ELZRA™

Catacombs™

BLACK BOX

Components



Catacomb Lord Cards x6



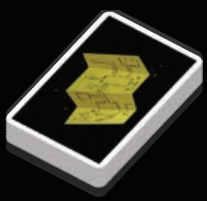
Alternate Monster Cards x68



Monster Cards x8



Transmogrified! Cards x2



Room Cards x15



Item Card x1



Ranged Pieces x2



Catacomb Lord Piece x1



Mushroom Familiar Piece x1



Frost Wyrm Piece x1



Vermin Monster Family Pieces x17



Nolothag Dungeon / Athenoch Mortuary Playmat x1

Sticker Instructions

Large Pieces

Despoiler / Basilisk



x1 piece

Cavern Wyrm



x2 piece

Quagmirage / Enchanter



x1 piece

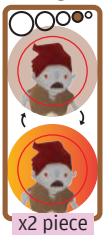
Small Pieces

Flesh Forged Golem / Blue Flame Skull



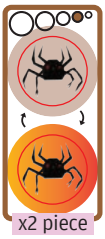
x4 piece

Insurgent



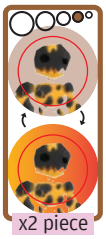
x2 piece

Lurker



x2 piece

Magma Titan



x2 piece

Gelatinous Slime



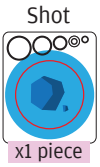
x4 pieces

Mushroom Familiar



x1 piece

Snowball Shot



x1 piece

Hook Shot



x1 piece

Frost Wyrm



x1 piece

Introduction

The *Black Box* expansion requires *Catacombs Third Edition*. It provides alternate versions of most of the monster cards published so far, including from other expansions. If you don't own a given expansion, put aside the corresponding alternate monster cards.

To review, monsters are divided into seven families:


Dungeon (Green)


Infernal (Orange)


Mythological (Blue)


Undead (Grey)


Vermin (Brown)


Wraith Knight (Black)

Keystones & Keeps


Zombie (Purple)

Resurrection Pack 1

This section describes what rules are used from each expansion:


Repeat Shot
Cavern of Soloth Manual (Page 4)


Ice Boulder Shot
Ice Box Manual (Page 4)


Lightning Shot
Ice Box Manual (Page 4)


Web Shot
Ice Box Manual (Page 5)


Reckless Shot Modifier
Ice Box Manual (Page 7)

Area of Effect Template Shots
Wyverns of Wylemuir (Page 5-6)


Spread **Short** **Ring** **Long**



Reactive Health
Ice Box Manual (Page 13)


Anchor Attribute
Ice Box Manual (Page 8)

This section describes which monsters are used from each expansion:

Cavern of Soloth Monsters:
Swamp Orc, Lizard Man, Orc Wolf Rider, Rust Monster, Savage Centaur, Siren, Gargoyle, Manticore, Infernal Acolyte, Phoenix, Flame Salamander, Elder Vampire, Wight, Shade, Wyvern, Remorhaz, Venomous Spider, Dread Scorpion

Ice Box Monsters:
Drake, Reaper, Spectre, Ifrit

Keystones & Keeps Monsters:
Raider, Plunderer, Sheolith, Spartan, Shaman, Senior Occultist, Ravager

Resurrection Pack 1 Monsters:
Zombie Prisoner, Zombie Ratman, Tomb Zombie, Zombie Faerie, Claw Zombie, Zombie Knight, Zombie Necromancer

Wyverns of Wylemuir Monsters:
Goblin Fighter, Succubus, Ettin, Shambling Mound, Poisonwood Golem

Black Box (New!):
Flesh Golem, Gelatinous Slime, Cavern Wyrm, Insurgent, Lurker, Magma Titan, Quagmirage, Enchanter

Alternate Monster Cards

Playing with the Black Box Monster Cards

The new Set 2 (or "S2") monster cards included in the Black Box have a differently coloured front from the original "Set 1" grey monster cards, so they are easy to distinguish. For ease of setup, it is recommended to store the two sets of monster cards separately and to only play with one set at a time. The Set 2 monster cards use new features of the Catacombs 3E game system. For novice players, it is strongly recommended to play your first few games with the Set 1 monster cards while you learn how to play.

Random Monster Variant

At the start of the game, the Overseer determines whether to play with the Set 1 or Set 2 Monster cards. Separate the Monster cards into four decks according to their level. During the Setup Phase, when the Overseer is presented with a Monster Metre icon on a Battle Room card, a monster can be randomly selected. The Overseer draws the top monster card from the deck that matches the level of the Monster Metre icon. During the Resolution Phase, all Monster cards are shuffled back into their respective decks.

