NOTES

I call this a ‘reversion’ because I felt like I was reverting WoTC’s Castle Ravenloft back into D&D. In my opinion this is how this game should have been from the start (no offense intended to WoTC and all their games that I enjoy).

I’ve split this document into six pieces: Rules, Quests, Rooms, Denizens, Cards and Monster Cards. Each is a separate PDF file.

The Reversion requires some set-up:
- The Cards need to be printed on card stock. Then flip the pages over in your printer and print the appropriate back side for the cards.
- Print out at least one Quest Tracking sheet. You will need one per party of characters that play.
- The Monster Stat Cards also need to be printed out. They are not intended to be printed double-sided because I don’t think they’re as useful in that form.
- The Village Map is best done on cardstock. Then cut the white border from between the pages and tape them together for one big map.
- The four books (Rules, Quests, Rooms and Denizens) are created to make a booklet from regular 8.5x11” paper. For each PDF file, print first only the odd pages, then reverse the order of the pages and flip them over and put them back in your printer. Then print the even pages.
- You’ll also want a deck of playing cards for the Vaults and poker chips (or some other counters) for various tokens and counters.
- You will also need some tokens for Drama Dice. We always use little crystal markers that are easily found at gaming stores.

Otherwise, all you need are the materials found in the official Castle Ravenloft box and the 4th edition D&D rules (either the Player’s Handbook or the Rules Compendium).

All the images in here were found on the web. I haven’t made any attempt to seek anyone’s permission to use them. I’m not selling this product and as far as I’m considered it all falls under Fair Use. If anyone feels otherwise, send me a polite email and I’ll remove it from the document.

I’m very interested in suggestions, revisions, and other ideas to fix or add, so please post your thoughts and ideas on the Board Game Geek forums. I'm sure there are many things that can be fixed, improved or added.

Finally, special thanks to my wife for her help in revising and editing this document. She also came up with a lot of the ideas in here.

- Chris (aka Doctor Bellows)

Version 1.0 - initial release
Version 1.1 - errata; formatting changes; some additions and rule changes
Version 1.2 - added Cartographer’s Stone Treasure Card; added more ‘dud’ treasure cards; added more Village Events; separated all Roleplay and Village Event cards; adjusted all Skill Checks throughout (they were all too hard); clarified when Monster cards are drawn (not when you place a named Room); added light source clarifications and expansions (Enhanced Darkvision); adjusted Event card mechanics (begin drawing Event cards at the end of player turns immediately after all Monsters are gone); clarified Vault rules; miscellaneous errata; added “The Delve” play option; made Monster cards; revised Monster tactics; made larger village map
Version 1.3 - errata; added Item cards; edited Treasure & Item cards to make them more in line with 4e rules; adjusted Quest experience rewards
Version 1.4 - formatted for improved booklet form; adjusted Initiative rules & Story Quest rules; revised Trap rules and added Trap markers; added vault tokens; revised Mercantile selling rules
Version 1.5 - adjusted Initiative rules; edited various Item cards; added Town Event cards; edited Strahd’s tactics
STORY QUEST 1 - DL 1
Find the Icon of Ravenloft

Goal: Find the hidden Chapel and recover the lost Icon of Ravenloft

When You Start the Adventure:
The priest of Barovia, Donovan Berght, greets you at The Church. He tells you about the legend of the Icon of Ravenloft. He believes that this lost artifact still exists, resting in a hidden Chapel within the castle.

“The Chapel remains a safe haven, a place of goodness and light in all that terrible darkness,” he explains. “You seem like the kind of people that might help us. If you can bring the icon to me, I can use it to defend the town from Strahd and his minions. Perhaps I can even find a way to destroy the vampire lord once and for all!”

You set off immediately for the Castle. You climb down the stairs to one of the many entrances to the dungeon crypts. The only thing between you and your goal—endless corridors of darkness and an army of monsters!

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, two Hallway Dungeon Tiles, Chapel Dungeon Tile, Icon of Ravenloft token and Treasure Card.

Place the Start tile on the table. Place the two Hallway tiles adjacent to the Start tile. Place each Hero on a square adjacent to the stairway on the Start tile.

Take the Chapel tile and set it aside. Shuffle the rest of the tiles, take 3 tiles from it, and shuffle the Chapel into those tiles. Then, without looking at any of the tiles, put the shuffled Chapel and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Chapel tile will appear between the 9th and 12th tile drawn.)

Set aside the Icon of Ravenloft token and card until needed.

Special Adventure Rules

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

- Each player draws a Monster Card and places them; one on the Chapel tile and then on the surrounding tiles.
- Place the Icon of Ravenloft token on the Chapel’s altar.
- A Hero can spend a minor action to pick up the Icon from the altar.

Victory: The Heroes win this adventure when they escape from the dungeon with the Icon.

When the Heroes Reveal the Chapel Tile:

The chamber ahead glows with the light of faith and goodness. On the pristine altar, an ancient platinum medallion shaped like the sun with a large crystal embedded in its center waits to be collected. Unfortunately, the chamber isn’t empty. Some monsters stand guard, as though they were waiting for you to arrive.

When the Heroes Succeed:

Donovan greets you at the church doors as you arrive. Taking the Icon from your hands he smiles. “Thanks to you we have a chance. This Icon will certainly give us some protection from the darkness of Castle Ravenloft! I will contact you again soon.”

You leave him there and head to the Inn for some much needed rest.

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
STORY QUEST 2 - DL 1
Klak's Infernal Artifact

**Goal:** Defeat Klak and destroy the infernal artifact.

**When You Start the Adventure:**

The Mayor of Barovia, Ismark Indrirovich, approaches you:

“In recent days, storms of chaotic magic have swirled out of Castle Ravenloft and wreaked havoc throughout the land of Barovia. I have heard from Donovan Berght that you are valiant heroes that can be called upon in our need.”

