

# CURSE OF THE WOMER STONES



A GAME BY  
WIKED  
GAMES

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# WHAT'S INSIDE THE BOX



HERO CHARACTER CARDS



OUTCOME CARDS



RELIC CARDS

TRAP CARDS

WRATH CARDS



CURSED DWARVES CARDS



HERO PIECES



WRATH PIECES



CURSED DWARVES PIECES



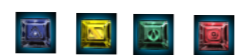
LOCK TILE



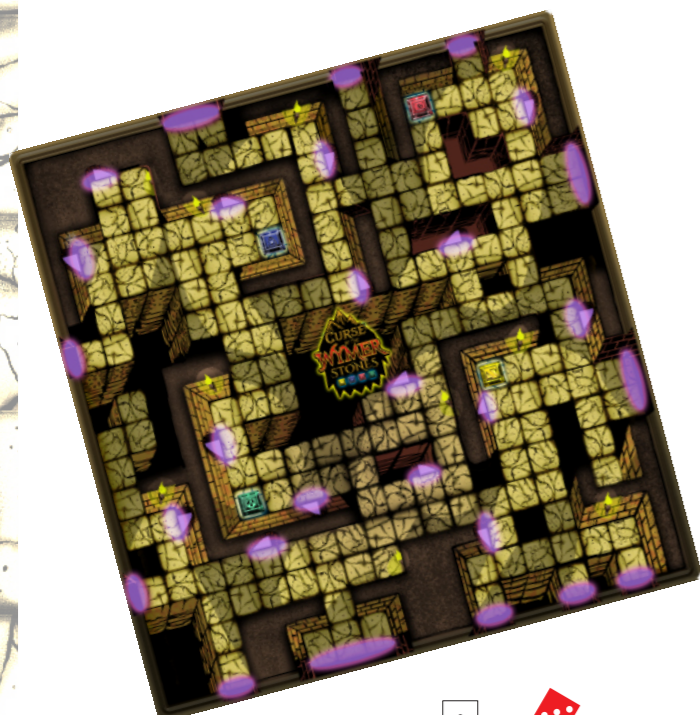
TRAP TILE



RELIC TILE



WYMER STONE TILES



MAP BOARD



HERO DICE



VILLAIN DICE

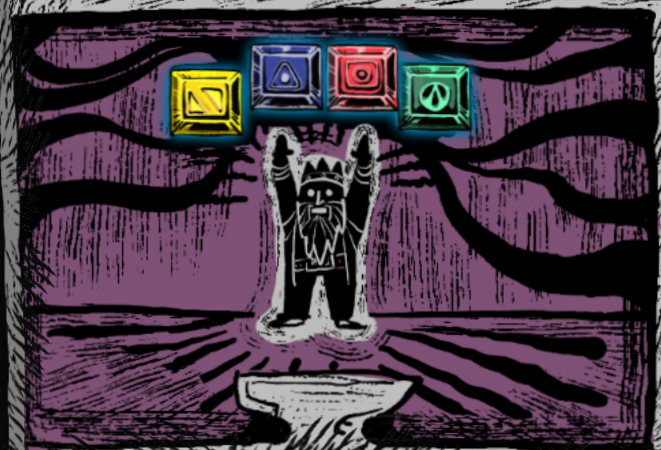
# THE OBJECTIVE OF THE GAME

As the Hero, the object of the game is to flip over the question mark tiles to find all of the Wymer Stones (1 per Hero) and defeat the Cursed Dwarves. If the heroes succeed, they read the "You Are Victorious" outcome card.

As the Villain, the object of the game is to turn all of the heroes into wraiths before they can defeat the Cursed Dwarves. If the villain succeeds, the heroes lose and they read the "You Are Defeated" card.



# STORY



In days of old an ancient EVIL crept from beneath the ground to cover the world in darkness. That evil was called the **WYMER**.

The Four Kingdoms of Overwyrld were burning, and their Kings were desperate. They pleaded to the Dwarves, masters of stone and earth, to aid them in their time of need.

The Dwarves took pity on the rulers of Overwyrld, and using their ancient skills crafted magical stones to trap the Wymer inside, severing the EVIL from its power. This brave act, however, would prove to be the Dwarves' undoing.



The Dreaded Wymer had powers of its own, and lay a curse on the stones that bore its name. The ancient power that bound the Wymer to the stones now cursed the Dwarves as well!

The Wymer was now sealed away, but it was not alone. Woe to the Dwarves; they were now trapped inside the Wymer Stones with their dreadful enemy!

