

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headleshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **D&D CASTLE RAVENLOFT**
Pub: **Wizards of the Coast (2011)**

Page 1: **Rules summary**

v1

Apr 2011

Print on card (ensure you are printing at 100% scale) laminate and trim to size.



SETUP

Pick an adventure from the **Adventure Book**.

Separately shuffle the **Monster cards**, **Encounter cards** and **Treasure cards**.

Each player takes a **Sequence of Play card**, then chooses one of the 5 first level heroes and that hero's **Hero card**, his **Power cards**, and his figure. Each hero card tells you how many and which **Power cards** you can choose for your hero (or you may select them randomly). Set aside any **Power cards** not used.

Each player draws a **Treasure card**, drawing and discarding until each has drawn an **Item**.

Treasure cards are placed faceup in front of you. As you acquire **Monster** and **Trap cards**, place them to one side of your **Hero card** in the order you receive them.

Start the game with 2 **Healing Surge tokens**; these are a resource the entire group shares.

Set up the **Dungeon Tile** stack, the **starting tile**, and any **Quest tiles** based on the adventure's setup instructions, and follow any other special adventure instructions.

Choose or randomly determine a **first player**.

DUNGEON TILES

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

A **square** is one of the spaces on a tile.

The **Start tile** is where heroes usually enter the crypts, and consists of 2 connected tiles; treat each as its own tile for the purposes of movement and counting tiles.

The **unexplored edge** is the tile edge where you could place a new tile.

You may usually move or count diagonally when moving by squares, even between tiles (unless your path is blocked). **You cannot move or count diagonally by tiles.**

ORDER OF PLAY

Play progresses clockwise around the table, starting with the first player. A player's turn consists of 3 phases:

HERO PHASE

If you have 0 Hit Points (HP), use a **Healing Surge** token if one is available.

Perform one of the following actions:

Move, then attack (or attempt to disable a trap).
Attack (or attempt to disable a trap), then move.
Make 2 moves.

EXPLORATION PHASE

If your hero isn't on an **unexplored edge space**, proceed directly to the **Villain phase**.

If your hero is on an **unexplored edge space**, draw a **dungeon tile** and place it with its triangle pointing to your hero's tile. Place a **monster** on the new tile.

To **place a monster**, draw a **Monster card** and place it in front of you, then place the corresponding figure on the **bone pile** on the **dungeon tile** you just placed. If you already have the same **Monster card** in front of you, discard the drawn card and draw again.

VILLAIN PHASE

If you didn't place a **dungeon tile** in your **Exploration phase**, or you placed a tile with a **black triangle**, draw and play an **Encounter card**.

If the **villain** is in play, activate him. Activate each villain one at a time if there are more than one. Anything that effects a monster affects a villain.

Activate each **Monster** and **Trap card**, in turn, in the order you drew them. Follow the monster's tactics to see what it does, going down the list until a statement applies. If there is more than one monster with the same name in play, activate *each* on your turn.

A monster moved to a new tile is placed on the **bone pile**; if that is occupied, place it anywhere on the tile.

Once a monster has followed one set of tactics, the monster's turn ends.

MOVEMENT

Your hero usually moves during your **Hero phase**, but some card effects may make you move at other times.

Your hero moves a number of squares equal to his **Speed**, in any direction, including diagonally. You may not move into a wall square, between 2 diagonally adjacent walls, or into a square occupied by a monster. You may move through a square occupied by another hero, but may not end your movement there.

A monster with a base larger than one square that is on more than one tile counts as being on *all* the tiles its base is on.

Slowed: Put a **Slowed marker** on your **Hero card**; your **Speed** is reduced to 2.

Immobilized: Put an **Immobilized marker** on your **Hero card**; your **Speed** is reduced to 0.

At the end of your **Hero phase**, discard the marker. Neither condition affects a hero's ability to attack.

POWERS

Your hero attacks using either one of his powers or a powers of a particular item.

Daily powers are flipped over when used and cannot be used again until some other effect allows you to flip it back up.

At-Will powers are not flipped over when used and can be used again on your next turn.

