

CRYPTS & CREEPERS


*An unofficial fan expansion for the
Dungeons & Dragons® Castle Ravenloft Boardgame*

Introduction

“Crypts & Creepers” (CnC) adds additional Monster, Treasure and Encounter cards to your Castle Ravenloft Boardgame. This is not a complete game.

The expansion cards are available as a set of PDFs on Boardgamegeek (search the Variants forum for “Crypts and Creepers”). You can also order the cards (combined into two decks) from Artscow.

In addition, you will need the set of custom CnC Markers and Tokens, also available on BGG.

Expansion cards are marked with this set icon: 

Using Crypts & Creepers

Add the new Encounter and Treasure cards to your existing decks. It is suggested that you replace Monsters from the existing Monster deck with selected CnC monsters; removing one base set Monster for each CnC Monster that you add.

Promo Monster cards are only added to the deck if the corresponding Villain is not in play.

The appropriate miniature for each Monster is listed on the bottom of the card.


Three adventures are included that use new expansion material.

Treasure Chests

Some adventures may use the Treasure Chest rules. If so, randomize the chests, and place them face down (with the chest graphic displayed) in a pile near the board.

Face-down treasures are “closed”. Treasures that have been revealed are “opened”.

Instead of attacking, a Hero may perform a Search action (Move-Search or Search-Move) when adjacent to a closed chest. Reveal the chest text and immediately follow the instructions.

If the chest displays a key symbol ()¹, an attempt can be made to disarm the chest trap before it activates. Roll the die. On a 15+, the trap is disarmed. A Rogue adds +5 to this roll.

New Conditions

“Blinded”, “Dazed”, “Marked”, “Poisoned” and “Weakened” are new conditions placed by some monsters, events and traps.

Weakened *can* reduce the amount of damage by the weakened Hero to 0.

Marked applies to all monsters attacking the afflicted Hero.

These are discarded by powers and cards that affect “conditions” not specifically named.

Doom Stack

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THE MONSTER MASH

The Heroes have heard a rumor that there is to be a meeting between many of the greater minions and lesser leaders of Ravenloft. Many nefarious plans will be hatched, and much destruction will be caused. It is up to the Heroes to disrupt this meeting before the evil can blossom and grow, like a foul, black rose.

Goal: Kill all the mini-bosses.

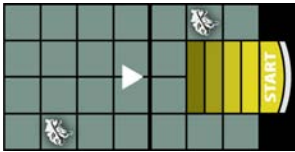
Number of Heroes: 2-5

ADVENTURE SETUP

Special Components in this

Adventure: Start Dungeon Tile, Secret Stairway Dungeon Tile, Arcane Circle Dungeon Tile, Grey Hag, Kobold Champion, Vampire Spawn, Kobold Sorcerer, Werewolf Cub, Mummy Lord, and Mind Flayer.

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



Shuffle the **Grey Hag, Kobold Champion, Vampire Spawn, Kobold Sorcerer, Werewolf**

Cub, Mummy Lord and Mind Flayer to form a small mini-boss deck. Remove one card at random from this deck and set it aside. Shuffle the remaining mini-boss deck with the first 12 cards from the Monster deck and return to the top of the Monster deck.

Set aside the **Secret Stairway** and **Arcane Circle** tiles. Shuffle the remaining Dungeon Tiles. Take 4 tiles from the stack. Shuffle the Arcane Circle with the 4 tiles to form the Arcane stack. Take 2 more tiles from the main stack and place them atop the Arcane stack. Set aside the Arcane stack. Take 5 tiles from the main stack and shuffle in the Secret Stairway. Without looking, place these 6 tiles after the 6th tile in the main stack. (This way, the Secret Staircase will appear between the 7th and 12th tile drawn.)

SPECIAL RULES

Starting Treasure: At the beginning of the game, deal Treasure cards to each player until each Hero has 1 item. Shuffle all other Treasure cards back into the Treasure deck. Perform this after the regular Treasure card draw.

Adventure CC1

Experienced: Heroes start at Level 2 and immediately select an additional power, if allowed.

Heroic Tenacity: Once per game, the Heroes may purchase one additional Healing Surge for 5 XP per player (i.e., in a 2 player game, the cost is 10 XP. In a 4 player game, the cost is 20 XP).

