
ELZRA
Catacombs
WYVERNS OF WYLEMUIR™

Back Story

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 henges 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 henge 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...



Components



Hero Cards x4
(Catacombs & Castles)



Catacomb Hero Cards x4
(Catacombs & Castles)



Hero Cards x4
(Catacombs)



Catacomb Hero Cards x4
(Catacombs)



Hero Ability Cards x5
(Catacombs)



Spell Cards x12
(Catacombs)



Hero Item Cards x5
(Catacombs)



Catacomb Boss Cards x4
(Catacombs & Castles)



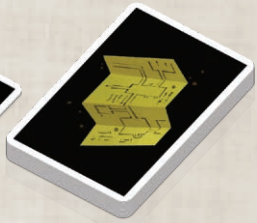
Monster Cards x5
(Catacombs)



Catacomb Lord Cards x6
(Catacombs)



Warrior Cards x2
(Catacombs & Castles)



Room Cards x11
(Catacombs)



Wyvern Cards x18



Frostvern Cards
(Catacombs)



Royal Frostvern Cards
(Catacombs & Castles)



Long Template x1



Short Template x1



Secret Spring Tokens x4



Wyvern Claw Tokens x41



Spread Template x1



Ring Template x1



Familiar Wood Piece x1



Egg Tokens x3



Hero Wood Pieces x4



Catacomb Lord Wood Piece x1



Wyvern Wood Pieces x8



Monster / Warrior Wood Pieces x11

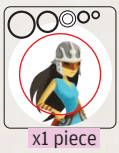
Poisonwood Bridge / Wild Woodlands Playmat



Sticker Reference

Medium Pieces

Warrior Maiden



x1 piece

Harbinger



x1 piece

Blind Guardian



x1 piece

Succubus



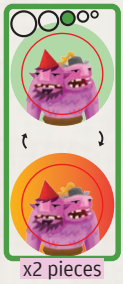
x4 pieces

Shambling Mound



x2 pieces

Ettin



x2 pieces

Small Pieces

Wyvern Familiar



x1 piece

Poisonwood Golem



x1 piece

Extra Small Pieces

Goblin Captain



x1 piece

Goblin Fighter



x2 pieces

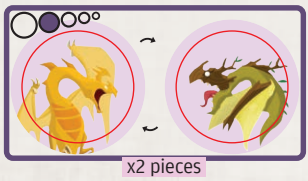
Large Pieces

Faevern / Frostvern



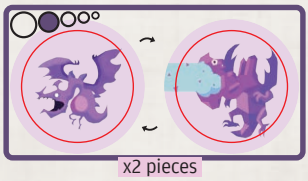
x2 pieces

Monarch / Sylvern



x2 pieces

Wylamander / Wrystal



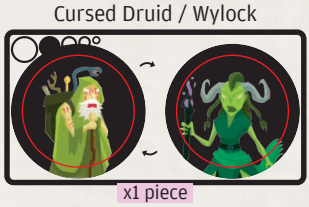
x2 pieces

Rockvern / Owlvern



x2 pieces

Cursed Druid / Wylock



x1 piece

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

Overview

Wyverns of Wylemuir is an expansion for both *Catacombs Third Edition* (hereafter referred to as *Catacombs*) and *Catacombs & Castles*. The following new content is included with this set:

- A new class of character, the *Wyverns*.
- 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*.
- Catacomb Lord cards in this set are provided for both *Catacombs* and *Catacombs & Castles*.
- New Warrior cards in this set are provided for use in *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 playmat that may be used with either title, but is the standard size for *Catacombs*.