The Wymer Stones, cursed and forgotten, lay lost in the vast catacombs of the Dwarves' once great realm. The dark EVIL inside gathered strength to free itself and wreak havoc on Overwyrld.

Now, after long slumber, EVIL stirs once more. The curse grows stronger and the Stone's power wanes.

As the strongest and bravest Heroes of Overwyrld, you have been called to Adventure!

You must find and collect the Wymer Stones. You will need to overcome all obstacles in your quest to seal away evil, but if you fail you will doom Overwyrld to eternal darkness.

# GETTING STARTED



Locate and set aside the two outcome cards.

*You won't need these until the end, so no peeking.*

Shuffle each of the 3 decks and lay them face down.

Open the game board

Distribute Hero and Cursed Dwarf pieces

*Heroes get one normal and one wraith.*

Distribute Character cards

Place Hero pieces on their Starting Spot

*According to color.*

Sort Tiles according to type:

Wymer Stone Tiles (4)  
Trap Tiles (40)  
Relic Tiles (12)  
Lock Tiles (16)

# Setup



## EASY SETUP

-One Wymer stone for each hero playing.

-20 Trap Tiles

-10 Relic Tiles

*Recommended when playing with younger players.*

## NORMAL SETUP

-One Wymer stone for each hero playing.

-30 Trap Tiles

-5 Relic Tiles

*Standard version of the game.*

## HARD SETUP

-One Wymer stone for each hero playing.

-33 Trap Tiles

-2 Relic Tiles

*Punishing version of the game.*

*\*The villain may look at the all tiles and place them strategically if they wish instead of placing them randomly.*



- Place these tiles face down in the box top or on the table and shuffle them around until they're mixed well, and place them randomly\* on the board.
- Leftover tiles should be shuffled face down as well and kept close by. These will be used to replenish the board as the game goes on.
- Place 6 lock tiles\*\* on the board. Leftover lock tiles should be kept close by. These will be used to replenish the board as the game goes on.

## About Lock Placement



Locks must be placed where they block an entire corridor or portal, so no character may walk around them.

*\*\*The villain is not limited to the amount of locks they may lay down at the setup stage of the game*

**Once the board is setup, gameplay may begin**

# SETUP Play Area



The play area should be set up something like this. Keep all unused trap and relic tiles in the lid of the box for easy access.

## CHARACTER CARDS

The character card tracks hit points, potential bonuses and how far the character can move on its turn.

How many spaces you can move on your turn

Your character bonus against certain traps.

The first Roll of your turn determines if you receive any of these benefits.



These represent hit points. If they become full, your character dies and becomes a wraith.

## STORY

### OUR HEROES

Our Heroes come from all four kingdoms of Overwyldr, and are the bravest and strongest of their ilk. Each hero seeks their kingdom's Wymer Stone, and must do all that is necessary to defeat the dark power that lays waiting in the Ancient Caverns beneath the Mountain. Only by relying on each other can they hope to lock away that dreadful evil.



## TRAP CARDS

If you reveal a Trap tile, draw a card from the Trap deck and read it. The Trap Cards are different obstacles, oddities or monsters that you encounter on your quest to trap the Wymer. Some are more dangerous than others, but all have 2 outcomes. Read the name of the Trap Card aloud so all the other players can hear, then **roll against it**. The outcome of the roll will determine which side of the card to read, and what happens to your character.



Look for a symbol in the corner of the trap card and see if your character has a bonus against it on your character card.

If you win the roll, look for the "thumbs up" symbol and read this portion of the card.

If you lose the roll, look for "thumbs down" symbol and read this portion of the card.



The back of all the tiles have a Question mark. You must cross over the tiles and flip them to find out which tile is what.

## RELIC CARDS

If you reveal a Relic tile, draw a card from the Relic deck and read it. Either place it in an available card slot, or use it. **You may have up to 2 relic cards per character.** If you draw a 3<sup>rd</sup> card, you must either *play it immediately, discard it, or trade it out* for one of the other 2 relics already in your possession.



**One relic** may be played **after your attack roll** once per turn. A player may transfer one relic to another player before their turn if they are one space away from each other in any direction.

The benefit of a relic can be found in this area.



# Gameplay

## Hero Turn

As the Hero, the object of the game is to flip over the question mark tiles to find all of the Wymer Stones (1 per Hero) and defeat the Cursed Dwarves. If the heroes succeed, they read the "You Are Victorious" outcome card.