Utility powers are flipped over when used and cannot be used again until some other effect allows you to flip it back up. These powers don't actively attack monsters, but provide other advantages. Many don't require an attack to use, but specify an alternate time to use the ability.

COMBAT

When you attack, first determine which monster you can **target**, as specified by the power you are using. You cannot attack if the path to the target is blocked by walls.

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 is equal to or greater than the target's **Armor Class**, the attack hits.

If an attack hits, it deals the listed damage to the target. Use the HP tokens to track damage.

Defeating Monsters

If a monster is reduced to 0 HP, remove its figure from the **dungeon tile** and **draw a Treasure card**. You may only draw one **Treasure card** per turn.

The player controlling the monster discards the **Monster card** into the **Experience Pile**. If more than one hero controls that type of monster, the player who made the attack discards it if he controls one of those monsters; if not, go clockwise to find the first player who controls one and discard his card.

Defeating Heroes

If a hero is reduced to 0 HP, put the figure on its side. Monsters ignore the downed hero and he cannot take any additional damage or use any powers or items; other effects still apply. If he is healed before the start of his turn, the figure stands up and he may act normally.

A hero starting his turn at 0 HP must spend a **Healing Surge token**; discard it and regain HP equal to your **Surge value**, then take your turn as normal. If there are no **Healing Surge** tokens when you start your turn at 0 HP, the heroes lose the adventure.

THE ENCOUNTER DECK

When draw an **Encounter card**, its effects apply immediately unless you cancel it using **Experience Points** (XP).

Active Hero: The hero played by the player who drew the card.

Environment: The effects apply to all players; place the card where everyone can see it. If you draw an **Environment card** when there is already one in play, discard the old one and replace it with the new one. If you cancel an **Environment card** with XP, do not discard the one already in play.

Events: Most Events are yellow cards; those that attack heroes are red and called **Event-Attacks**. Events are discard once resolved.

Trap: Place the **Trap card's** corresponding marker on the active hero's tile. If there is already a trap there, discard the new card and draw another **Encounter card**.

After placing the marker, put the **Trap card** in front of you with any other **Monster** and **Trap cards**. On your **Villain phase**, the trap activates like a monster; take the actions on its card. If it attacks, it does so like a monster.

A hero on a tile with a trap may attempt to disable it instead of making an attack by rolling the number on the card or higher. If he succeeds, discard the **Trap card** and marker.

THE TREASURE DECK

Treasure cards explain when they can be used. You may only draw one **Treasure card** per turn.

You can benefit from multiple **Treasure cards** in play that apply to your hero.

Blessings are played immediately and last until the end of your next turn, when they are discarded.

Their benefit applies to all heroes while they are in play.

Fortunes are played immediately and provide an immediate benefit, they they are discarded if the benefit has no effect, nothing happens.

Items provide a lasting benefit. Decide if you wish to keep the item for your hero or give it to another hero; once you've decided you can't give it to another hero later.

EXPERIENCE POINTS

Each **Monster card** lists the **Experience Points** it is worth. A villain is worth XP equal to its level.

Heroes can spend XP to cancel an **Encounter card**, and to **Level Up**.

Canceling Encounter Cards

Whenever you draw an **Encounter card**, and only then, you may spend 5 XP (discard **Monster cards** from the **Experience Pile** whose XP add up to 5) to cancel it. You can't use any excess points.

Discard the cards after using them.

When you cancel an **Encounter card**, discard it and ignore its effects.

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 XP to become **2nd level**.

Flip your **Hero card** to the 2nd level side; this increases your HP (do not remove any previous damage), AC and **Surge value**, you may choose a new **Daily Power**, and you gain the special ability to make critical attacks.

A monster's XP may be used immediately if you rolled a 20 and wish to level up.

The **Level Up Treasure card** also gives you the opportunity to level up your hero.

VARIANTS

To make an adventure more or less challenging, reduce or increase the number of **Healing Surge** tokens available by one.

WINNING THE GAME

Players win by cooperating to achieve the **objective** in the adventure they are playing.

Players lose if they are defeated by the adventure or, unless stated otherwise, if any hero is at 0 HP at the start of his turn and there are no **Healing Surge** tokens left to play.