



Catacombs™ WYVERNS OF WYLEMUIR™

Few know the secret trails that lead to Wylemuir. Isolated upon a vast mesa, this remote and ancient land is divided by an escarpment into the Highlands and Wyldlands. The Highlands are covered with dense, evergreen forests, and rocky valleys cut by pure streams of phosphorescent liquids. The Wyldlands extend across an expansive dry lake bed littered with rough shale, and punctuated by delicate spires of living silica.

The Highlands are where immense conifers serve as sylvan castles for the Wyverns: dragon-like lizards possessing both ferocious strength and powerful intellect. Reclusive and distrustful of strangers, their bodies are covered in coruscating scales providing the gifts of both camouflage and flight. Their leader holds the ceremonial title of “Wyvern Monarch” and is charged with defending the land of Wylemuir. This Monarch resides within an enormous hollow tree trunk emerging from a rock wall covered in exposed quartz, tangled roots, and dense clusters of ferns. The apex of the trunk opens to the elements and enables the Wyvern Monarch to receive visitors to his court.

The Wyverns’ collective memories are recorded using a system of runes, intricately carved by metallic talons into clusters of standing stones. These stones are sheltered among living hinges of Hawthorne and Honey Locust trees. The Hawthorne symbolizes the mysteries of the cosmos while the Honey Locust, represents perseverance in the face of adversity. The principal hinge is called the Eldiom and is situated at the base of the central escarpment. It contains carved representations of all the genus of Wyvern in the rock face above it. At regular intervals of an arcane calendar, the Eldiom is covered by the shadow of the escarpment. The holder of the Wyvern Monarch title then determines the expansion and colour of the constellations of the firmament above Wylemuir. This celestial configuration is inspired by the contour of the thorns and branches of a ceremonial Hawthorne, called the Elthorne, itself having demonstrated all stages of life. When this process is complete, the Wyvern Monarch abdicates its charge and its successor becomes leader of the Wyverns.

The other inhabitants of Wylemuir live within the sphere of beneficent influence cast over these natural processes by the Wyverns. Among these are Warrior Maidens and their armoured companions, the Blind Guardians. The Maidens cultivate frost geodes in shallow basins. The growth of these crystals being influenced by the radiation from the ordered constellations above and the subtle stories told on the standing stones below. Spheres, wands, and amulets, are made from the frost geodes and presented to the Wyverns at the Eldiom.

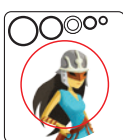
However, this idyll is threatened by the Metozores. They are a diminutive, goblin-like race who naturally covet both geode and thorn to nurture their army of Shambling Mounds and Poisonwood Golems. The Cursed Druid, Kraesus, augurs that the constellations reveal a favourable opportunity to strike at the heart of Wylemuir and dominate the Eldiom itself. The leader of the Metozores, the ambitious Wylock Wylissa, dispatches raiding parties of Orcs and Goblins to capture the lands of the Warrior Maidens.

One of these Maidens demonstrates the rare ability to decipher the Wyvern runes. She sets out to find the redoubt of the elusive Wyvern Monarch to entreat him to send aid. This story chronicles her transformation into the first of the heroic Wyvern Riders...

Sticker Instructions

Medium Pieces

Warrior Maiden



x1 piece

Harbinger



x1 piece

Blind Guardian



x1 piece

Succubus



x4 pieces

Ettin



x2 pieces

Shambling Mound



x2 pieces

Refer to the
*Catacombs Third Edition or
Catacombs & Castles*
manual for detailed sticker
application instructions.