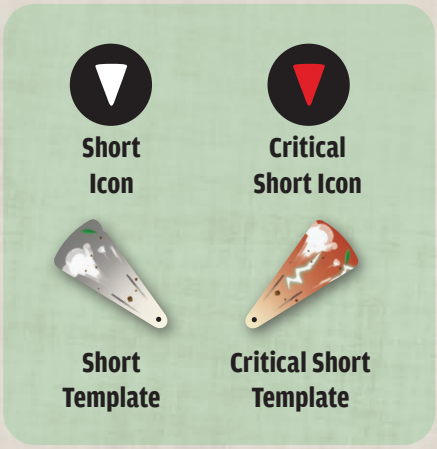
Area of Effect Templates

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

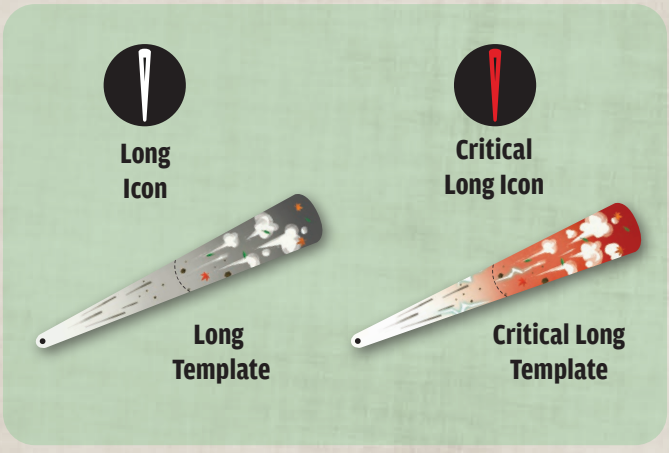
All templates inflict one point of damage to any target laying beneath them. The critical variant uses the reverse (red) side of the template and inflicts two points of damage.

An icon in a shot sequence indicates which template to use.









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 (whether riding a Wyvern or not). A template may be positioned in any direction across the playmat / 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.



Spread Template Example

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.



Long Template Example

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

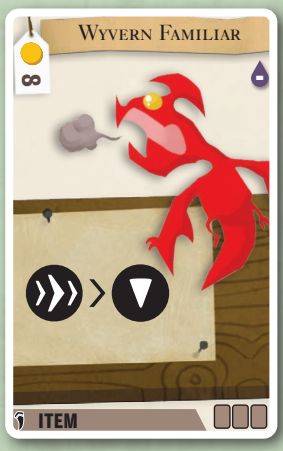
Important: Obstacles on the playmat / game board do not block the effects of templates.



Ring Template Example

Example

The Wyvern Familiar's shot sequence tells a player to flick it into position using a Rush shot. They then hold the Short Template above the Wyvern Familiar's location on the playmat / game board to see which targets the template affects (if any).



Wyvern Familiar Item Card

Example

The Sylvern's third shot sequence can be used by trading in two Wyvern Claw Tokens. The player may then perform two Rush shots and a Critical Template Ring shot in any order.

The player could, for example, perform a single Rush shot to get into position, attack with the Critical Ring Template shot, and then use the final Rush shot to retreat behind cover.