He continues, “I have discussed this with the leaders of Barovia and we have learned that a great sorcerer resides in the Castle in the service of Count Strahd. This sorcerer has devised an infernal artifact that, we believe, is responsible for this deadly magic. His name is Klak, but that is all we know of him. We beg you; enter the castle and defeat him or destroy his artifact. Put a stop to these storms before all of Barovia is destroyed!”

**Adventure Setup**

**Special Components in this Adventure:** Start Dungeon Tile, Laboratory Dungeon Tile, Klak figure, Klak’s artifact token.

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

Take the Laboratory tile and set it aside. Shuffle the rest of the tiles, take 4 tiles from it, and shuffle the Laboratory into those tiles. Then, without looking at any of the tiles, put the shuffled Laboratory and 4 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Laboratory tile will appear between the 9th and 13th tile drawn.)

Set aside the Klak’s Artifact token and Klak figure until needed.

**Special Adventure Rules**

**Laboratory Tile:** When a Hero finds the Laboratory, do the following:

- Place the Klak figure on the tile. He activates immediately
- Place the Klak’s Artifact token on the Laboratory tile.
- Attacking Klak’s Artifact will destroy it. The artifact has an AC of 15 and 5 HP.

**Victory:** The Heroes win this adventure when they escape from the dungeon after destroying Klak’s Artifact.

**When the Heroes Reveal the Laboratory Tile:**

The chamber ahead appears to be a magic-user’s laboratory, although it appears that the practitioner working here indulges in dark magic. You see a kobold in sorcerer’s robes. He is in the midst of casting a ritual over a strange artifact.

“Klak is busy!” the kobold sorcerer shouts when he notices you. “I must finish my work before Master Strahd becomes angry. Go away!” As you watch, a wave of chaotic energy radiates from the artifact and swirls upward, toward Barovia.

“Soon,” Klak says, “my infernal artifact will be ready to cast its spell and destroy Barovia! Bwahaha!”

**When the Heroes Succeed:**

The Mayor and all the townspeople are gathered at the Blood on the Vine Inn. They cheer as you enter. Mayor Indrirovich says, “The storms stopped the moment you destroyed the artifact. We knew you were successful and we owe you yet again! Cheers to the Heroes of Barovia!”

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
STORY QUEST 3 - DL 2
Daylight Assault

Goal: Find the portrait of Sasha Ivliskova and remove it from the Castle.

When You Start the Adventure:

You receive a mysterious summons to visit Gertruda and Mary Vanesh, the witch sisters of Barovia. You seat yourselves on dusty couches in their darkened home and listen to their tale:

Mary begins, “Many years ago, Count Strahd was just a man. What’s more, he loved a woman. While he had many lovers, Sasha Ivliskova was the one who held the greatest hold on his heart. Sasha was unintentionally slain during a dark ritual and Strahd’s grief was great. Many believe that it was her loss that sealed his evil fate.”

Gertrude continues, “Residing in Castle Ravenloft is a Lonely Crypt where lie her remains. Above her crypt is a portrait of Sasha that Strahd cherishes greatly. In fact, through our divinations, we have discovered that he has placed a great portion of his power in this otherwise mundane object. During the day you have the greatest chance of success. Slip into the Castle while the sun is in the sky and steal this portrait. It will be a great blow to Strahd’s power!”

Special Adventure Rules

Each time a Hero reveals a Dungeon Tile with a white arrow, increase the number the Time Track by one. When the Time Track reaches 6, the sun has set and the Castle becomes more dangerous. At this time the adventure (and all monsters) becomes DL 3.

Lonely Crypt Tile: When a Hero finds the Lonely Crypt, do the following:

- Place the Portrait token on the Lonely Crypt.
- Roll a D8. If the result is 1-6 then the Crypt is otherwise empty. If the result is 7 or 8, then Sasha’s spirit is present and immediately attacks! (See Lonely Crypt for statistics)
- A Hero can spend a minor action to pick up the Portrait from the altar.

Victory: The Heroes win this adventure when they escape from the dungeon with the Portrait.

Advantage Setup

Special Components in this Adventure: Start Dungeon Tile, Lonely Crypt Dungeon Tile, Sun token, Portrait token.

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

Take the Lonely Crypt tile and set it aside. Shuffle the rest of the tiles, take 4 tiles from it, and shuffle the Lonely Crypt into those tiles. Then, without looking at any of the tiles, put the shuffled Lonely Crypt and 4 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Lonely Crypt tile will appear between the 9th and 13th tile drawn.)

Place a d6 on the Sun token with the 1 face up. This is the Time Track. Set aside the Portrait token until needed.

When the Heroes Succeed:

You take the Portrait to the Vanesh sisters. “You have done well. We will not destroy this painting, in honor of the innocent Sasha and her tragic fate. However, we will endeavor to use our magics to remove Strahd’s taint from it. Hopefully this will weaken him.”

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
STORY QUEST 4 - DL 2
The Final Transformation

**Goal:** Explore Castle Ravenloft to locate a magic fountain whose dark waters can reverse the magic transforming young Kavan into a vampire.

**When You Start the Adventure:**

As you enter the Church, Donovan Berght—the cleric of Barovia—rushes up to you. Standing just behind him is a troubled-looking young man.

“This is Kavan. He was bitten last night by a vampire and we haven’t much time. To save this young man you must enter the castle and find the Dark Fountain. The water in the fountain can reverse the vampiric curse flowing through Kavan’s veins.”

Donovan continues, “Make sure that one of you always stays with Kavan, and be careful not to let any of Strahd’s monsters get close to Kavan. He is close to succumbing to the vampiric curse and the evil of the castle could cause him to . . . lose himself. Be careful.”

**Adventure Setup**

**Special Components in this Adventure:** Start Dungeon Tile, Dark Fountain Dungeon Tile, Kavan token, Strahd figure.

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

Take the **Dark Fountain** tile and set it aside. Shuffle the rest of the tiles, take 4 tiles from it, and shuffle the Dark Fountain into those tiles. Then, without looking at any of the tiles, put the shuffled Dark Fountain and 4 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Dark Fountain tile will appear between the 9th and 13th tile drawn.)

