

EP17 Mini-Villains Expansion Pack

This expansion implements "mini-Villains" using Encounter cards. Each Encounter pulls a tile from the bottom of the stack, then activates a villain starting at 3, 4 or 5hp. The Encounter card is placed in the XP pile after the villain is defeated.

Mini-Villains can be used in the following ways:

SOLO PLAY: shuffle 1 or more mini-Villains into the top half of the Encounter Deck for adventures that do not involve defeating a main villain.

GROUP PLAY: for groups with 4-5 Heroes, add 1 or more mini-Villains (different from the main Villain) to the top half of the Encounter Deck to make the adventure more challenging.

STAGED VILLAINS: for adventures that are defined for a specific Villain, shuffle the mini-Villain with the top 10 Encounters. If the mini-Villain is pulled before the main Chamber, then the Villain "retreats" after reaching 0 HP. When the main Villain is activated again during the Chamber for the Adventure, reduce it's starting HP by the value that was on the mini-Villain card.

Notes:

STRAHD: The Villain card should start with the mist token, and the mist token rule activates when the mini-Villain is reduced to zero HP.

RAGE DRAKE: The Villain card should start on the Enraged side, unless you are using it for a staged Villain. In that case the Villain starts on the Enraged side when it is encountered a second time.

YOCHLOL: The Villain card should start on the Demon side, unless you are using it for a staged Villain. In that case the Villain starts on the Demon side when it is encountered a second time.

HIT POINTS: It is recommended to stack HP tokens on the villain card to keep track.

SHEET 01 (CR)

- 01 Strahd 5HP
- 02 Gravestorm (Dracolich) 5HP
- 03 Zombie Dragon 5HP
- 04 Flesh Golem 4HP
- 05 Howling Hag 4HP
- 06 Young Vampire 3HP
- 07 Klak (Kobold Sorcerer) 3HP
- 08 Werewolf 3HP
- 09 Wight (Substitute Skeleton) 2HP

SHEET 02 (WOA)

- 10 Ashardalon (Red Dragon) 5HP
- 11 Rage Drake (Enraged) 5HP
- 12 Otyugh 4HP
- 13 Bellax (Gauth) 4HP
- 14 Margrath (Duergar Captain) 3HP
- 15 Kraash (Orc Storm Shaman) 3HP
- 16 Meerak (Kobold Dragonlord) 3HP
- 17 Duergar Fighter (Substitute Duergar Sentry) 2HP
- 18 Kobold Raider (Substitute Kobold Sentry) 1HP

SHEET 03 (LOD)

- 19 Errtu (Balor Demon) 5HP
- 20 Shimmergloom (Shadow Dragon) 5HP
- 21 Yvonnel (Drow Arachnomancer) 4HP
- 22 Methil (Mind Flayer) 4HP
- 23 Yochlol (Demoniac Form) 4HP
- 24 Jarlaxle (Drow Mercenary) 3HP
- 25 Artemis (Human Assassin) 3HP
- 26 Goblin Fighter (Substitute Goblin Cutter) 2HP
- 27 Goblin Raider (Substitute Goblin Archer) 2HP



Solo Adventure: Hidden Treasure

ADVENTURE INTRODUCTION

This is a simple solo adventure to test the Mini-Villain Encounter Deck.

Objective: Find the *Hidden Treasure* and return to the Start Tile.

Number of Heroes: 1 (solo adventure).

ADVENTURE SETUP

Choose a box set (CR, WOA, LOD). Select and configure a single Hero at Level 1.

Special Components in the Adventure: Start Tile, the selected *Hidden Treasure* (see below), the *Main Chamber* tile, (for **CR**, the Main Chamber tile = *Arcane Circle*; for **WOA**, the Main Chamber tile = *Dire Chamber Entrance*; for **LOD**, the Main Chamber tile = *Drow Glyph*), and the Villain Card and figure that match the selected *Mini-Villain* (see below).

Place **Start** tile on the table. Place your Hero on the Start tile.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the *Main Chamber* tile into those tiles. Then, without looking at any of the tiles, put the shuffled *Main Chamber* and 3 tiles into the Dungeon Tile stack after the 6th tile. (This way, the *Main Chamber* tile will appear between the 7th and 10th tile drawn).

Treasure Deck: Shuffle all Item Treasure cards for the selected box set, draw 5 from the top of the deck. Pick 1 to represent the "*Hidden Treasure*" and set it to the side. Reshuffle all other Treasures together.

Mini-Villains: Shuffle all the Mini-Villains for the selected box set (or add other Villains from other boxes, if desired). Draw the top card and set it to the side, along with the matching Villain Card and figure.