Shots



Move To Rune - When this icon appears in a shot sequence, it indicates that a player can pick-up and place their character piece directly on top of any unoccupied rune icon (one that is completely uncovered by any other pieces). When all rune icons are already occupied, a player may perform a rush shot in an attempt to displace a character from a rune. If they are successful, then the character moves to the now vacant rune icon. Please note: if the character is already on top of a rune icon, then the **move to rune icon** has no effect.



Snowball Shot - The **snowball shot** is a ranged shot with the stun modifier that inflicts 1 point of damage.



Hook Shot - After flicking the piece for the **hook shot**, the player performing the shot may choose to move their character's piece anywhere within 2.5cm (1") of the hook piece. Regardless of whether the player chooses to move their character piece, the hook piece is removed from the game board or playmat. The hook shot is for moving characters only and does not inflict any damage. If the hook piece leaves the playmat / game board, simply place it back at the edge where it departed.



Summon Antient Shot - The player performing the **summon antient shot** decides which unused Antient to summon into play. See page 29 of the C*atacombs Reference Manual* for more about summon shots in general and page 33 for more information about Antients.



Group Rush Shot - The **group rush shot** enables the active character plus three different characters on the same side to each perform a Rush shot. If there are less than three different characters, any extra rush shots are forfeited. The active character performs their rush shot first with the three additional characters each performing their rush shots immediately afterwards in any order. The active character then continues performing any remaining shots in their original shot sequence. For the heroic forces, eligible characters would include heroes, allies, familiars, and mounts. For the Overseer, monsters and Catacomb Lords are eligible. Characters temporarily under a team's control such as wyverns and antients are also eligible.

Shot Modifiers

Transmogrify Shot Modifier - When a shot with the **transmogrify modifier** hits a hero, they are transmogrified into another form. This shot modifier only affects heroes and only one hero can be transmogrified into a specific form at a time. In the case of this expansion, this is the Frost Wyrm. Place the Frost Wyrm's portrait and rules cards on top of those of the affected hero. If the hero was affected by the stun modifier, the Stunned! card is removed first. Replace the hero's character piece on the playmat or game board with the Frost Wyrm's piece. The hero keeps all of their coins, items, spells, mounts and any Poisoned! cards, though while playing as the Frost Wyrm specifically, the player cannot use any weapons or spells they may still have. Their hero's current health remains unchanged as does their starting health. Any allies, familiars, and mounts in play remain under the hero's control. The hero cannot ride mounts or wyverns while transmogrified.



When a hero returns to their original form, immediately remove the Transmogrified! cards from their player board and if the Frost Wyrm piece is on the playmat or game board, replace it with that of the hero's. A hero can choose to return to their original form by any of the following:

1. By being teleported (replacing the Frost Wyrm piece with that of the hero's when placed on the Teleported! Card).

2. By surviving the Battle Phase: the affected hero may revert back to their original form during the Resolution Phase.

3. By having another hero cast the Cure Poison spell on them.

4. By being resurrected (during the Battle Phase by the Phoenix Feather item, for example).

5. By visiting any Special Room card.

Conditional Shot Operators

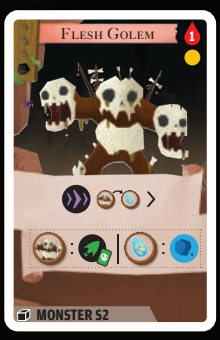
Conditional Shot Icons appear beside a shot icon to indicate that this shot must succeed before the next shot in the sequence may be attempted. This icon means that the shot must inflict damage to one or more targets. This icon means that the shot must simply hit one or more characters from the opposing forces.

Example:
In this case, if the character deals damage with the melee shot, they may continue the shot sequence by performing the rush shot. If they do not deal damage, they cannot perform the rush shot.



New Monster Rules

Flesh Golem Monster Rules



The Overseer may choose to use the Flesh Golem's transform shot modifier to change from its original form to its Flame Skull form. Each of its two forms has a different shot sequence.

Limited Shots (1x Per Room)

When "1x Per Room" appears next to a shot, it is a **limited shot**. Limited shots can only be performed *once per room per character piece*. To help track this, the Overseer may place one or two coins on the card, beside the limited shot. When that shot is performed, the coin can be removed from the card and returned to the Treasury.

Monster Rewards

Most monsters provide the hero that destroys them with a reward in the form of coins, as described on page 9 of the *Catacombs Reference Manual*. In the *Black Box* expansion, monsters provide additional types of rewards. Some of these are *gained immediately* when the monster is destroyed.



Random item - shuffle the Item card deck and draw one card. The hero must be able to use the item as per the usage restrictions described on page 24 of the *Catacombs Reference Manual*. If they cannot, repeat this process until the hero finds an item they can use.



Random weapon - shuffle the Item card deck and draw cards until a weapon is revealed. This weapon may be assigned to *any* living hero in the party. They must be able to wield weapons.