**Special Adventure Rules**

Because the denizens of the Castle recognize Kavan as one of their own, Monsters won’t attack him. When a Hero is adjacent to Kavan at the beginning of his turn he can lead Kavan through the dungeon, moving Kavan’s token along with the character.

**Kavan:** If a Monster moves onto Kavan’s tile when there is no Hero on the tile, Kavan temporarily transforms into a Vampire! Replace the Kavan token with the Strahd figure and refer to the Young Vampire statistics for Kavan’s transformed state. The Young Vampire immediately activates.

**Young Vampire:** If at the beginning of the Young Vampire’s turn, if he is on a tile without any Monsters but with one or more Heroes, he transforms back into Kavan and does not take a turn. Replace the figure with the Kavan token as before.

**Dark Fountain Tile:** When a Hero reveals the Dark Fountain tile, the denizens of Castle Ravenloft realize what the Heroes are attempting and attack!

- Draw 2 Monster cards and place the monsters on the Dark Fountain Tile
- Place 5 Hit Point tokens on the Dark Fountain
- Until the Hit Point tokens are gone, the players must draw another Monster card at the end of each of their turns. These monsters are placed on a tile 2 tiles away from the Dark Fountain and are immediately activated.

Whenever a Hero and Kavan are together on the Dark Fountain tile at the end of a Hero’s turn, a portion of the vampiric curse is eliminated from Kavan. Remove one Hit Point marker from the Dark Fountain. Once all the HP markers are removed, Kavan is cured.

**Victory:** The Heroes win the adventure when they escape from the Castle with the cured Kavan.

**When the Heroes Succeed:**

*Kavan’s family greets you at the outskirts of town. When they see him they run to meet you and embrace him. “Thank you for saving Kavan! We owe you more than we can ever repay!”*

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
STORY QUEST 5 - DL 3
Destroy the Dracolich

Goal: Destroy Gravestorm, the evil dracolich that serves Count Strahd.

When You Start the Adventure:
Donovan Berght rushes up to you. His demeanor is grim as he speaks:

“An undead dragon called a dracolich has answered Strahd’s call. Now it rampages through the countryside every night, destroying everything in its path. You must once again enter the crypts of Ravenloft and find its lair. And then, if luck is with you, you must destroy it before it can attack Barovia again.”

He continues, “If I may offer some advice: Find the creature’s phylactery. It holds the dracolich’s evil essence. Destroy the phylactery and your task will be much easier to accomplish. Good luck!”

Adventure Setup
Special Components in this Adventure: Start Dungeon Tile, Laboratory Dungeon Tile, Arcane Circle Dungeon Tile, Gravestorm’s Phylactery Token, Gravestorm figure.

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

Take the Arcane Circle tile and set it aside. Shuffle the rest of the tiles, take 3 tiles from it, and shuffle the Arcane Circle into those tiles. Then, without looking at any of the tiles, put the shuffled Arcane Circle and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Arcane Circle tile will appear between the 9th and 12th tile drawn.)

Special Adventure Rules
Arcane Circle Tile: When a Hero reveals the Arcane Circle, do the following:
• Place the Gravestorm figure on the bone pile on the tile. Gravestorm activates immediately.
• Place the Laboratory tile adjacent to an unexplored edge of a tile that is at least 4 tiles away from the Arcane Circle (if possible. Otherwise place it as far away as possible).
• Place Gravestorm’s Phylactery on the table on the Laboratory tile. A Hero that is adjacent to the Phylactery can destroy it by making an attack during his turn.
• When the Phylactery is destroyed, Gravestorm takes 88 HP damage (ie. his bloodied value at DL 3).

Victory: The Heroes win the adventure when they escape from the Castle after defeating Gravestorm.

When the Heroes Reveal the Arcane Circle Tile:
The dracolich stands in the chamber ahead. “I smell adventurers in my lair,” it roars. “Come, tiny adventurers, let me see if you have the power to challenge Gravestorm!”

When the Heroes Succeed:
As you travel back to Barovia, farmers and villagers alike line the road cheering you on. You have delivered another blow to Count Strahd and his reign of terror!

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
STORY QUEST 6 - DL 3
Rampaging Golem

Goal: Destroy or pacify the Flesh Golem.

When You Start the Adventure:
The Vanesh sisters summon you once again to their home. You are invited in and, while on dusty chintz chairs and sipping tea, the ladies explain what they need.

Mary says, “We have learned that Strahd has been secretly constructing a Flesh Golem in his workshop beneath the Castle. However, there are some ways in which such creatures can be pacified. Mundane items found in the dungeon may have a soothing effect on the Golem.”

Gertrude continues, “But then again they may not. It’s up to you: You can calm the creature or you can destroy it.”

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, two Hallway Dungeon Tiles, Workshop Dungeon Tile, Flesh Golem figure, 6 item tokens (Animal, Food, Mirror, Portrait, Skull, Torch), 6 reaction tokens.

Place the Start tile on the table. Place the two Hallway tiles adjacent to the Start tile. Place each Hero on a square adjacent to the stairway on the Start tile.

Take the Workshop tile and set it aside. Shuffle the rest of the tiles, take 3 tiles from it, and shuffle the Workshop into those tiles. Then, without looking at any of the tiles, put the shuffled Workshop and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Workshop tile will appear between the 9th and 12th tile drawn.)

Place the item tokens and the reaction tokens face down and shuffled nearby.

Special Adventure Rules

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

• Place the Flesh Golem figure on the bone pile. The Flesh Golem activates immediately.

In this adventure, each Hero can also take the following actions during their turn.

• When a Hero draws a Treasure Card, they also take a random item token at the same time. At this time, the Hero must also take a Reaction token, but keep it face down next to the item.

• A Hero can flip over one of their Reaction tokens by succeeding a Insight check (DC 18). (Minor action).

• As a minor action, a Hero can attempt to calm the Golem by giving it an item. If the Reaction token has not been flipped over yet, it is flipped at this time and placed on the Golem’s statistics.

Reaction Tokens: The Reaction tokens show how a particular item causes the Flesh Golem to react.