### Heroes can:

- Roll for a new bonus at the beginning of their turn if they are not a wraith
- Move the number of spaces on their character card
- Move through open portals
- Not Move Diagonally
- Not Move through / over Cursed Dwarves.
- Collect up to 2 Relics
- Attack locks
- Attack traps
- Attack Dwarves if the hero Has found their Wymer Stone
- Be turned into a Wraith
- Revive another player if the correct card is found

### HERO TACTICS:

Use portals to your advantage to cover more ground. You don't want to be caught by the Cursed Dwarves without your stone.

Heroes take their turn first

Youngest player starts  
Gameplay moves clockwise to the left.

Roll a single die to see if you gain any character powers on this turn.

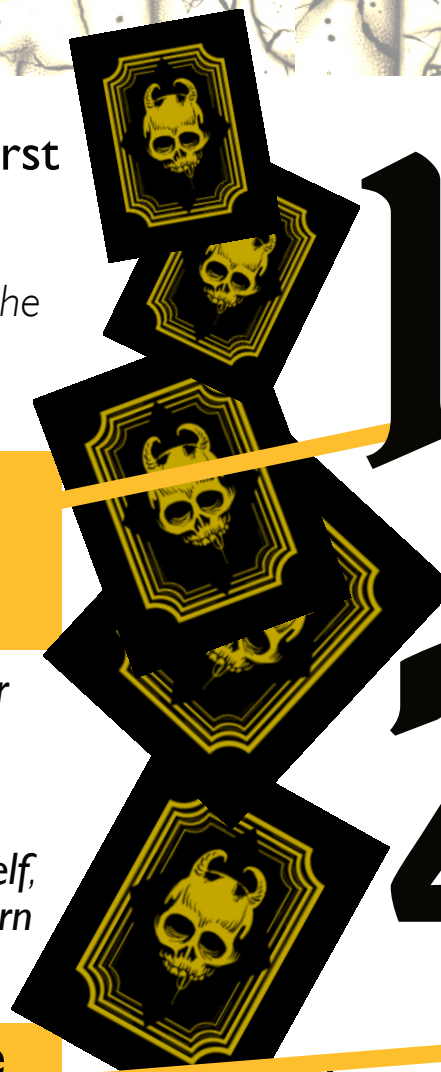
If your ability can affect another player, you have until your next turn to use it.

If your ability only affects yourself, you must use it on the same turn you roll it.

Move your character the number of spaces on your character card.

If your movement carries you over any tiles, you must turn them over when your character lands.

Resolve any tiles you've turned over or encounter, then your turn is over.



# 1st

Roll For Bonus



# 2nd

Move Your Character  
No Diagonal movement



If your movement carries you over any tiles, you must turn them over when your character lands.

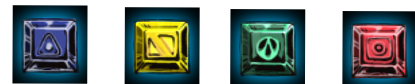
# 3rd

Flip Tiles and Resolve



# Gameplay

## Finding your Wymer Stone



If you find your Wymer Stone Place it on your character card. This triggers the **Cursed Dwarf Event**.

If you find another player's stone, leave it face up where you found it.

## Cursed Dwarf Event



Placing the correct Wymer Stone on a character card triggers any one Cursed Dwarf to appear on the finding character's starting space.

To attack a Cursed Dwarf, roll against it when you are within one space in any direction.

Each Hero Stone is Tied to a Dwarf, so there is always the same amount of dwarves to defeat as heroes playing.

## YOU MUST HAVE YOUR WYMER STONE TO ATTACK a Cursed Dwarf

These dwarves must be defeated in order for the heroes to win the game.

The hero, if allowed, may **attack before** or **after** moving, but **not both**.

### HERO TACTICS:

If you don't have your Wymer Stone yet, avoid the Cursed Dwarves and search for your stone. The Cursed Dwarves will likely target any hero who has yet to find their stone, as they would be unable to fight back.

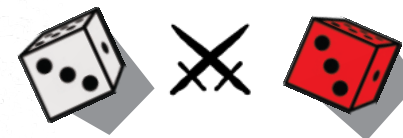
## BECOMING A WRAITH

If a character takes 3 damage, the character dies and becomes a wraith.

That character would remove it's hero piece and replace it with the corresponding Wraith piece. (See Wraith Turn Section)

# Gameplay

## Attacking In Curse of The Wymer Stones



All attacking is done with a standard die.

Roll a single die against the opponent. The biggest number on the roll, plus whatever bonus or power might be in play determines the winner.

## Attacking Radius In Curse of The Wymer Stones



If allowed, you may attack, one at a time, as many opponents that are one space away. Announce which one you are attacking and roll against it.