Dungeon Map: All tiles placed with arrows pointing back to the Secret Stairway are drawn from the Arcane stack.

Monstrous Reveal: When the Arcane Circle tile is drawn, the active Hero places the set aside mini-boss on the Arcane Circle tile. Besides the active Hero, each other Hero draws and places one Monster on the closest unexplored edge to their Hero.

VICTORY

The Heroes win the adventure when all mini-bosses have been defeated.

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 beneath Ravenloft, you prepare your most powerful weapons and spells. Rarely do as many powerful lieutenants of Count Strahd gather at one time. This will be a difficult challenge.

When the Secret Stairway is revealed, Read:

A disguised lever reveals a secret beneath the floor tiles. One of the monstrous leaders must have a hidden lair nearby.

When the last mini-boss is killed, Read:

Victory! The pain from your scrapes, bruises and cuts fades as you consider your triumph over the forces of evil. You have managed to strike a severe blow against the minions of Castle Ravenloft.

THE TREASURE TROVE

Not all Heroes brave the hostile environment of Ravenloft for altruistic reasons. Even those that are good at heart need the resources to repair armor, purchase new spell components and the occasional mug of ale. Count Strahd has acquired a largess of treasure over the years by pillaging the land and the villagers that live nearby. Now it is time to get a little of that gold back.

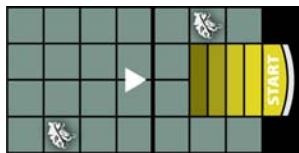
Goal: Find and open all 6 treasure chests, then exit the dungeon via the stairs.

Number of Heroes: 2-5

ADVENTURE SETUP

Special Components in this Adventure: Start Dungeon Tile.

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



Shuffle the Treasure Chest tokens and place them face-down next to the dungeon.

SPECIAL RULES

Treasure: The treasure rules are in effect. (A Hero may take a Search action instead of attacking to open an adjacent treasure chest. If the key symbol is revealed, a Hero can attempt to disarm the trap before it activates on a roll of 15+. The Rogue gets a +5 bonus to this roll.)

Chests: When a dungeon tile with a skull is drawn, place a random Treasure chest adjacent to the pile of bones. If all Treasure chests have been placed, roll a die. On a 15+, draw 1 Encounter card.

Creepers: Each time a Treasure chest is placed, the player to the left of the active Hero draws a Monster card and places it on the closest unexplored edge to the active Hero.

Flickering Lights: When a card with a Torch icon is drawn, ignore the text on the card. Instead, each monster on a tile with a Hero moves 1 tile towards the closest Hero. Then, starting with the active Hero, each Hero activates one controlled Monster. If a Hero does not have a Monster to activate, that Hero instead places a Monster on the same tile as their Hero.

Adventure CC2

VICTORY

The Heroes cannot leave the dungeon until all 6 Treasure chests have been discovered and opened. After the 6th chest has been opened, a Hero leaves the dungeon by moving on to the stairway on the **start** tile. Once a Hero leaves the Dungeon, they skip their Hero Phase. The Heroes win when all Heroes have successfully escaped the dungeon.

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:

The crypt beneath Ravenloft is well stocked with monsters, traps and illusions. This is partially to defend the Count against intruders, but it is also to protect the large amount of wealth that Ravenloft hides within.

When the first Treasure chest is placed, Read:

A small wooden chest, possibly, even probably, trapped against the likes of you. Does it contain wealth or poison? There is only one way to find out...

When the last Hero leaves the dungeon, Read:

Victory! You stagger from the crypt, loaded down with items and treasure. Enough, perhaps, to fund a few more expeditions to the House of Strahd. Ultimate victory will not come cheap.

THE COLLAPSING CRYPT

A map that supposedly lead to a new entrance to the crypts beneath Castle Ravenloft was discovered on a previous adventure. Unfortunately, it looks as if this nefarious parchment was placed by Strahd himself, since it has only brought misery and destruction. Soon after the Heroes entered the crypt, traps and teleporters separated the party. Then the crypt ceiling literally caved in on the Heroes. Now, the only thought is to find the exit and make a last second escape before the whole dungeon crashes down.