If the token shows “Calm,” that item has a soothing effect on the Golem. For each Calm token on the Golem, it does -3 damage. Once there are three Calm tokens on the Golem it becomes completely pacified.

If the token shows “Rage,” that item enrages the Golem. For each Rage token on the Golem it does +3 damage. This modifier stacks with other Rage or Calm tokens. However, a Rage token on the Golem does not affect its ability to be pacified by all three Calm tokens.

Victory: The Heroes win the adventure when they escape from the Castle after defeating or pacifying the Flesh Golem.

When the Heroes Succeed:
Once again you have succeeded in diminishing Strahd’s power. Soon, you hope to hunt for Strahd himself!

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
The Hunt for Strahd - Part 1

When You Start the Adventure:

Mayor Ismark Indrirovich sends a messenger to find you with an urgent summons. You rush to his manor and find him waiting for you anxiously.

“This is the time to make your final strike at Count Strahd. Mary and Gertrude Vanesh have told me that the Strahd is currently at his weakest due to a unique alignment of the heavens.”

He continues, “What’s more is that we now know that there are several magical items and implements to be found in the dungeon that can assist you in battling him and his bodyguards. Gather them if possible.”

“Finally, I recommend that you equip yourselves well before you depart. The townspeople will give you their support by discounting their goods. Good luck!”

If needed, you may make any purchases from any of the Villagers before departing on this adventure. At this time, all items will be sold to players at a 25% discount.

Goal:
Defeat Strahd’s bodyguard and find the secret passage that leads to the final encounter with the vampire lord.

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Arcane Circle Tile, Secret Stairway Tile, 6 item tokens (Silver Dagger, Wooden Stake, Feywalk Amulet, Torch, Holy Water, Dimensional Shackles), 5 Monster tokens (Kobold Sorcerer, Howling Hag, Werewolf, Flesh Golem, Zombie Dragon), Strahd figure.

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

Remove Strahd’s Crypt tile from the Dungeon Tile stack.

Take the Arcane Circle and the Secret Stairway tiles and set them aside. Shuffle the rest of the tiles, take 3 tiles from it, and shuffle the Arcane Circle into those tiles. Then take 3 more tiles and shuffle the Secret Stairway into those tiles. Then, without looking at any of the tiles, put the shuffled Secret Stairway and 3 tiles underneath the Arcane Circle and 3 tiles. Then place those 8 tiles after 4 other random tiles.

Shuffle the six Item tokens and place them face down nearby where they can be drawn randomly. Find the corresponding Treasure Cards to be used when needed.

Shuffle the five Monster tokens and place them face down on the table where they can be drawn randomly. This is the Villain stack.

Special Adventure Rules

Whenever a Hero draws a new dungeon tile with a black arrow, aside from also drawing a Monster card they should place a random item on that tile. A Hero can pick up an item when standing next to it as a minor action. At this time that Hero also takes the corresponding Treasure Card.

Arcane Circle: When a Hero reveals the Arcane Circle, draw a Villain from the stack and place that Villain figure on the bone pile on the Arcane Circle tile. This is Strahd’s bodyguard and it activates immediately.

Secret Stairway: When a Hero reveals the Secret Stairway, place the Strahd figure on the bone pile of the tile. Strahd activates immediately.

Victory: The Heroes win the adventure when they defeat Strahd’s bodyguard and Strahd.

When the Heroes Defeat Strahd:

The vampire lord screams in rage. “You cannot destroy me in so crude a manner,” Strahd gasps as his form turns to mist. The mist momentarily takes the shape of a huge bat, and then it floats down the Secret Stairway into utter darkness.

The only way to continue to “The Hunt for Strahd - Part 2” is to go down immediately. Otherwise, if you return to the Village you must redo Part 1.
STORY QUEST 8 - DL 4
The Hunt for Strahd - Part 2

**Goal:** Find Strahd’s coffin and destroy the vampire lord.

**When You Start the Adventure:**

You follow the mist down into the bowels of the castle and discover a series of chambers and a multitude of coffins. Strahd could be hidden in any of them! The time has come to end this threat once and for all...

**Adventure Setup**

**Special Components in this Adventure:** Start Dungeon Tile, Strahd’s Crypt Dungeon Tile, 10 Coffin Tokens, Strahd figure.

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

Shuffle the 10 Coffin Tokens and set them aside where they can be drawn randomly.

Take the Strahd’s Crypt tile and set it aside. Shuffle the rest of the tiles, take 3 tiles from it, and shuffle the Strahd’s Crypt into those tiles. Then, without looking at any of the tiles, put the shuffled Strahd’s Crypt and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Strahd’s Crypt tile will appear between the 9th and 12th tile drawn.)

**Special Adventure Rules**

Whenever a Hero draws a new dungeon tile, he places a Coffin token face down on that tile. A Hero that investigate an adjacent Coffin with a minor action on their turn.

If the Coffin token says “Strahd Appears,” place the Strahd figure on the bone pile on that tile. Strahd immediately activates (DL 5).

A Hero can destroy a coffin after investigating it by using a standard action.

If Strahd begins his turn on a tile with an undestroyed coffin, he regains 10 HP. He will continue to regain 10 HP/turn as long as the coffin remains undestroyed.

**Strahd’s Crypt:** When a Hero reveals Strahd’s Crypt do the following:
- If Strahd is not currently in play, immediately activate Strahd (DL 5) on the bone pile of the Strahd’s Crypt Tile.
- If Strahd is in play, immediately place him on the bone pile of the Strahd’s Crypt tile. He regains 92 HP and makes his last stand from his crypt.
- Place a coffin token (if any remain) face down on the tile. This coffin will heal Strahd 10 HP/turn as above.

**Victory:** The Heroes win the adventure when they defeat Strahd and escape from the dungeon.

**When the Heroes Defeat Strahd:**

Strahd finally falls, defeated by your unrelenting attacks. The vampire lord's body turns to dust, and a sudden peace pervades the castle. The thick mists begin to part and the town of Barovia can finally rest easy. The long night is finally over... for now!