A failed attack on a Dwarf means a trap tile is placed on the Attacking Hero Card.



### HERO TACTICS:

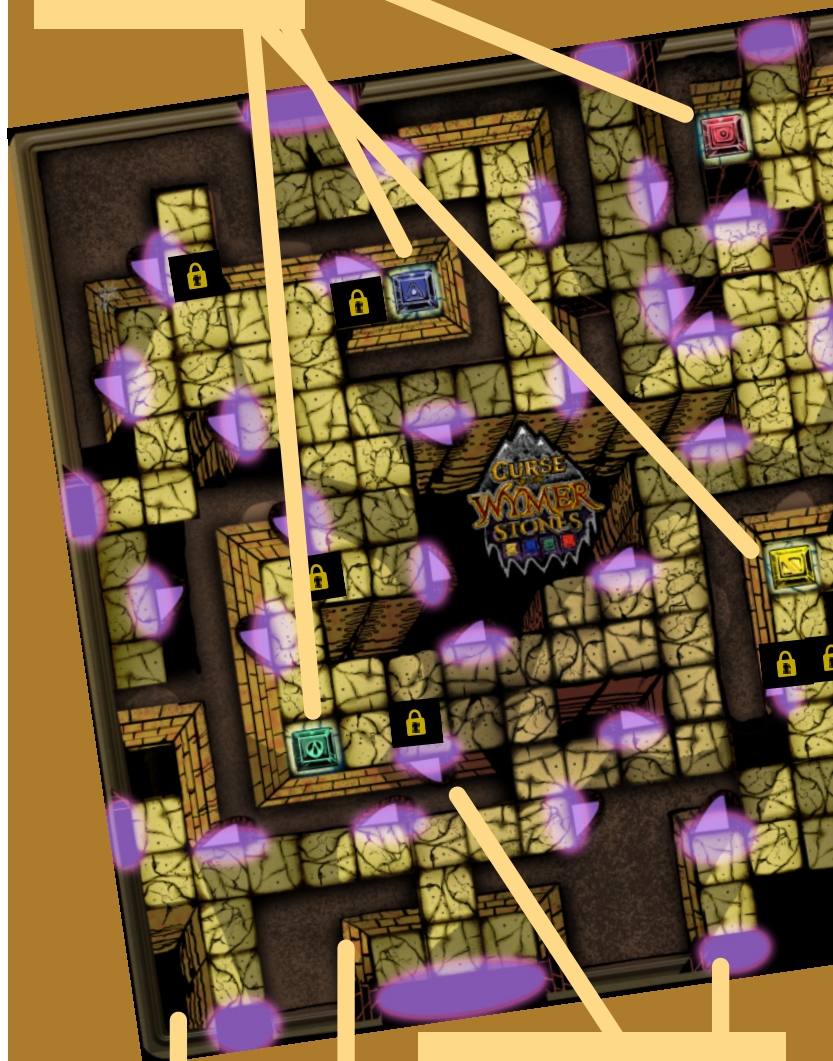
If you have your stone, seek out and attack the Dwarves. They must be defeated to win the game.





## GAME BOARD

**Starting Spots** correspond with the Wymer Stone your hero seeks.



**Chasms** and **Walls** can only be crossed by those in the spirit world.

**Portals** lead to any other open portal. If either side is locked, or if both are locked, you must defeat the locks before moving through.

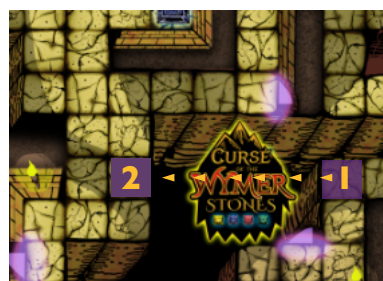
### Movement Through Portals



### Movement Through Walls If Allowed



### Movement Over Chasms If Allowed



## STORY



## CURSED DWARVES

*The Dwarven King paid dearly for crafting the Wymer Stones. The Curse of the Wymer Stones traps him and his warriors within the Stones as well, dooming his race to the same fate as the Wymer. As the Stone's power weakens, they return as powerful wraiths to the Underwyrld, driven mad by eons of unlife within the Cursed Stones.*

Each of the Cursed Dwarves hold the final power of a single Wymer Stone within them. Only when their power is returned to the stones can the Wymer be locked away.

