

CASTLE RAVENLOFT BOARD GAME: BONUS ADVENTURES

ZOMBIE GUARDS OF CASTLE RAVENLOFT

The Heroes are trapped in the crypts of Castle Ravenloft with a horde of zombies. They must find the exit and escape with their lives!

Goal: Find the Secret Stairway and escape the crypts.
Number of Heroes: 2 to 5 Heroes (group adventure).

ADVENTURE SETUP

Special Components in this Adventure: Start Dungeon Tile, Secret Stairway Dungeon Tile, 3 Zombie Monster Cards.

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 Dungeon Tile stack. Take 3 tiles from it, and shuffle the Secret Stairway tile into those tiles. Then, without looking at any of the tiles, put the shuffled Secret Stairway tile and 3 other 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.)

Set the 3 **Zombie** Monster cards next to the Monster Deck.

SPECIAL ADVENTURE RULES

Every time you draw a tile with a skull on it, if there is at least one **Zombie** Monster Card available, place a **Zombie** on the new tile. You also place the top monster from the Monster Deck on the tile, as per the usual rules.

You do not gain experience for defeating a **Zombie**. Instead, when you defeat a **Zombie**, return the **Zombie** Monster Card to the pile of **Zombie** Monster Cards.

You do draw a **Treasure** Card for defeating a **Zombie**.

Secret Stairway Tile: When a Hero reveals the Secret Stairway, the Heroes have found the way out of the Crypt.

- ◆ If a Hero ends the Hero Phase on the Secret Stairway tile, he or she can leave the dungeon. Remove the Hero's figure from the board. 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 he or she continues to play any Monsters that he or she controls.

Victory: The Heroes win the adventure when all the Heroes escape the dungeon through the Secret Stairway.

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:

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!

When the Heroes Reveal the Secret Stairway Tile, Read:

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 with your lives before the zombies overwhelm you?

SEARCH FOR THE SUNSWORD

The Heroes seek a magic sword's missing piece. Once assembled, the legendary Sunsword becomes a powerful weapon against the evil threatening Barovia.

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

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

ADVENTURE SETUP

Special Components in this Adventure: Start Dungeon Tile, Crypt of Sergei Von Zarovich Dungeon Tile, Young Vampire Villain Card, Strahd figure, Sunsword Adventure Treasure 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 put it to the side. Shuffle the rest of the Dungeon Tile stack. Take 3 tiles from it, and shuffle the Crypt of Sergei Von Zarovich into those tiles. Then, without looking at any of the tiles, put the shuffled Crypt of Sergei Von Zarovich and 3 other 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.)

When a Hero spends a Healing Surge token, this adventure's Villain appears. Place the Strahd figure on top of the party's Healing Surge tokens as a reminder.

SPECIAL ADVENTURE RULES

The first time a Hero spends a Healing Surge token at the start of his or her turn, the Young Vampire watching over the crypt appears. At the start of that Hero's turn, place the Strahd figure on any square on the Hero's tile.

Crypt of Sergei Von Zarovich Tile: When a Hero reveals the Crypt of Sergei Von Zarovich, the party recovers the Sunsword. The active Hero gains the Sunsword Adventure Treasure Card.

Victory: The Heroes win when the Hero with the Sunsword starts his or her Hero Phase on the Start Tile. You can now start Adventure 12, "The Hunt for Strahd," with the Sunsword in any Hero's possession.

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:

Ages ago, Strahd's attempt to destroy a powerful weapon left it damaged but not broken. The magic remained, 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.

After being passed down through generations, one of you now holds the blade of this ancient sword. If you can reunite the blade with the original hilt, the power of the Sunsword will return and you will gain a powerful weapon against Strahd and his evil minions.

When the Young Vampire Appears, Read:

The air around you grows cold. A nearby cloud of mist coalesces into the form of one of Strahd's vampire servants! "It has been too long since I have tasted the blood of one as powerful as you," he says.

When the Heroes Reveal the Crypt of Sergei Von Zarovich Tile, Read:

As you approach the crypt of Strahd's murdered brother, you notice a bladeless hilt lying on the lid of the coffin. Suddenly, the blade of your weapon flies off and connects with the hilt. Floating in air before you, the rejoined weapon begins to glow with the light of the sun. The Sunsword is restored!