Congratulations! You have won the adventure.

Each player gains 500 xp.
Random Quests

Random Quest 1

Escape the Tomb

Random Adventures are always the same Dungeon Level as the Character Level

**Goal:** Find the Secret Stairway tile that leads out of the dungeon before Strahd defeats you!

**When You Start the Adventure:**

The last thing you remember is a man with piercing eyes and a long cape approaching you on the streets of Barovia. Was that Count Strahd? And, if so, how is it possible that he was abroad during the day?

These mysteries will have to be set aside for now, for you find yourself laying on the stone floor of the Castle. Looking around you realize with horror that you are actually in Strahd’s crypt!

Dimly you are aware that it is still day outside. You guess that you have some time yet before nightfall. You had better get out of here before the sun sets and Strahd returns to finish whatever foul plot he has begun!

(Do not finish the Turn in the Village, but go immediately to the Castle).

**Adventure Setup**

**Special Components in this Adventure:** Strahd’s Crypt Dungeon Tile, Secret Stairway Dungeon Tile, Sun token, Strahd figure.

Place the **Strahd’s Crypt** tile on the table. Place each Hero on any square on the tile.

Take the **Secret Stairway** tile and set it aside. Shuffle the rest of the tiles and place the Secret Stairway after the 10th tile.

Place the a d8 on the Sun token with the 1 face up. This is your Time Track.

**Special Adventure Rules**

Whenever a Hero draws a new Dungeon Tile with a white arrow, increase the Time Track by one.

When the Time Track reaches 8, the sun sets and Strahd wakes up!

- Place the Strahd figure on the bone pile of Strahd's Crypt tile. Activate Strahd immediately.

A Hero can leave the dungeon the same turn that they reach the stairway.

**Victory:** You win the game when all Heroes have escaped from the Castle.

**When the Sun Sets:**

Somewhere in the darkness behind you, you hear the sound of stone scraping on stone. It must be the sound of Strahd’s coffin lid sliding open! The vampire lord has awakened...

**When the Heroes Escape:**

You have escaped! Whatever Strahd had planned for you has been thwarted, for now.

You must stay the night at the Inn for the usual rate, or spend the night in the Village Square if you cannot afford the cost. Begin again at Morning on the following day.

Each player gains 200 xp.
Random Quest 2
Adventure: Impossible

Random Adventures are always the same Dungeon Level as the Character Level

Goal: Destroy three of Strahd's most powerful allies and escape from the Castle.

When You Start the Adventure:

Strahd has launched a terrible attack on Barovia. With foul magic he has teleported all of you to the castle and separated you! It's up to you to regroup, defeat his commanders and make your way out of the Castle.

(Do not finish the Turn in the Village, but go immediately to the Castle).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Arcane Circle, Dark Fountain, Fetid Den, Laboratory, Rotting Nook, Workshop, Crypt Corners (x4), Open Dungeon Tiles (x2), Strahd figure, Howling Hag figure, Werewolf figure, Kobold Sorcerer figure, Zombie Dragon figure, Flesh Golem figure.

Place the Start tile on the table. Arrange the Corner and Open tiles according to the image on p.9 of the Adventure Book.

Shuffle the Arcane Circle, Dark Fountain, Fetid Den, Laboratory, Rotting Nook and Workshop tiles and place them face down on the table. This is the Lair Stack.

Shuffle the rest of the Dungeon Tiles. Then take 5 tiles and shuffle two of the Lair tiles into these 5 tiles. Repeat this process 3 times to create a stack of 21 tiles with the Lair tiles distributed mixed into them. Place the rest of the Dungeon Tiles beneath this stack.

Roll Initiative. Heroes will enter the dungeon in order of Initiative and each will take a turn before the next hero is allowed to enter. When it is a Hero's turn to enter the dungeon, roll a d20 and place the hero on the corresponding Crypt Corner Tile. That Hero may then take their turn.

Special Adventure Rules

Each of the tiles in the Lair stack corresponds to one of the Villains allied with Strahd. When you place the following tiles, instead of following the Room rules, add the Villain associated with that tile:

Arcane Tile: The Howling Hag
Dark Fountain: Young Vampire
Fetid Den: Werewolf
Laboratory: Klak, the Kobold Sorcerer
Rotting Nook: Zombie Dragon
Workshop: Flesh Golem

Victory: The Heroes win the adventure by defeating three of the Villains and escaping from the Castle.

When the Heroes Succeed:

Not only did Strahd's abduction fail, but you have managed to deal a blow to the ranks of his commanders. You return to town, ready for a rest!

You must stay the night at the Inn for the usual rate, or spend the night in the Village Square if you cannot afford the cost. Begin again at Morning on the following day.

Each player gains 200 xp.
RANDOM QUEST 3
Horror of the Howling Hag

Random Adventures are always the same Dungeon Level as the Character Level

Goal: Find your companions, defeat the Howling Hag, and put an end to her terrible ritual.

When You Start the Adventure:

The Howling Hag, an ally of Strahd, has used her magic to trap you in different parts of the dungeon crypt. “This will keep you busy while I complete the ritual as Strahd commanded,” she muttered before she teleported you away. Now you have to navigate the maze of corridors to find one another. Moreover, you need to find the Howling Hag and stop her from completing her ritual.

(Do not finish the Turn in the Village, but go immediately to the Castle).

Adventure Setup

Special Components in this Adventure: Crypt Corner Tiles (x4), Arcane Circle, Howling Hag figure, 20 Monster tokens (5 Hag tokens, 5 2-monster tokens, 5 1-monster tokens, 5 0-monster tokens), 5 time tokens.

Shuffle the 20 Monster tokens and place them facedown nearby where they can be drawn randomly.

Place the four Crypt Corner tiles at the corners of a 5x5 grid of Dungeon Tiles and the Arcane Circle at the center.

Each Hero must roll a d20 and place their Hero on the corresponding Crypt Corner Tile.

Special Adventure Rules

This adventure has no Start tile. As Heroes explore, when they would place a new Monster they should first draw a Monster token. Then they should draw 0, 1 or 2 Monster Cards according to the token they drew.