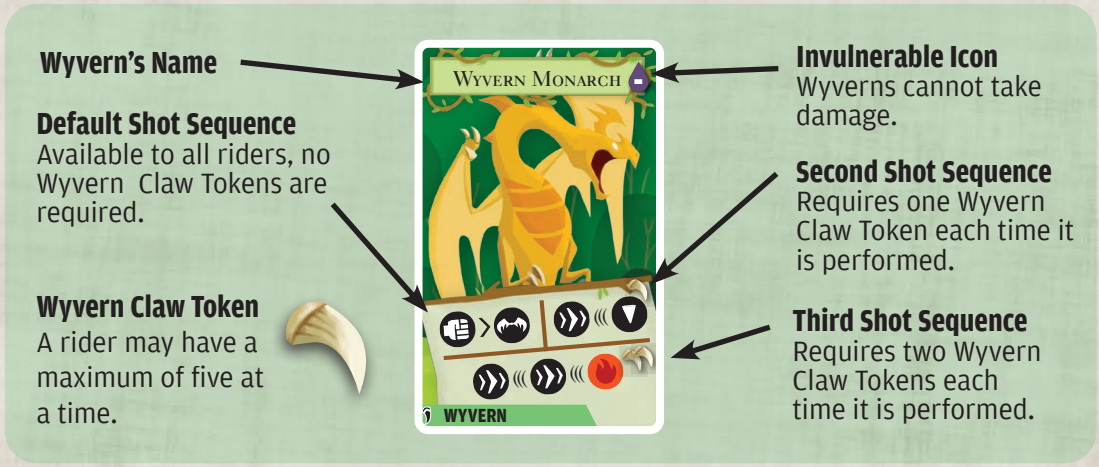
Sylvern Wyvern Card

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 below).

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, can travel through Magic Portals, and be transported via Runic Shift or Move to Rune shots.

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



Wyverns come into play by being placed on the playmat / game board at the start of a game (*Catacombs & Castles*) or room (*Catacombs*). They can also be summoned (see page 10) with an egg shot (*Catacombs & Castles*) or hatch (see page 11) from a Wyvern Egg Token (*Catacombs*). Finally, heroes and Catacomb Lords from 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 must have a rider in order to take an action (perform one of its shot sequences). Otherwise, it remains in place on the playmat / game board.

A Wyvern has a **default shot sequence** that all riders can perform. The other two shot sequences can only be performed by first collecting and then returning either one or two **Wyvern Claw Tokens** to the supply. When a rider wants to perform one of their own shot sequences (from their rules card, monster card, spell card, etc.), they must **dismount** first (see next page).

Which Characters Can Ride Wyverns

Cannot ride Wyverns:

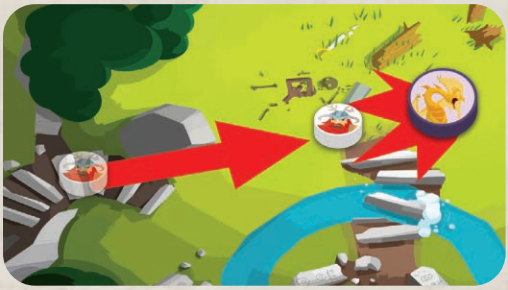
Any **character** with an **extra small**, **flat**, or **extra large** disc (except for Grak)
Any **character** that is **not a disc** (for example cubes like the Gelatinous Cube, Rhog or Zhug)
All Catacomb Lords (except for Wylissa and Kraesus)
All Castle Bosses and Catacomb Bosses (except for Wylissa and Kraesus)
All Antients, Familars, and Mounts

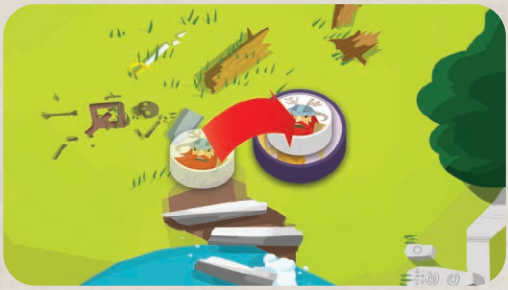
Can ride Wyverns:

Any **hero** with a **small**, **medium**, or **large** disc
Any **monster** or **warrior** with a **medium** disc

Riding a Wyvern

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

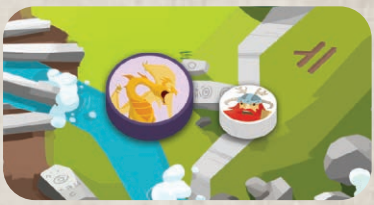




If any shots remain in the character's sequence, they are immediately skipped and the character performs a shot sequence listed on the Wyvern card instead.

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.

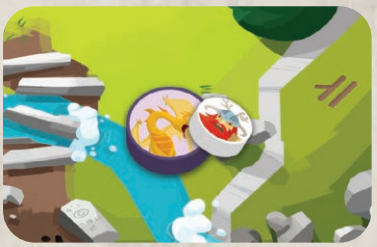
When there is an existing rider on a Wyvern (regardless of which team they are on), that rider must be knocked completely off that Wyvern's disc, landing flat on the playmat / game board in order for the attacking character to assume control.