Small Pieces

Wyvern Familiar



x1 piece

Poisonwood Golem



x1 piece

Extra Small Pieces

Goblin Captain



x1 piece

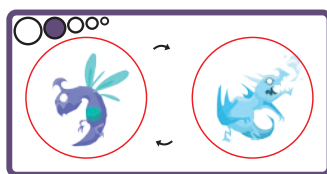
Goblin Fighter



x2 pieces

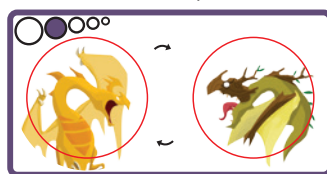
Large Pieces

Faevren / Frostvern



x2 pieces

Monarch / Sylvern



x2 pieces

Cursed Druid / Wylock



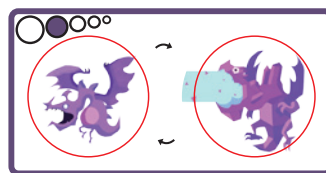
x1 piece

Rockvern / Owlvern



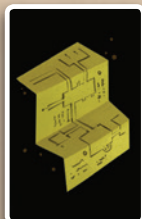
x2 pieces

Wylamander / Wrystal



x2 pieces

Components



Room
Cards x11



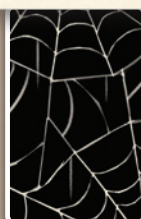
Hero Ability
Cards x3



Hero Item
Cards x5



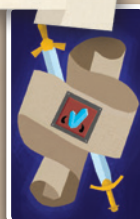
Wyvern
Cards x16



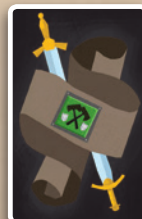
Catacomb Lord
Cards x6



Monster
Cards x5



Aldioss Hero
Cards x4



Metozore Hero
Cards x4



Metozore Warrior
Cards x2



Double-sided
Game Board x1



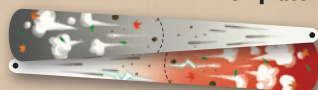
Double-sided
Short Template x1



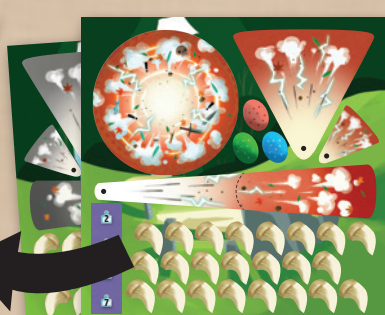
Double-sided Ring
Template x1



Double-sided
Spread Template x1



Double-sided Long
Template x1



Double-sided Punch Board x1



Egg Tokens x3



Wyvern Claw
Tokens x24



Spring
Tokens x4



Double-sided
Catacomb Lord
Wood Piece x1



Hero Wood
Pieces x4



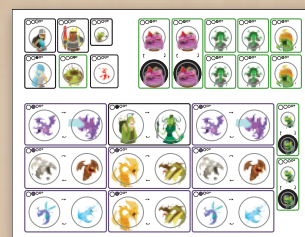
Monster / Warrior
Wood Pieces x11



Wyvern Wood
Pieces x8



Familiar Wood
Piece x1



Sticker Sheet x1

Overview

Wyverns of Wylemuir is an expansion for both *Catacombs Third Edition* (hereafter referred to as *Catacombs*) and *Catacombs & Castles*. This section introduces the content included with this set.

Wyverns are a new class of character (see below).

Four “Area of Effect” templates are used with the new shot icons found in this expansion and supported in both *Catacombs* and *Catacombs & Castles*.

This set includes four heroes, two representing the *Aldioss Tribe* of Warrior Maidens from the land of Wylemuir, part of the Heroic Forces, and two from the *Metozore* army, part of the Catacomb Forces. These heroes can be used in both *Catacombs* and *Catacombs & Castles*.

New Ability cards are included for the Chicken Champion, Skeleton Explorer, and Thief from *Catacombs*. These cards improve their integration with *Catacombs & Castles*.

Catacomb Lord cards in this set are provided in the format of *Catacombs*; however, they are compatible with the Boss Mode of *Catacombs & Castles*.

New Warrior cards in this set are provided for playing with the Catacomb Lords in the Boss Mode of *Catacombs & Castles*.

Spring and *Egg Tokens* are used in *Catacombs* with the *Secret Spring* and *Wyvern Nest* Special Room cards respectively.

The Item, Monster, and Room cards are supported exclusively in *Catacombs*.

This set includes a double-sided game board that may be used with either title, but is the standard size for *Catacombs*. It is recommended that players retain the die-cut circles in the board as these are used to indicate the locations where the obstacle blocks included with *Catacombs & Castles* may be placed. The board has the same six rune symbols found on the *Catacombs & Castles* board.



Terminology

The term “character shot” was first introduced in *Catacombs & Castles*. In the *Catacombs* game, Rush and Melee shots are considered to be character shots as the character (hero, monster etc.) disc itself is flicked across the game board instead of a ranged disc.

