Catacombs 3E Integration

Team Catacomb Heroes

Team Catacomb heroes follow the same rules for heroes in Catacombs 3E. They may have abilities, use items and spells, be recruited as allies, ride wyverns, and hire mounts. A party of heroes may be composed of both “regular” heroes and Catacomb heroes. Thematically, the Catacomb heroes are only in it for personal gain and will join a party on an adventure if they stand to profit from it.



Queen of Storms Catacomb Hero

Catacomb heroes *cannot pool their gold with any other heroes* (including other Catacomb heroes) when making purchases or otherwise spending coins in special rooms. This still applies when the rules describing the special room may suggest otherwise; for example, when staying at the Amaranth Inn, each Catacomb hero must pay individually for their lodging.

Catacomb heroes are experienced in dealing with creatures of the catacomb and consequently their shots cannot be suppressed.

Catacomb heroes are unaffected by the corrosion shot modifier.

When recruiting an ally at the Amaranth Inn, the player must pay 15 gold coins and then *choose* an unused Catacomb hero as an ally.



Wraith Knight Catacomb Hero

A Catacomb hero pays three coins (instead of five) when visiting the Altar of Soloth.

Dark Spell Cards

A **dark spell** is usually more potent, but also imposes a penalty on the hero casting it. After casting a dark spell, the hero must either: pay one gold or deduct one health (to a minimum of one). Most of the time, players will choose the former.



Spell Card **Dark Spell Card**

All heroes in Catacombs 3E (including the Catacomb heroes) are classified into four types: Clerics, Fighters, Spell Casters, and Monarchs. Only certain hero types may use Spell cards - see below.

Clerics
Clerics rely on their faith and **cannot** use any weapons, spells, or magic items.

Fighters
Fighters can use weapons, but **cannot** use any spells or magic items.

Spell Casters
Spell Casters **can** cast *both* spells and dark spells. They can use magic items, excluding weapons.

Monarchs
Monarchs are restricted to only casting either spells (heroes) or dark spells (catacomb heroes). They can use magic items, including weapons.

Catacombs & Castles Playmat(s)

The playmats from Catacombs & Castles may be used interchangeably in games of Catacombs 3E. Use the Catacombs 3E obstacles instead of those from Catacombs & Castles. This isn’t strictly necessary, but is stated for those players that want an official ruling. The heroic forces choose their Start Zone, the Overseer player uses the other one.



Catacombs & Castles Shots In Catacombs 3E

The following shots are directly compatible in Catacombs 3E and may have shot modifiers applied to them. For the grapple shot, both the grab and rescue functions are available. Treat the leech shot as if it always has the regeneration modifier by default (additional modifiers may be applied). When playing Catacombs 3E, follow the variant rules for the Net and Web shots. The rules for the longbow, shuriken, target melee, and vortex shots remain the same for Catacombs 3E.


Grapple Shot


Leech Shot


Longbow Shot


Net Shot


Shuriken Shot


Target Melee Shot


Vortex Shot


Web Shot

The hook, ice boulder, and lightning shots are compatible with Catacombs 3E as they were introduced in the *Ice Box* expansion.

Important Note: The transfer related rules for shots from Castles 2E are ignored when playing Catacombs 3E.

Hero Attributes


Anchor icon - allows the player to use a finger to hold the character in place during their opponent's turn. This enables that character to remain in the same location, which opens up new strategic possibilities.


Flying Icon - allows the character to perform an optional Move to Rune *at the end of their shot sequence.* This includes their ability and any friendly team action shot sequence they participate in. A character with the flying attribute cannot return to the same rune from which they initiated a shot sequence.


Bloodless - After resolving damage, a character with this attribute does not provide any health to the attacker. Affects the following: leech shot, regeneration shot modifier.


Climber - After resolving damage, the character may attempt to escape from their attacker by performing a single rush shot. If this rush shot hits an obstacle, then the escaping character is placed on top of that obstacle. If the rush shot does not hit an obstacle, the character remains in the position after the rush shot was completed. If the rush shot hits multiple obstacles, the first obstacle is automatically chosen. At the start of their next turn, they must climb down from the obstacle and take their turn as normal. Note: while on top of an obstacle, the character is safe from all template attacks.


Construct - A character with this attribute is immune to the effects of the corrosion shot modifier. After resolving damage, the character with this attribute may immediately perform a hook shot. Affects the behaviour of the following: corrosion shot modifier.


Heat Resistant - A character with this attribute does not suffer damage from fire walls and fire obstacles. An unmodified fireball shot inflicts no damage. The giant fireball shot inflicts one point of damage instead of two. Affects the behaviour of: fire walls, fire obstacles, fireball shot, giant fireball shot.


Stun Resistant - A hero with this attribute does not take a Stunned! card when damaged by a shot with the stun modifier. Affects the behaviour of the following: stun shot modifier.


Toughness - A character with this attribute receives one less damage from any shot (minimum one). Affects the behaviour of the following: any shot that inflicts damage.


Toxic - A character with this attribute is immune to the effects of the poison shot modifier and does not draw Poison cards under any circumstances. When damaged by a character shot, the attacker must immediately suffer one point of damage to themselves (defensive properties are ignored). Affects the behaviour of the following: character shots, poison shot modifier.