Encounter Deck: Shuffle all Encounters for the selected box set. Without looking, set aside the top 5 cards. Then, shuffle the selected Mini-Villain Encounter card with the next 5 cards. Place the first 5 Encounter cards on top of the Mini-Villain shuffled group, and then place all 11 cards back on top of the Encounter deck.

Monster Deck: Shuffle all Monsters for the selected box set.

Starting Awards: 1 Healing Surge.

SPECIAL ADVENTURE RULES

When the **Mini-Villain** card is drawn from the Encounter deck, follow the instructions on the card to activate the Villain.

For this adventure, the Mini-Villain Encounter cannot be canceled.

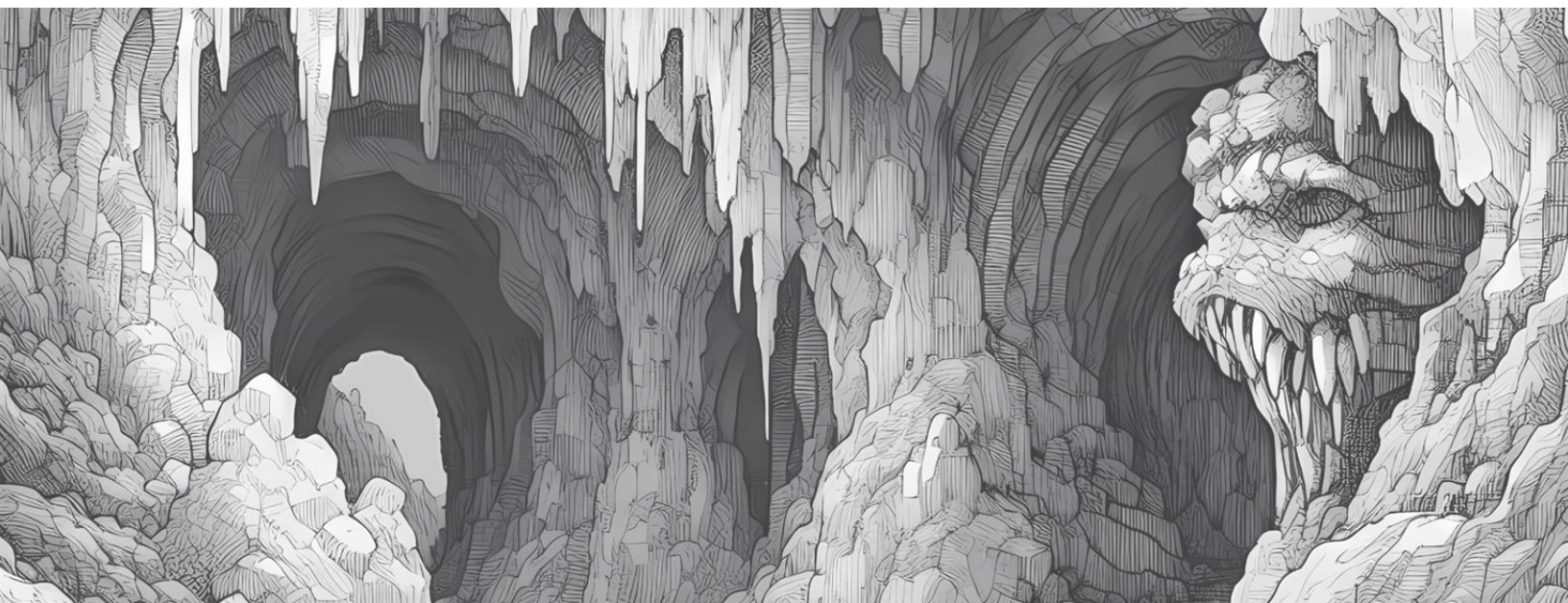
When the **Main Chamber** tile is found:

Draw a Monster and place the corresponding figure on the tile. Then select any available token to represent the *Hidden Treasure* and place it on the tile.

The Hero must move through or next to an adjacent space to pick up the Hidden Treasure. As soon as the Hero takes possession, the set-aside Treasure card is placed with the Hero and can be used.

Victory: The Hero wins the adventure if he/she returns to the Start Tile carrying the *Hidden Treasure*, and no Monsters or Villains are still active.

Defeat: The Hero loses the adventure if he/she has 0 Hit Points at the start of his/her turn and there are no Healing Surges remaining.



COUNT STRAHD



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Strahd Villain on that tile starting at 5 Hit Points. When reduced to 0 Hit Points, remove mist token and place this card in the XP pile.

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GRAVESTORM



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Gravestorm Villain on that tile starting with 5 Hit Points. Place this card in the XP pile when defeated.