Rider knocked off

If the existing rider's disc is balancing against the Wyvern disc and not laying flat on the playmat / 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.



Rider remains on Wyvern

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

Note: 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.

Loyal vs Wild Wyverns

When a character starts the game (*Catacombs & Castles*) or room (*Catacombs*) riding a Wyvern, that Wyvern is considered **loyal** to that character. The loyal Wyvern can only be ridden by their rider, exclusively. The rider cannot be permanently knocked off their Wyvern. Instead, they must choose to dismount at the start of their turn. While riding a loyal Wyvern, a rider is *not* protected from damage. However, while playing *Catacombs*, the effects of shot modifiers and the devour shot are ignored.

When a character summons a Wyvern or when a Wyvern icon appears on a *Catacombs* Room card, it is considered **wild**. It can be ridden by any legal character (see page 7) and riders can be knocked off. In contrast to a loyal Wyvern, *a wild Wyvern's invulnerability always protects their rider from damage* (in addition to the effects of shot modifiers and the devour shot).

Important: When a character has a loyal Wyvern, they cannot ride wild Wyverns.

Wyvern Shot Sequences and Claws

Each Wyvern has three shot sequences on their 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 playmat / 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 Claw Token



Wyvern Strike = 0 damage

Important: Characters do not lose any Wyvern Claw Tokens that they have collected when they are knocked off a Wyvern.

When Playing Catacombs: During each Resolution Phase, players retain **one** unused Wyvern Claw Token they have collected (returning any others to the supply).

New Warriors

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



Succubus



Goblin Fighter

Introducing Wild Wyverns Into Play

Some heroes and bosses in *Catacombs & Castles* have loyal Wyvern as stated on their Rules cards. Use the following rules to introduce wild Wyverns into *Catacombs & Castles* for either Team or Boss Modes.

Wild Wyverns may be hatched by heroes (and only heroes) using an Egg shot. Players 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.

As an alternative, up to three wild Wyverns (players decide how many) are placed in the centre of the playmat at the start of the game. No additional wild Wyverns can be hatched from the Wyvern Aviary.

Important: Characters riding on a Wyvern may participate in Team Actions; however, they must use one of the Wyvern's shot sequences.

Templates and Transfer Types

A transfer icon may appear next to a template shot icon. When playing with *Catacombs & Castles*, this indicates an additional transfer that may be performed. As usual, a power transfer is the default type when no transfer icon is present.



Assist Transfer



Health Transfer



Void Transfer



Capture Transfer

Examples



Short Template with Health Transfer



Critical Short Template with Void Transfer



Critical Spread Template with Void Transfer



Long Template with Health Transfer

Wyvern War Variation (Team Mode Only)

In this variation, all heroes start by riding a *loyal* Wyvern of their choice which they control exclusively for the duration of the game. Riders cannot be permanently knocked off a Wyvern unless they choose to dismount.

Secret Spring Special Room Card

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





Spring Token

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 wild Wyvern from the Wyvern Aviary, and performs the following shot sequence with their hero:



Hatch Wyvern Egg Shot Sequence

The player performing the **Hatch Wyvern shot** decides which unused wild Wyvern from the Wyvern Aviary to summon into play.



Hatch Wyvern Shot = 1 damage

Room Cards



Wyvern Icon

In this expansion, icons representing wild 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 playmat / game board.

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.



Reanimation Health Icon

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

Template Modifiers

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

Examples



Short Template with Petrify Modifier



Long Template with Stun Modifier



Spread Template with Corrosion Modifier



Ring Template with Poison Modifier

Credits

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Illustrator: Kwanchai Moriya
Graphic Designer: Jordan Silvestri
Manual Editor: Aron West
Manual Layout: Jordan Silvestri
Loyal vs Wild Wyvern Rules: Dean Ogden
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Wyverns of Wylemuir is dedicated to the memory of April Star
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