If they draw a Howling Hag token, place the Howling Hag on the bone pile of the Tile that triggered the draw. The Howling Hag is activated immediately.

After the Howling Hag appears in play, subsequent Howling Hag tokens indicate that the Howling Hag has teleported to a new location. Move the Howling Hag figure to the bone pile on the new Tile.

If the Howling Hag is defeated but there are still Time Tokens in play (see below), then the next time a player draws a Howling Hag token, she returns at full strength!

When a Hero reaches the Arcane Circle tile, place 5 time tokens on the Arcane Circle tile.

- If a Hero starts and ends his turn on the Arcane Circle tile, they can remove 1 Time Token from the tile.
- A Hero can spend a minor action to disrupt the ritual. If they make a DC 15 + DL Arcana check, they can also remove 1 Time Token.
- Two Time Tokens can be removed in one player’s turn by employing both of the above methods.
- When all the Time Tokens are gone, the ritual is disrupted completely.

Victory: The Heroes win the adventure by defeating the Howling Hag and disrupting the ritual completely. They do not need to escape from the dungeon at this point; they can use the same portal the Hag used to kidnap them.

When the Heroes Succeed:

You have defeated the Hag and disrupted her ritual. You use the Hag’s portal out of the Castle and return to the town.

You must stay the night at the Inn for the usual rate, or spend the night in the Village Square if you cannot afford the cost. Begin again at Morning on the following day.

Each player gains 200 xp.
Random Quest 4
Gauntlet of Terror

Random Adventures are always the same Dungeon Level as the Character Level

Goal: Prevent Strahd’s Monsters from leaving the dungeon and attacking the village.

When You Start the Adventure:
You hear a rumor that Strahd plans to launch an offensive against the town this very night! You must enter the dungeon crypts and rout the gathered monsters before too many of them emerge to attack the town.

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, 20 Monster Tokens (2 3-Monster tokens, 5 2-Monster tokens, 8 1-Monster tokens, 5 0-Monster tokens), 5 Hit Point tokens.

Shuffle the 20 Monster Tokens and place them nearby where they can be drawn randomly.

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

Shuffle the Dungeon Tile stack and take out 15 tiles. One at a time, each player takes a turn placing one of those tiles adjacent to the unexplored edge that is closest to the Start tile until all 15 tiles have been placed.

Randomly place the Monster tokens face down on each of the tiles except for the Start tile or any tile adjacent to the start tile. When you are finished there should be 10 Monster tokens, face down, on the tiles.

Place 5 Hit Point tokens on the Start tile.

Special Adventure Rules

When an active Hero moves within 1 tile of a tile with a face-down Monster token on it, or onto a tile with a face-down Monster token on it, flip that token over. Draw the indicated number of Monster cards and immediately activate the Monsters. Place used the monster token back among the face-down tokens to be used again.

All Monsters for this adventure are minions (1 HP; worth 25 xp x DL), regardless of what the Monster card says.

After each player takes a turn, they must pick one Monster token in play and move it 1 Dungeon Tile in the direction of the arrow on the Tile (towards the Start tile). That player must also then randomly draw another Monster token and place it in the newly emptied Dungeon Tile.

During combat, all activated Monsters will try to move towards the exit if they are not adjacent to a Hero. This overrides other written Tactics.

When a Monster is on the stairs out of the dungeon at the end of their turn it leaves the dungeon and ransacks the town. When it leaves, remove 1 HP token from the Start tile and remove the Monster from play. The Heroes do not gain experience for that Monster. If all 5 HP tokens are removed, the quest is lost.

Victory: The Heroes win the adventure by defeating 20 Monsters before the 5 HP tokens are removed.

When a Monster Leaves the Dungeon:
The screams of the people of Barovia can be heard from the town below as one of Strahd’s monsters rampages through the streets. You hear Strahd’s voice echo through the dark chambers: “Good, good. Destroy Barovia, my minions! Destroy them all!”

When the Heroes Succeed:
Even the pebble that holds back a flood becomes weary after a while. Luckily the Monsters have retreated and you go back to town.

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
RANDOM QUEST 5
Blood and Fog

Random Adventures are always the same Dungeon Level as the Character Level

Goal: Find the Secret Stairway tile and escape from the dungeon.

When You Start the Adventure:

Once more you brave the dangers of Castle Ravenloft, hoping that this time you will find and destroy the dreaded Strahd. As soon as you step off the stairs, however, a great stone slides into the passage blocking off your escape!

A voice echoes from the darkness around you: “You have interfered with my plans for the last time, foolish ones. Now this dungeon will be your tomb!” As the voice fades, a thick mist begins to rise. You must find another way out!

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, 2 Hallway Dungeon Tiles, Secret Stairway Tile, Rotting Nook Tile, Zombie Dragon figure Blood Fog Event Card.

Place the Start tile on the table. Place the two Hallway tiles adjacent to the start tile. Place each Hero on a square adjacent to the stairway on the Start tile.

Take the Rotting Nook and the Secret Stairway tiles and set them aside. Shuffle the rest of the tiles, take 4 tiles from it, and shuffle the Rotting Nook into those tiles. Then take 3 more tiles and shuffle the Secret Stairway into those tiles. Then, without looking at any of the tiles, put the shuffled Secret Stairway and 3 tiles underneath the Rotting Nook and 4 tiles. Then place those 9 tiles after the fifth tile in the Dungeon Tile stack.

Find the Blood Fog Event Card and set it aside.

Special Adventure Rules

The Blood Fog Event card is in play for the entire adventure, even if another environment card is drawn. This means that all attack rolls of 17+ throughout the adventure will do double damage, whether for Monsters or Heroes.

When a Hero reveals the Rotting Nook, the Zombie Dragon is immediately placed and activated.

When a Hero ends his turn on the stairway on the Secret Stairway tile he can escape the dungeon. Once escaped, a Hero cannot reenter the dungeon, so make sure that all your business is done in the Castle before you leave.