Healing salve - the hero takes a Healing Salve item from the Item card deck (if one is available).



Random spell - shuffle the unused Spell card deck and draw one card. The spell may be assigned to *any* living Spell Caster in the party.



Cure Poison - the hero who destroyed the monster may *immediately* cure poison as described on page 31 of the of the Catacombs Reference Manual.



Heal - the hero who destroyed the monster may *immediately* gain health as described on page 14 of the *Catacombs Reference Manual*.



Refresh Ability or Item - the hero who destroyed the monster may *immediately* refresh one of their ability or item cards as described on page 15 of the *Catacombs Reference Manual*.



Rescue - the hero who destroyed the monster *immediately* frees all heroes on the Devoured! card. The freed heroes are returned to the Hero Start Zone.

Character Attributes



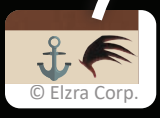
Anchor Attribute - When the icon for the **Anchor attribute** appears on a character's card, this indicates that during another player's turn, any other player controlling a character (one with the Anchor icon) may use a finger to hold that character in the same location, which opens up new strategic possibilities.



When the anchor attribute appears on a shadow monster's card, it changes how it behaves. When the anchor attribute is engaged by the Overseer, shadow monsters are considered to have materialised and can be damaged in the normal way. If a shadow monster's card has a Nullifies or Reflects box, these are *only active* when the anchor attribute is in effect.



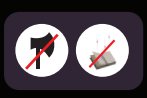
Flying Attribute - Monsters with the icon for the Flying attribute may perform Move to Rune (see page 4) at the end of their shot sequence.



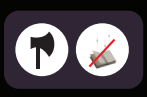
Burial Chamber Special Room Card

The heroes find themselves in an ancient burial chamber. The artifacts found inside confer a bonus for each of the four hero types:

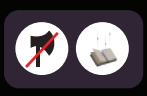




Cleric (no weapons, no magic) - health track returned to their starting level or take a Healing Salve item from the item deck (if one is available).



Fighter (weapons, no magic) - takes one weapon item card of their choice.



Spell Caster (no weapons, magic) - takes two spell cards of their choice.



Monarch (weapons, magic) - takes the Mushroom familiar (if it is available), otherwise they take a familiar of their choice. If they already have a familiar, it is returned to the Item card deck.



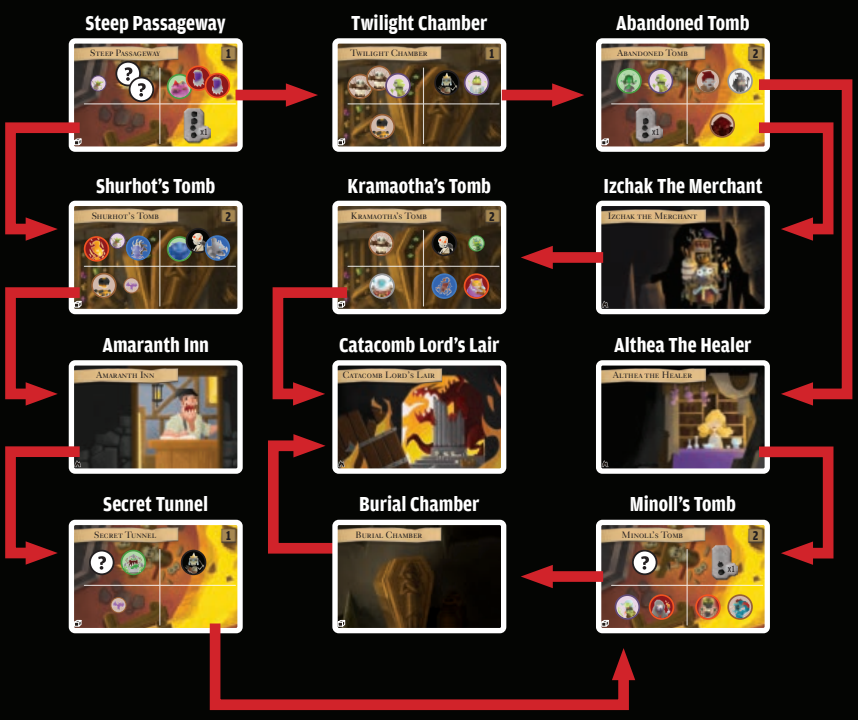
Note: When playing a Battle Room card that has a playmat in the background, use that playmat when setting up the room.



Campaigns

Choose a campaign, and configure the room cards as shown below. If you do not have a particular monster, substitute that monster for another random monster of the same level. The heroes choose which path they wish to take.

Athenoch Mortuary Campaign



Use the Despoiler for the Athenoch Mortuary Campaign



Nolothag Dungeon Campaign



Use the Basilisk for the Nolothag Dungeon Campaign



Credits

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