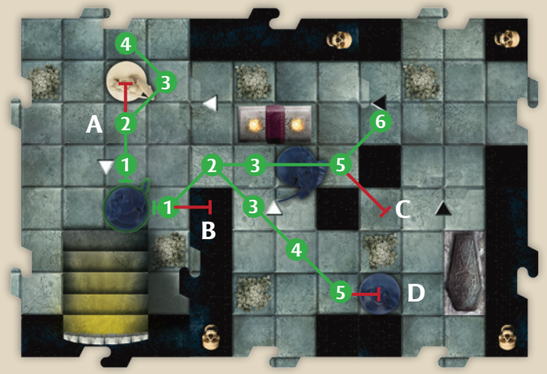
How Do You Move?

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

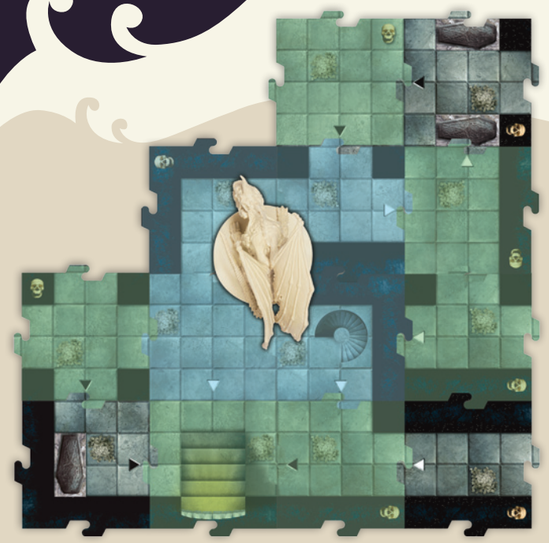
Think of your Hero's Speed as your movement budget. Each time you move a square, you spend 1 point from that budget. When you have no more Speed left, you can't move any more.

Each turn, you can spend up to your Speed budget to move and then make an attack, or you can move twice.

- ✦ You can move in any direction, including diagonally, as long as you have the necessary Speed to spend.
- ✦ You can't move into a square filled with a wall.
- ✦ You can't move into a square occupied by a Monster.
- ✦ You can move through a square occupied by a 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.

Condition: Slowed

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

- ✦ If an attack or other effect causes your Hero to become Slowed, put a Slowed marker on your Hero Card.
- ✦ If your Hero is Slowed, your Speed is reduced to 2.
- ✦ At the end of your Hero Phase, discard the Slowed marker.



Condition: Immobilized

A ghoul's paralyzing claws infect a Hero with a deadly toxin that stops him from moving. A magical trap blasts an area with ice, freezing a Hero in place. These attacks and others like them immobilize Heroes.

- ✦ If an attack or other effect causes your Hero to become Immobilized, put an Immobilized marker on your Hero Card.
- ✦ If your Hero is Immobilized, your Speed is reduced to 0—you can't move!
- ✦ At the end of your Hero Phase, discard the Immobilized marker.



ATTACKS

A Hero makes attacks using either his or her powers or the power of certain magic items found among the Treasure Cards. A Hero's powers represent physical training, arcane spells, and divine prayers, depending on a Hero's class.

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 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 drain of physical stamina or magical energy for 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, but instead specify an alternate time 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.



COMBAT

As you explore the dungeon crypt, skeletons, zombies, and other Monsters emerge from the shadowy recesses to oppose you. You need to battle your way past these creatures to complete the adventure using your Hero's attacks and magic items.

Targeting

When you decide to attack, first determine which Monsters you can target. A power specifies what Monsters you can attack, 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 you, that does not include Monsters on a Dungeon Tile that is diagonal to yours. You also cannot attack a Monster within 1 tile of you if a wall completely blocks paths between your tile and the Monster's tile.

Armor Class

The 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.

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.



Hit Point Token

Monster Token

Healing Surge Token

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. Other effects, 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.

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.





Card Face

Card Face

Card Back

Card Face

THE MONSTER DECK

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

Each Monster Card also summarizes 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 "Damage" page 10).
- **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 nothing else is 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.

THE ENCOUNTER DECK

The Encounter Deck represents the Events, deadly Environments, Traps, and other threats that inhabit the dungeon crypts 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.

Note that 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.

Trap: A Trap is a snare or other mechanical device placed in the dungeon crypt to defeat the Heroes. Each Trap Card has a corresponding marker. When you draw a Trap Card, place the Trap's marker on the active Hero's tile. If there is already a Trap there, discard the Trap you just drew and draw another Encounter Card.

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

Disabling Traps: While a Hero is on a tile with a Trap, he or she can attempt to disable that Trap instead of making an attack. If you roll the number listed on the Trap Card or higher, discard the Trap and its marker.



Card Face

Card Back

THE TREASURE DECK

The Treasure Deck represents the magic items and other valuables you can find hidden in the dungeon crypts. Strahd is both powerful and greedy, as are his minions. When you defeat a Monster, you gain a Treasure Card (though you only get one Treasure Card per turn, even if you defeat more than one Monster 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.

There are three types of Treasure Cards:

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.

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.



Card Face

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 in two ways:

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

Canceling Encounter Cards

Canceling an Experience Card represents using the hard fought experience you've gained to avoid danger. For example, you spot a Trap and disable it before it activates, or you avoid an Event before it injures you.

Whenever you draw an Encounter Card, you can spend a total of 5 Experience Points (a number of Monster Cards from the Heroes' Experience Pile whose Experience Points add up to 5) to cancel it. The cards you choose must add up to at least 5 (or more) Experience Points, and you can't use any excess points during a later turn. Discard the cards after you spend them.

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 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

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 become 2nd level! Flip your 1st-level Hero Card over to become 2nd-level. Leveling up to 2nd level increases your Hit Points by 2, and your Armor Class and Surge Value by 1. It also allows you to choose a new Daily power, and you gain the special ability to make critical attacks (shown on the Hero Card).

In addition to the natural roll of 20, the Level up Treasure Card 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 between two good methods of selecting exactly which At-Will, Utility, and Daily Power Cards you get for any particular adventure. Your group can agree on the method it wants to use or each player can choose the method to use.

For a slightly easier game, go ahead and 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.



CASTLE RAVENLOFT

BOARD GAME

A D&D® ADVENTURE SYSTEM COOPERATIVE GAME