Victory: The Heroes win the adventure when they all escape via the stairs on the Secret Stairway tile.

When the Heroes Reveal the Rotting Nook:

The alcove ahead smells of rotting meat and death. Out of the darkness steps a dragon, its flesh withered and ripped. It’s a Zombie Dragon!

When the Heroes Escape:

You stumble back to Barovia battered and weary. However, your resolve to defeat Strahd has never been stronger!

You must stay the night at the Inn for the usual rate, or spend the night in the Village Square if you cannot afford the cost. Begin again at Morning on the following day.

Each player gains 200 xp.
Random Quest 6
The Zombie Guards of Ravenloft

Random Adventures are always the same Dungeon Level as the Character Level

Goal: Find the Secret Stairway and escape the crypt

When You Start the Adventure:
Mayor Indrirovich approaches you with a report of hordes of zombies attacking the neighboring farms. “Please enter the Castle and see if you can stop this latest attack!”

To your dismay, as you enter the crypt a giant portcullis falls behind you. It’s a trap! A horde of zombies wearing tattered guard uniforms close in on you. You must fight your way through them and find an alternate exit.

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Secret Stairway Tile.

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

Take the Secret Stairway tile and set it aside. Shuffle the rest of the tiles, take 3 tiles from it, and shuffle the Secret Stairway into those tiles. Then, without looking at any of the tiles, put the shuffled Secret Stairway and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Secret Stairway tile will appear between the 9th and 12th tile drawn.)

Special Adventure Rules

Every time a Dungeon Tile is drawn with a skull on it, place a zombie figure on that tile. If there is also a black arrow on the tile, you must also draw a Monster card and place those monsters as usual. All of these monsters are activated at this time.

Secret Stairway: When the Secret Stairway tile is revealed, the Heroes have found the way out of the crypt. A Hero exits the dungeon by ending their turn on the stairway.

Victory: The Heroes win the adventure when they all escape via the stairs on the Secret Stairway tile.

When the Heroes Reveal the Secret Stairway:
Just as you are beginning to lose hope of ever escaping the endless crypts, you turn the corner and discover a circular stairway. The faint light of the sun sends a soft glow from above you. You’ve found the way out! Can you and your friends escape before the zombies overwhelm you?

When the Heroes Escape:
You’ve just about had enough of Zombies and the rest of Strahd’s minions. The beds at the inn sound very appealing to you now.

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.
Random Quest 7
Search for the Sunsword

Random Adventures are always the same Dungeon Level as the Character Level

Goal: You must recover the last piece of the Sunsword from the crypts below Castle Ravenloft.

When You Start the Adventure:
You are summoned to the home of the Vanesh sisters. While you debate whether or not to try the slice of pound cake that is offered to you, they tell you a story:

Gertrude begins, “Ages ago, Strahd’s attempt to destroy a powerful weapon left it damaged but not broken. The magic remained, but dormant. Although the hilt of this blade is lost in the crypts below Castle Ravenloft, a young servant escaped with the weapon’s enchanted blade.”

Mary continues, “That young girl was our mother, and she passed this blade to us. If you can enter the crypt and find the hilt of this magic sword, the power of the Sunsword will return and we will gain a powerful weapon against Strahd and his evil minions.”

Gertrude stands up, “We have learned that the hilt lies in the crypt of Sergei Von Zarovich, Strahd’s murdered brother. Now is our chance. Go now and recover this artifact!”

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Crypt of Sergei Von Zarovich Tile, Strahd figure, Sun token, Sunsword Card.

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

Take the Crypt of Sergei Von Zarovich tile and set it aside. Shuffle the rest of the tiles, take 3 tiles from it, and shuffle the Crypt of Sergei Von Zarovich tile into those tiles. Then, without looking at any of the tiles, put the shuffled Crypt of Sergei Von Zarovich tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Crypt of Sergei Von Zarovich tile will appear between the 9th and 12th tile drawn.)

Place the a d6 on the Sun token with the 1 face up. This is your Time Track.

Special Adventure Rules

When the Heroes Succeed:

Everyone at the Inn is anxious to see this ancient and powerful artifact. Even the Vanesh sisters make a showing at the Blood on the Vine Inn.

“Well done,” Mary says. “You have done our mother proud.”

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.

Crypt of Sergei Von Zarovich: When a Hero reveals the Crypt of Sergei Von Zarovich, the party recovers the Sunsword.

See the Sunsword Card for details.

Victory: The Heroes win when the Heroes escape the dungeon with the Sunsword.

When the Heroes Reveal the Crypt of Sergei Von Zarovich:

As you approach the crypt of Strahd’s murdered brother, you notice a blade-less hilt lying on the lid of the coffin. Suddenly, the blade given you by the Vanesh sisters glows with the light of the sun. You place the blade near the hilt and the two pieces are drawn together. The Sunsword is restored!
RANDOM QUEST 8
Curses!

Random Adventures are always the same Dungeon Level as the Character Level

Goal: Defeat the werewolf.

When You Start the Adventure:

A farmer, Tom, from the countryside approaches you shyly and asks that you listen to his tale.

“Mayhap you mighty heroes could help me. My brother, Harve, took it upon himself to kill a werewolf that had been terrorizing our farm. He was armed with a silver blade and thought he could kill it.”

Tom looks at his feet, “He was wrong. I watched him die in the jaws of that beast before I ran for my life.”

He looks up then, his eyes glinting with anger. “I want you to kill it. I want you to avenge my brother!”

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Fetid Den, Chapel, Werewolf figure, Silver Dagger Token and Treasure Card.

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

Take 5 tiles from the Dungeon tile stack and shuffle them with the Fetid Den and Chapel tiles. Then, put the shuffled stack back 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

Before any of the Heroes take their first turn, the werewolf strikes! Roll Initiative. The Hero who rolls the lowest Initiative is attacked (+5 vs AC) and then wolf magically retreats into the castle. If the attack hits, the Hero takes 1d6 + 1 damage and is infected with lycanthropy!