The *Wyvern Strike* shot (introduced in this expansion) is also a character shot.

Wyvern Characters

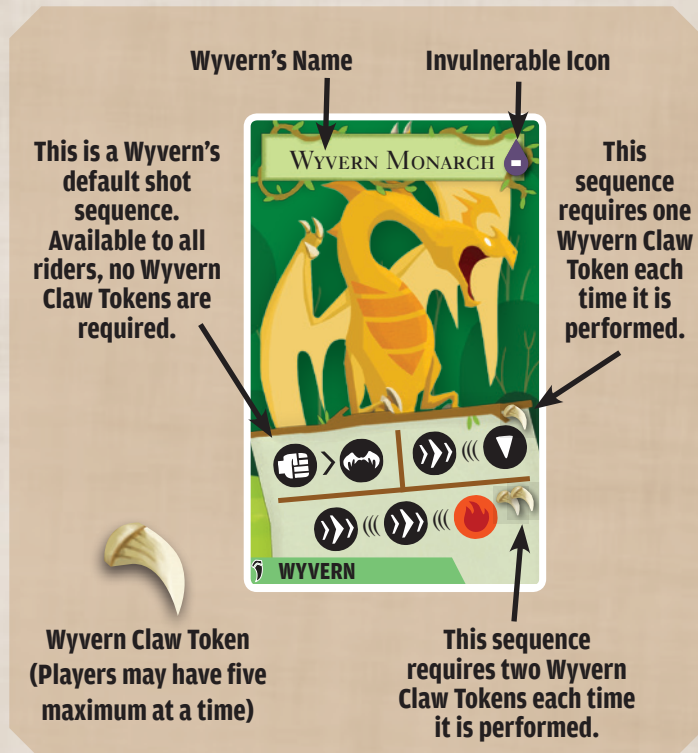
Wyverns are neutral and are not aligned with either the Heroic or Catacomb Forces. Most heroes, monsters, Castle, and Catacomb Lords can ride the Wyverns. Antients, Familiars, and Gelatinous Cubes cannot ride Wyverns (see page 8).

Like Antients, Wyverns cannot be damaged and are unaffected by any shot modifiers (such as regeneration) or secondary effects (such as devour, temporal shift). They can be teleported, be transported via Runic Shifts (see page 7) and can travel through Magic Portals.

Like the Monster Pool that organizes monsters in *Catacombs*, Wyverns are kept off to the side of the game board in the *Wyvern Aviary* until brought into play.

Wyverns come into play by being placed on the game board at the beginning of a game (*Catacombs & Castles*) or room (*Catacombs*). They can also hatch from a Wyvern Egg Token (*Catacombs*). Finally, heroes and Catacomb Lords in this expansion start a game (or room) riding a Wyvern.

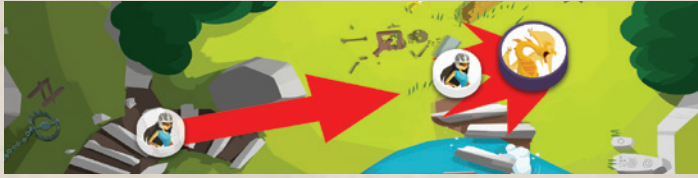
When a character rides a Wyvern they are referred to as a *rider*. A Wyvern can only take an action (perform one of its shot sequences) with a rider on its back, otherwise it remains stationary on the game board.



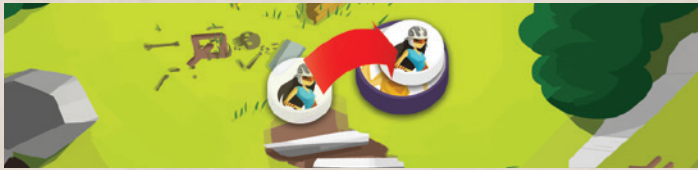
A Wyvern has a default shot sequence that all riders can perform. The other two sequences can only be performed by first collecting and then spending either one or two *Wyvern Claw Tokens*.

Riding A Wyvern

Once a Wyvern is in play, a character climbs onto a Wyvern's back by hitting it with any character shot.



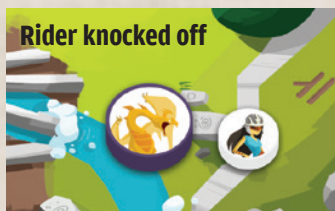
If the character shot successfully hits the Wyvern disc, then the character's disc is placed on top, in the centre of the Wyvern's disc.