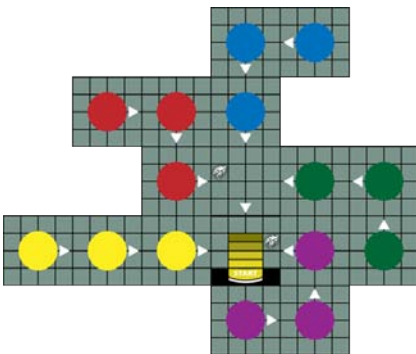
Goal: All Heroes must make their way to the exit.

Number of Heroes: 2-5

ADVENTURE SETUP

Special Components in this Adventure: Start Dungeon Tile.

Place the **start** tile on the table. Remove all dungeon tiles with titles. Set aside the named crypt tiles. Shuffle the remaining tiles.



Starting with the youngest player, each player picks an unexplored side of the start tile and places their Hero miniature next to that side as a reminder.

Taking turns, each player draws dungeon tiles and places them so the arrows form a chain of tiles connecting back to their side of the start tile. Each tile must be placed so it is 1 tile farther from the start tile.

If, for any reason, a player cannot place a tile that fulfills these requirements, their Hero starts the game with an “Immobilized” marker.

While building the dungeon, if a skull tile is revealed, the player places a monster on that tile (discard non-monsters and redraw). Tiles without skulls are placed without monsters.

After the dungeon stack is exhausted, each player places a crypt tile at the end of their dungeon tile chain and places their Hero on that tile.

SPECIAL RULES

Starting Treasure: At the beginning of the game, deal Treasure cards to each player until each Hero has 1 item. Shuffle all other Treasure cards back into the Treasure deck.

Adventure CC3

Treacherous Ground: A Hero that performs a Move-Move action takes 2 damage.

Rocks Fall: At the end of the Villain Phase, a player must remove a dungeon tile. The removed dungeon tile must be on the edge of the dungeon. Removed tiles cannot leave islands (i.e., remaining tiles must be able to trace a path to the start tile).

Everyone Dies: Heroes on tiles that are removed take 3 damage and are placed on the closest unexplored edge to the now-removed tile. Monsters on removed tiles are discarded, and cannot be claimed for XP.

Previously Explored: Heroes cannot explore new dungeon tiles. Encounter cards that require the players to place a new dungeon tile are ignored and discarded.

Wandering Monsters and Random Encounters: Players do not draw Encounter cards for not being able to explore. At the end of the Hero phase, the player rolls the die:

1-10: draw an Encounter card.

11-20: draw a Monster card and place the Monster adjacent to the stairs.

VICTORY

A Hero leaves the dungeon by moving on to the stairway on the **start** tile. Once a Hero leaves the Dungeon, they skip their Hero Phase. The Heroes win when all Heroes have successfully escaped the dungeon.

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:

The rumbling is getting louder. The floor shakes and bounces. Small bits and pieces of ceiling rock are falling around you. This doesn't look good!

When the last Hero exits the dungeon, Read:

The last Hero dives out of the crypt, as a giant slab of falling stone narrowly misses flattening the Hero. A cloud of choking dust and debris envelop all of you. At least this entrance will never be used again. Or so you think. Later, a villager, thought lost in the fog, returns to town. She reports the entrance is open again, shining and gleaming as if newly built.

The “Impending Doom” and “Ominous Doom!” Event cards from the Monster deck use the same Doom stack. Use the rules text on the last card (i.e., the card that activates the Doom stack) added to the stack to determine the number of Monsters to place.

Torch Cards



A few cards in each deck are marked with a torch icon. Ignore this symbol unless otherwise directed by the adventure.

Tuning Card Numbers

A few cards are duplicated more than necessary for play, so you can “tune” the optimal number of cards by removing 2, 3 or 4 of each card. Tune the following cards to taste:

“From the Darkness”

“Surprise Round!”

“Impending Doom”

“Ominous Doom!”

Power Sources

Some cards may reference the power source of a character class instead of a specific class. If a card ability or text references a power source, a Hero can only use the card ability or text if their class is listed under that power source.

Arcane

Artificer
Bard
Sorcerer
Spellscarred
Swordmage
Warlock
Wizard

Divine

Avenger
Cleric
Invoker
Paladin
Rune priest

Martial

Fighter
Ranger
Rogue
Warlord

Psionic

Ardent
Battlemind
Monk
Psion

Primal

Barbarian
Druid
Seeker
Shaman
Warder

Shadow

Assassin



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