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ZOMBIE DRAGON



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Zombie Dragon Villain on that tile starting with 5 Hit Points. Place this card in the XP pile when defeated.

5 EXPERIENCE

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FLESH GOLEM



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Flesh Golem Villain on that tile starting with 4 Hit Points. Place this card in the XP pile when defeated.

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HOWLING HAG



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Howling Hag Villain on that tile starting with 4 Hit Points. Place this card in the XP pile when defeated.

4 EXPERIENCE

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YOUNG VAMPIRE



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Young Vampire Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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KLAK



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Klak Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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WEREWOLF



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Werewolf Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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WIGHT

UNDEAD

AC

HP

TACTICS

15

2

- ♦ If within 1 tile of a Hero, move adjacent to the closest Hero and attack twice with a sword.
- ♦ Otherwise, move 1 tile towards the closest Hero.

Special Ability: An enemy who attacks the Wight with an adjacent attack and misses receives 1 Damage from Life Force Drain.

ATTACK	DAMAGE
+7	1

2 EXPERIENCE

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ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



MONSTER



ENCOUNTER



ENCOUNTER

ASHARDALON



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Ashardalon Villain on that tile starting with 5 Hit Points. Place this card in the XP pile when defeated.

5 EXPERIENCE

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RAGE DRAKE



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Rage Drake in Enraged form on that tile starting with 5 Hit Points. Place this card in the XP pile when defeated.

5 EXPERIENCE

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OTYUGH



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Otyugh Villain on that tile starting with 4 Hit Points. Place this card in the XP pile when defeated.

4 EXPERIENCE

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BELLAX



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Bellax Villain on that tile starting with 4 Hit Points. Place this card in the XP pile when defeated.

4 EXPERIENCE

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MARGRATH



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Margrath Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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KRAASH



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Kraash Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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MEERAK



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Meerak Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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DUERGAR FIGHTER

DWARF

TACTICS **16** **2**

- ◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with a **hammer**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

Special Ability: On a natural role of 15 or higher, target becomes *Dazed*.

hammer

ATTACK

+9

DAMAGE

1

2 EXPERIENCE

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KOBOLD RAIDER

REPTILE

TACTICS **15** **1**

- ◆ If adjacent to a Hero, attack with a **spear**.
- ◆ If 1 tile away from a Hero, attack closest Hero with a **charge**.
- ◆ Otherwise, move 1 tile towards the closest Hero.

ATTACK

Spear: +7

Charge: +8

DAMAGE

1

2

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ENCOUNTER



ENCOUNTER



ENCOUNTER



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ENCOUNTER



MONSTER



MONSTER



ENCOUNTER

ERRTU



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Errtu Villain on that tile starting with 5 Hit Points. Place this card in the XP pile when defeated.

5 EXPERIENCE

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SHIMMERGLOOM



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Shimmergloom Villain on that tile starting with 5 Hit Points. Place this card in the XP pile when defeated.

5 EXPERIENCE

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YVONNEL



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Yvonnell Villain on that tile starting with 4 Hit Points. Place this card in the XP pile when defeated.

4 EXPERIENCE

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METHIL



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Methil Villain on that tile starting with 4 Hit Points. Place this card in the XP pile when defeated.

4 EXPERIENCE

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YOCHLOL



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Yochlol Villain in Demon form on that tile starting with 4 Hit Points. Place this card in the XP pile when defeated.

4 EXPERIENCE

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JARLAXLE



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Jarlaxle Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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ARTEMIS



Place a new tile from the bottom of the stack on the closest unexplored edge. Activate the Artemis Villain on that tile starting with 3 Hit Points. Place this card in the XP pile when defeated.

3 EXPERIENCE

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GOBLIN FIGHTER

GOBLIN

TACTICS

AC 14

HP 1

◆ If within 1 tile of a Hero, move adjacent to the closest Hero and attack with a sword.

◆ Otherwise, move 1 tile towards the closest Hero.



sword

ATTACK

+7

DAMAGE

1 (2 Damage on natural role of 17 or higher)

1 EXPERIENCE

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GOBLIN RAIDER

GOBLIN

TACTICS

AC 14

HP 1

◆ If adjacent to a Hero, attack with a dagger.

◆ If 1 tile away from a Hero, attack closest Hero with an arrow.

◆ Otherwise, move 1 tile towards the closest Hero.



ATTACK

Dagger:

+7

DAMAGE

1

Arrow:

+7

2 (Miss: 1 Damage)

1 EXPERIENCE

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ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



ENCOUNTER



MONSTER



MONSTER



ENCOUNTER