
ELZRA
Catacombs™
Cavern of Soloth

This exciting expansion to the award-winning Catacombs base game features a new party of heroes, powerful items, devious monsters, challenging Catacomb Lords and treacherous rooms.

Catacombs Third Edition is required to play with this expansion set.

Component List

1 Instruction Manual	12 Hero Cards
5 Sticker Sheets	12 Catacomb Lord Cards
Wood Components	18 Monster Cards
6 Extra Large Orange Pieces	39 Room Cards
9 Large Pieces (2 Black, 2 Green, 1 Beige, 1 Orange, 2 Blue, 1 Purple)	13 Ability Cards
23 Medium Pieces (6 White, 3 Green, 5 Gray, 6 Orange, 3 Blue)	15 Item Cards
2 Small White Pieces	1 Antient Card
40 Total Wood Pieces	**110 Total Cards**

Six new heroes embark on a quest to explore the Cavern of Soloth:



Hanev
Paladin



Zacalan
Witch Hunter



Katrine
Ice Princess



Ulselu
Centaur Warrior



Vysara
Sorceress



Beeble
Dwarf Miner

Sticker Application Chart

See Catacombs game manual for further instructions.

Extra Large Pieces

Fire Columns



x6 pieces

Small Pieces

Ice Shot



x2 pieces

Large Pieces

Wyvern/ Remorhaz



x1 piece

Stone Antient



x1 piece

Phoenix



x1 piece

Orc Wolf Rider



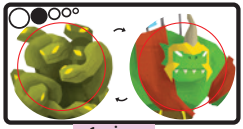
x2 pieces

Manticore



x2 pieces

Hydra/Orc Warchief



x1 piece

Queen of the Underworld/ Shapeshifter



x1 piece

Medium Pieces

Ice Princess



x1 piece

Dwarf Miner



x1 piece

Sorceress



x1 piece

Witch Hunter



x1 piece

Lizard Man



x2 pieces

Gargoyle



x2 pieces

Siren



x1 piece

Wight



x2 pieces

Infernal Acolyte



x2 pieces

Centaur Warrior



x1 piece

Paladin



x1 piece

Rust Monster



x1 piece

Shade



x2 pieces

Elder Vampire



x1 piece

Flame Salamander



x4 pieces

Special Rules for the Witch Hunter Hero

At the beginning of the game, Zacalan the Witch Hunter starts with all his Ability cards but cannot use them until they are activated. During the Resolution Phase, he collects gold coins for any monsters he has destroyed; however, before returning the monster pieces to the Monster Pool, he may use them to activate one of his abilities.

Each ability requires a certain number of destroyed monsters to be activated, which is shown on the card. Abilities can be activated in any order as long as the Witch Hunter has the required number of monster pieces. Only one Ability card can be activated per Resolution Phase with any unused monster pieces being returned to the Monster Pool.



For example, the Witch Hunter has destroyed three monsters during the Battle Phase. During the Resolution Phase he can choose to activate the Skeleton Hand Ability card by returning the three monster pieces to the Monster Pool. For the remainder of the game, he will be able to use the Skeleton Hand Ability during the Battle Phase.

When recruited as an ally, the Witch Hunter's mechanism for activating ability cards does not apply. Instead, the player controlling the Witch Hunter as an ally may choose one of his ability cards to use as if it had already been activated.



New Shot Type: Repeat Shot

During the Battle Phase, when a monster or Catacomb Lord hits a monster with a repeat shot, that monster may take another turn.

For example, the Overseer uses a Minotaur's melee shot and inflicts one point of damage to Vysara the Sorceress. The Overseer performs a repeat shot with the Lizard Man monster and hits the same Minotaur. The Overseer can now take another turn using that Minotaur and immediately perform its shot sequence again (a melee shot in this case) and does one point of damage to Katrine the Ice Princess.

1. **The repeat shot itself does no damage to any target.**
2. **The repeat shot only takes effect if the monster has already taken its turn for that round. If a monster is hit and has not yet taken its turn, they cannot be affected by the repeat shot.**
3. **If two monsters are hit by a repeat shot, only one is affected. The Overseer decides which monster will repeat their shot sequence, subject to point 2 above.**
4. **Antients and Catacomb Lords can perform the repeat shot; however they are not affected by it.**



Repeat Shot = 0 damage



Fire Obstacles



Fire obstacles represent towering columns of flame. For an added challenge for experienced players, the Overseer may choose to use one or more of these orange obstacle pieces instead of the standard dark brown obstacle pieces when setting up a room.

Each time one of the Heroic Forces hits a fire obstacle (directly or indirectly), they lose one point of health. Some monsters can be damaged under specific conditions (see Monster Vulnerabilities on page 25 of the Catacombs Third Edition manual).



Special Rules for the Phoenix

The Phoenix monster has the unique power of Rebirth indicated by the infinity symbol on its health track (see icon "1"). This means it cannot be destroyed permanently while other monsters are still on the game board during the Battle Phase.

When the Phoenix is destroyed while other monsters are still on the board, it is immediately placed by the Overseer back in a legal location of the Monster Start Zone with full health. Only when the room has been cleared of all other monsters can the Phoenix itself be permanently destroyed. Note that monsters who are on the Teleported! card are not considered to be on the board.