If any shots remain in the character's sequence, they are immediately skipped and the character performs a shot sequence listed on the Wyvern card instead.

If two Wyvern discs are adjacent to each other and both are hit, the player may choose which Wyvern their hero would like to ride.

When there is an existing rider on a Wyvern (regardless of which team they are on), that rider must be knocked completely off that Wyvern's disc, landing flat on the game board in order for the attacking character to assume control. If the existing rider's disc is balancing against the Wyvern disc and not laying flat on the game board, then the attempt to unseat the rider was unsuccessful and the existing rider's disc is placed back on top of the Wyvern's disc.



If a rider is knocked off a Wyvern by an indirect shot that doesn't hit the Wyvern disc itself, then the rider maintains control and is placed back on the Wyvern's disc.



Characters may dismount from a Wyvern at the start of their turn by placing their character disc anywhere within 1" / 2.5 cm of the Wyvern's disc. They may then perform their chosen action as normal.

Players do not lose any Wyvern Claw Tokens when a hero they control is knocked off a Wyvern.

Wyvern Shot Sequences and Wyvern Claws

Each Wyvern has three shot sequences on their Wyvern card. To perform one of the Wyvern's sequences:

1. Remove the rider disc from the Wyvern disc and either hold onto it or place it beside the game board.



2. Perform a sequence with the Wyvern disc.



3. Replace the rider disc back on the Wyvern disc.



By default, the player always performs the Wyvern's first shot sequence. By collecting the required number of Wyvern Claw Tokens and choosing when to trade them in, players may perform either of the Wyvern's other two shot sequences.

Players collect Wyvern Claw Tokens by directly hitting an opponent's character disc with the Wyvern Strike shot. If successful, a player takes one Wyvern Claw Token from the supply. The Wyvern Strike is ineffective when used against other Wyverns.



**Wyvern Strike
= 0 damage**

Protecting the Wyvern Rider

Normally while riding a Wyvern, a rider is protected from shot modifiers (*Catacombs*) and secondary effects (*Catacombs & Castles*), but not damage. However, before a game starts, players may decide that a Wyvern's invulnerability provides protection from damage as well.

Before a game starts, players may decide that riders cannot be permanently knocked off a Wyvern unless they choose to dismount. These options may be combined.

Area of Effect Templates

This expansion includes four double-sided “Area of Effect” templates (referred to simply as templates), labelled *Short*, *Long*, *Spread* and *Ring*.

All templates inflict one point of damage to any target laying beneath them. The critical variant uses the reverse (red) side of the template and inflicts two points of damage.

A template’s icon in a shot sequence indicates which template to use.



In *Catacombs*, other template modifiers are possible including petrify, stun, corrosion, and poison. These modifiers are ignored in *Catacombs & Castles*.



Template icons frequently appear in conjunction with a character shot. For example:

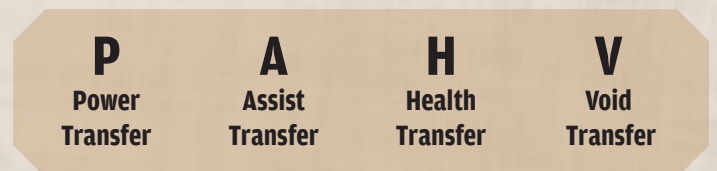


This shot sequence tells a player to flick a character into position using a Rush shot. They then hold the Spread Template above the character’s location on the game board to see which targets the template affects (if any).

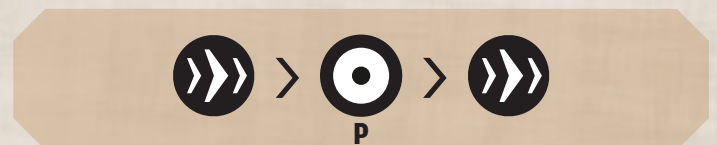
After any damage has been inflicted, the template is removed and the player performs another Rush shot with the character.

Templates and Catacombs & Castles Transfer Types

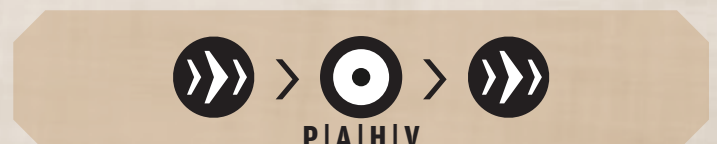
When playing with *Catacombs & Castles*, a letter below the template icon indicates the type of transfer that occurs when a Health Token is captured.