Each time a tile with a skull is drawn, the infected Hero loses 2 (x DL) Hit Points, representing their losing struggle with lycanthropy. If that Hero is bloodied, whether through combat or through the disease, they must make one attack on the closest Hero at the beginning of each of their turns. Otherwise, after that attack the Hero regains control of himself and can take his turn as normal. This continues until the werewolf is defeated, even if the Hero is healed above his bloodied state.

Fetid Den: When the Fetid Den is revealed place the Werewolf figure on the bone pile. It activates immediately.

Chapel: When the Chapel is revealed, place the Silver Dagger token in the room on the bone pile. Draw a Monster card and place them accordingly. A Hero can spend a minor action to pick up the Silver Dagger.

See the Silver Dagger Treasure Card for more details.

Victory: The Heroes win the adventure when they defeat the werewolf and escape from the castle.

When the Heroes Reveal the Fetid Den:

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—a corpse. It sees you and growls deeply. Prepare yourselves!

When the Heroes Succeed:

Tom the farmer meets you on the road back to Barovia. He grimly accepts the news of your success.

“I haven’t anything to give you as payment, but I want you to keep that dagger. Thank you, you truly are heroes.”

You must stay the night at the Inn for the usual rate, or spend the night in the Village Square if you cannot afford the cost. Begin again at Morning on the following day.

Each player gains 200 xp.
Random Quest 9
A Hero Lost

Random Adventures are always the same Dungeon Level as the Character Level

**Goal:** Cure the infected Hero.

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**When You Start the Adventure:**

One of your party has been captured and infected by Strahd’s minions. The infected hero is now stranded deep in the crypt.

Donovan Berght gives you a vial of holy water and tells you that combining it with the water of the Dark Fountain will cure your infected comrade. Can you make it before the infection overwhelms the lost hero?

(Do not finish the Turn in the Village, but go immediately to the Castle).

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**Adventure Setup**

**Special Components in this Adventure:** Start Dungeon Tile, Dark Fountain, Rotting Nook, Secret Stairway, Strahd figure, Holy Water token, Sun token.

The Hero that drew the Village Event card that triggered the quest is the infected Hero. Place the Rotting Nook on the table and place the infected Hero on that tile. This Hero is unconscious until released.

Place the Start tile on the table, apart from the Rotting Nook. Place each remaining Hero on a square adjacent to the stairway on the Start tile. Give the Holy Water token to a Hero who isn’t infected.

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 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 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.)

Place the a d4 on the Sun token with the 1 side up. This is your Time Track.

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**Special Adventure Rules**

As players explore, they can either draw tiles from the Dungeon Tile stack or from the Path to the Infected Hero stack.

Every time a tile is drawn with a skull on it, increase the time track by 1. When the Time Track reaches 4, the infected player takes damage equal to their surge value and the Time Track is reset to 1.

**Secret Stairway:** When the Secret Stairway is revealed, the Heroes have opened the way into the Rotting Nook. The infected Hero immediately enters the rest of the dungeon on the stairway and may begin to take turns, although he still suffers from the infection.

**Dark Fountain:** When the Dark Fountain is revealed, a Young Vampire is guarding the fountain! Place the Strahd figure on the bone pile and immediately activate the monster.

The Hero with the holy water can make the curative elixir by standing next to the fountain and spending a minor action. At this point the elixir can be given to the infected player and the the player is cured!

**Victory:** The Heroes win the adventure when they escape the Castle after curing the infected Hero.

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**When the Heroes Succeed:**

The infected Hero is grateful to have such good friends.

You must stay the night at the Inn for the usual rate, or spend the night in the Village Square if you cannot afford the cost. Begin again at Morning on the following day.

Each player gains 200 xp.
Random Adventures are always the same Dungeon Level as the Character Level

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

When You Start the Adventure:

The Vanesh sisters, using their magical divination, have learned that the Skull of Necromancy is in Strahd's dungeon. Over tea and crumpets, they tell you that it is an evil artifact that must be destroyed!

Gertrude says, “The power of the Skull is such that it can turn a living creature into a wraith. If any of you are so changed, you must seek out the Chapel in the castle for the power to change him back!”

“Do not delay! If Strahd is allowed to keep this artifact, he will do great harm to the entire Village.”

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Arcane Circle, Chapel, Strahd's Crypt, Strahd figure, Wraith figure, 5 Item Tokens (Icon of Ravenloft, Holy Water, Skull, 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 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.

Place the a d6 on the Sun token with the 1 side up. This is your Time Track.

Special Adventure Rules

Whenever a player draws a Dungeon Tile with a black arrow, aside from drawing a Monster card, the player must randomly place one of the 4 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.

Every time a tile is drawn with a skull on it, increase the time track by 1. When the Time Track reaches 6, the player that drew the tile with a skull on it is transformed into a Wraith! Replace the Hero’s figure with the Wraith figure. That player then plays the Wraith, according to its statistics and tactics.

To restore a Hero who has been transformed into a wraith, the other Heroes must first defeat the wraith and then find the Chapel. When a Hero spends a standard action standing adjacent to the altar, the Hero that was transformed returns. Place the restored Hero’s figure adjacent to the altar. That Hero is restored in exactly the same condition it was when he was originally transformed.

Arcane Circle: When the Arcane Circle is revealed, place the Skull token in the center of the circle and draw a Monster card for that tile. Also, place Strahd's Crypt adjacent to an unexplored edge of the tile that is farthest from the Arcane Circle and place Strahd on the bone pile in his crypt. Strahd and the Monsters in the Arcane Circle activate immediately. A Hero can pick up the Skull by spending a minor action while adjacent to it. A Hero can destroy the skull by spending a standard action after picking up the skull.

Victory: The Heroes win the adventure by escaping the Castle after destroying the skull.

When the Heroes Succeed:

Once again you have dealt a mighty blow to Strahd. Unfortunately you know that this is not the last time you will see him. You report to the Vanesh sisters that the skull is destroyed and immediately head to the Inn for some well-earned rest.

You may stay the night at the Inn for free this night and begin again at Morning on the following day.

Each player gains 200 xp.