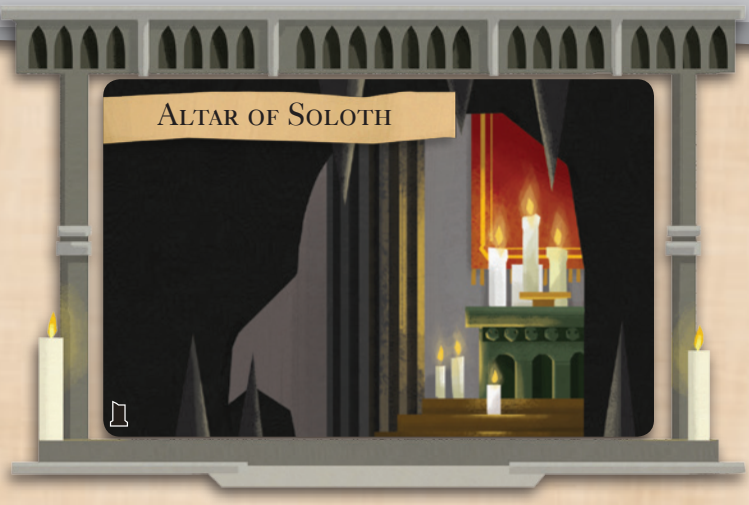
The player who permanently destroys the Phoenix receives five gold coins (as normal) and the Phoenix Feather item (if it is available).





Altar of Soloth Special Room Card

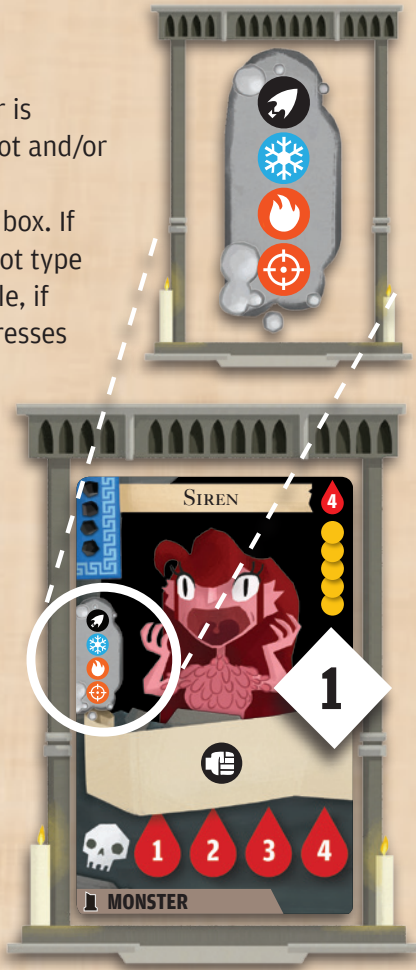
The Altar of Soloth is a new Special Room card that can be added to the Room card layout before the Catacomb Lord's Lair card. When the heroes arrive at the Altar, they may choose to pay five gold coins (one Hero may pay or they may pool their gold). The Overseer shuffles the deck of Item cards and flips over the top card. As a group, the heroes decide if they want to accept that item. If they do, they must assign the Item card to one Hero. If the group does not want, or cannot use that item, it is returned to the bottom of the deck. They may pay another five gold coins to make another offering and flip over the next Item card.



Expanded Rules For Suppression

Suppression is a condition where a character is prevented from performing a certain type of shot and/or modifier. To review: in the case of Room cards, the suppressed shots are listed in a Suppresses box. If an unmodified shot is listed, that means that shot type and all its modifiers are suppressed. For example, if an unmodified missile shot is listed in the Suppresses box, this means no missile shots modified or unmodified can be performed. Critical missile shot modifiers, chain missile shot modifiers, poison missile shot modifiers, etc. are all suppressed.

If a specific modified shot is listed in the Suppresses box, only the modifier is suppressed, not the basic shot. For example, if a poison melee shot modifier is listed in the Suppresses box only the poison modifier is suppressed. A monster could still perform a basic melee shot. In the Cavern of Soloth expansion, Suppresses boxes are now also found on Monster and Item cards.

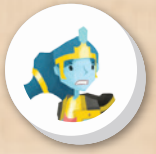


Monsters With Suppression

Some monsters (such as the Siren) are able to use suppression against the Heroic Forces. This is shown on their Monster card with a Suppresses box (see icon "1" on the previous page). Monster suppression comes into effect during the Setup Phase when the Overseer places the monster piece(s) in the Monster Start Zone. *The Heroic Forces will not be able to perform any of the shot types that are listed in the monster's Suppresses box.*

For example, Katrine the Ice Princess, Ulselu the Centaur Warrior, Zacalan the Witch Hunter and Varesh the Wizard are in a room with the Siren monster. Since the Siren suppresses missile, ice, fireball and target shots, these four heroes would not be able to use some of their shots.









For example:

- The Centaur Warrior would not be able to use the missile shot listed on his Hero Rules card.
- The Ice Princess would not be able to use the ice shot in the shot sequence listed on her Ice Blast Ability card, just the melee shot.
- The Wizard would not be able to play his Fireball Ability card or any of his Fireball and Ice Blast spell cards.
- If the Wizard had the Iron Crown item (which features a single target shot), it too could not be played.

All four heroes in the above examples would still be able to perform the melee shot listed on their Hero Rules cards.

Once the monster with suppression is destroyed, its effects are no longer in force and the Heroic Forces can once more use their full arsenal of shots.

Items With Suppression

The suppression comes into effect when the Item card is played during the Battle Phase. When suppression is used by the heroes, only monsters are affected. For example, the Cursed Scroll Item card suppresses all poison and stun modifiers for melee, missile and rush shots (see icon "2"). If Varesh the Wizard plays this card as his action and there are Sewer Rats in the room, they will only be able to perform a basic melee shot instead of their modified poison melee shot. The effects of suppression from an Item card are felt for the entire length of the room. Unlike in the case of monsters with suppression, if the Hero who played the card dies, the suppression condition remains.









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