A power transfer is assumed when no letter is present below a template icon. For example, these two shot sequences are equivalent:



More than one transfer type can be specified in a shot sequence, as shown below:

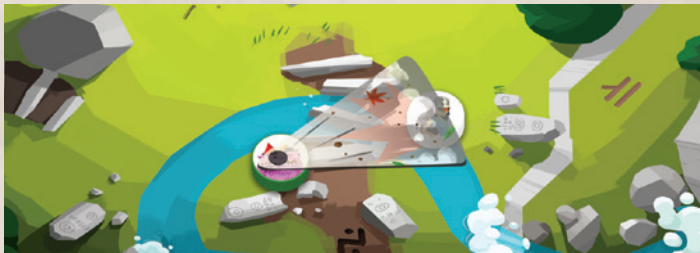


In this case, a player would choose either a power, assist, health or void transfer after inflicting damage with the template.

Using Area of Effect Templates

When using the Short, Long, and Spread templates, place the end with the black circle over the top of the character using it. A template may be positioned in any direction across the game board and away from the character. Once the player has fixed the direction of the template, then they check to see if any opposing characters are covered by it, either partially or completely. Damage and the effects of any modifiers are then applied to all affected characters.

Characters that are on the same team are unaffected by templates, as per normal rules related to friendly fire.



For the Long template, only characters that are partially or completely covered from the curved dotted line to the end of the template are affected.



The Ring template does not have a black circle and simply affects all targets covered by it (again partially or completely).



Obstacles on the game board do not block the effects of templates.



Rules For Catacombs

Barbarian: The Barbarian may use his Berzerker Battle Axe while riding a Wyvern instead of one the Wyvern's shot sequences for that turn. Perform the four chain melee shots with the Wyvern's disc instead of the Barbarian's disc.

Chicken Champion: The Chicken Champion cannot ride a Wyvern directly; however, it can temporarily take control of any Wyvern in the current room and perform its Feathers of Fury Ability using that Wyvern's disc. If the Wyvern has a rider, place that rider back on the Wyvern after the sequence is complete.

Elf: The Elf can perform all of the Sylvern's shot sequences without spending any Wyvern Claw Tokens.

Skeleton Explorer: The Skeleton Explorer has already visited the land of Wylemuir and starts either *Catacombs* or *Catacombs & Castles* with two Wyvern Claw Tokens.

Thief: The Thief may start the game with an Egg Token. When the Wyvern Nest Special Room Card is in play, the Egg Token must be spent before the heroes arrive at that card.

Secret Spring Special Room Card

The heroes find their way to the Secret Spring whose cold, clear waters offer recuperation and healing.



Shuffle the four Spring Tokens and place them face down on the Secret Spring Room card. Each player draws a Spring Token and does either of the following:

1. Takes the full amount of health indicated on the Spring Token, adjusting the hero's health track accordingly.
2. Keeps the Spring Token and discards it during the Setup Phase of any subsequent Battle Room. When used this way, some of the Spring's potency will have diminished and therefore only half the value of the Spring Token may be converted (rounded down).

Only the hero that owns the Spring Token may use it. The hero's health may not exceed its starting level.

Wyvern Nest Special Room Card

While making their way through a mountain pass, the heroes discover a giant nest with Wyvern eggs that are ready to hatch. In fact, one of them already has!



Three players take an Egg Token each. The fourth player takes the Wyvern Familiar Item card and disc. If the Wyvern Familiar is already in play, the player controlling it does not receive an Egg Token.



Egg Tokens

During any subsequent Battle Phase, a player may hatch a Wyvern instead of taking their hero's normal action. The player discards an Egg Token, chooses any available Wyvern from the Wyvern Aviary, and performs the following sequence with their hero:



Summon Any Wyvern Icon



When the Egg shot ranged disc from *Catacombs & Castles* is available, the player may choose the following sequence instead:



The Wyvern is placed on the game board as normal and persists for the remainder of the room.

Room Cards

In this expansion, icons representing Wyverns appear on the Room cards included with this set. During the Setup Phase, the Overseer places the indicated Wyvern in the direct centre of the game board or on one of the location runes.



Wyvern Icon

Catacomb Lord Cards

Both the Wylock and the Cursed Druid Catacomb Lords start riding the Wyverns indicated on their Setup Cards.

During the Setup Phase, the Wyvern is placed anywhere inside the Monster Start Zone with its Catacomb Lord rider on top.

Reanimation

The Shambling Mound monster cannot be permanently destroyed by the Heroic Forces. When killed, it is immediately placed on the back edge of the Monster Start Zone by the Overseer.

Shambling Mounds do not count as monsters for the purposes of determining when a room is complete.



Reanimation Health Icon

Runic Shift

The character performing a Runic Shift (including Antients, Familiars, and Wyverns) is picked up from their current location and moved to any unoccupied Rune Location icon on the game board. Afterwards, execute a Melee shot with that character.



Runic Shift Icon

During each Resolution Phase, players return all unused Wyvern Claw Tokens.



Rules for Playing With Cavern of Soloth

Centaur Warrior: The Centaur Warrior cannot ride a Wyvern directly due to his massive body. However, he can transfer his consciousness to any Wyvern and perform his missile shot from that Wyvern's location on the game board.

Dwarf Miner: Once per game, the Dwarf Miner may start any Battle Room riding either a Rockvern or Wrystal.

Ice Princess: The Ice Princess can perform all of the Frostvern's shot sequences without spending any Wyvern Claw Tokens.

Orc War Chief: Recruited by the Wylock, the Orc War Chief starts with three Wyvern Claw Tokens.

Sorceress: During the Setup Phase, if the Sorceress does not have any Wyvern Claw Tokens, she gets a free one.

Witch Hunter: Monsters destroyed by the Witch Hunter when he is riding a Wyvern do not count for the purposes of activating his Ability cards.

The Repeat Shot can be used to force a Wyvern with a rider to perform another action, provided the rider isn't knocked off in the process.



Rules For Catacombs & Castles

Heroes riding on a Wyvern may participate in Team Actions; however, they use one of the Wyvern's sequences instead of the sequence on the Ability card.

New Catacomb Lords and Warriors in Boss Mode

The Catacomb Lords in this set are the Wylock and the Cursed Druid. Both have the starting number of Reinforcement Tokens and Armour Tokens printed on their Rules cards.

The two Warriors included in this expansion (the Succubus and Goblin Fighter) can be mixed in with those included in the base *Catacombs & Castles* game.

Introducing Wyverns Into Play

Use the following rules to introduce Wyverns into *Catacombs & Castles* for either Team or Boss Modes.

1. Wyverns can be hatched during play by using an Egg shot. Players can determine at the beginning of the game how many Wyverns are available in the Wyvern Aviary. Wyverns are hatched from the Wyvern Aviary on a first come, first served basis.

2. Up to three Wyverns (players decide how many) are placed in the centre of the game board at the start of the game. No further Wyverns can be hatched from the Wyvern Aviary.

Wyvern War Variation (Team Mode Only)

In this variation, all heroes start by riding a Wyvern of their choice which they control exclusively for the duration of the game. If a hero is knocked off of their Wyvern, another hero may not ride it. It is recommended that each team only have eight Health Tokens (or less) in their Health Pools and that Armour Tokens are not used. Try playing this variation on the new game board included in this set.

Reference: Who Can Ride Wyverns

These characters **can** ride Wyverns:

Heroes: any hero **except** the Centaur Warrior, Chicken Champion, Gelatinous Bunny, Gelatinous Cube

Catacomb / Castle Lords: all **except** the Behemoth, Dragon, Hydra, Ice Dragon, Siege Defender, Stone Crusher, Vampire Lord

Dungeon Monsters (green): only Lizard Man, Orc, Swamp Orc

Infernal Monsters (orange): only Infernal Acolyte, Rakshasa

Metazore Monsters (green): all

Undead Monsters (gray): only Elder Vampire, Ghoul, Skeleton Archer, Skeleton Warrior, Swordmaster Ghoul, Vampire Guard

Warriors: all

Wraith Knight Monsters (black): all

Zombie Monsters (purple): all

These characters **cannot** ride Wyverns:

Antients, Familiars, Mythological monsters (blue), Vermin monsters (beige)

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Dedicated to M.H.

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