*The Dwarves no more do delve in caves beneath the winter moon  
Their ringing hammers sing no more, their caverns now a tomb.  
Forget them not for days may come when darkness blooms to fire.  
Then who will ring the hammer blow to save us from the Wymer?*

# Gameplay

## Villain Turn

As the Villain, the object of the game is to turn all of the heroes into wraiths before they can defeat the Cursed Dwarves. If the villain succeeds, the heroes lose and they read the "You Are Defeated" card.

### Villain can:

- Place 2 new tiles
- Place one new lock tile  
*Lock rules still intact*
- Take any Cursed Dwarf Actions\*
- Villain rolls against all hero rolls unless specified.  
*(Locks, Traps, Ect.)*

### Cursed Dwarf Control

Once the **Cursed Dwarf** event is triggered, the Villain has full control of any dwarf on the board, and may choose to move as many dwarves as they wish on the Villain turn according to the spaces on the Cursed Dwarf Card.

The villain may **attack before** or **after** moving, but **not both**.

**VILLAIN TACTICS:**  
Seek out and attack any player who has not found their stone. They cannot harm your dwarf.

How many spaces you can move on your turn

## CURSED DWARF CARD

5 Steps



These represent hit points. If they become full, the **Dwarf is defeated. Flip the card over to read its fate.**

### VILLAIN TACTICS:

Use portals to your advantage to get ahead of players.

Remember, your dwarf is like a moving lock, so use it to block the hero's escape

### Cursed Dwarves can:

- Attack Heroes
- Move through walls
- Move across chasms
- Move through portals
- Ignore locks
- Ignore traps
- Be attacked by a hero with their Wymer Stone



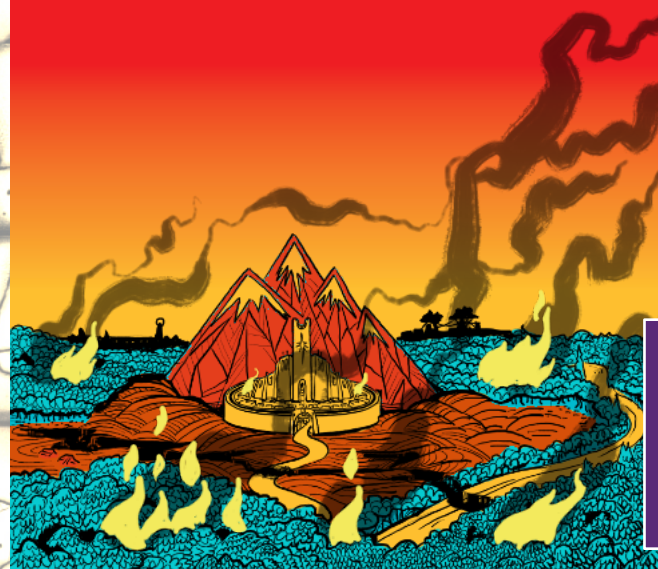
### Villain Attacking Hero using Dwarves

A **successful attack** means a trap tile is placed on the hero's character card.

A **failed attack** on a hero with their Wymer Stone means a trap tile is placed on the Attacking Dwarf Card.

Failing attacks on heroes **without their Wymer Stones and Wraiths do not damage the Dwarf.**

The villain may move the Cursed Dwarf the number of spaces on its card and **attack any hero or wraith within one space in any direction.**



# Gameplay

## Wraith Turn

Your new objective as a wraith is to get back to your starting space to revive your character.

There are 2 ways to revive your wraith character.

Reach your starting spot again

or

Be revived by another player's card action



- **First** draw a card from the Wraith Deck and follow the action prescribed.
- **Then** move your wraith piece 2 spaces if the Wraith Card allows it and your wraith piece is still on the board.

### Wraiths can:

- Move through walls
- Move across chasms
- Move through portals
- Ignore locks
- Ignore traps
- Be revived by a card played by another player
- Be revived by returning to the hero's starting space.
- Be attacked by Cursed Dwarves

## BEING REVIVED

There are cards in each deck that could potentially revive another player from being a wraith. Hold on to these if you find them. Without them, the wraith must make it back to their starting spot to be revived.



A single successful attack by a Cursed Dwarf on a Wraith removes the Wraith piece from the board.

The only way for that Character to be revived afterward is by another hero's card action.

There are 2 outcomes for each Wraith card.

Once the card is read and the action performed, return it to the bottom of the Wraith deck.



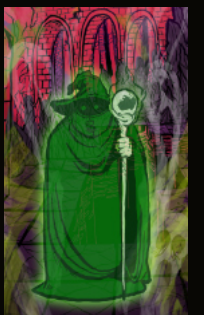
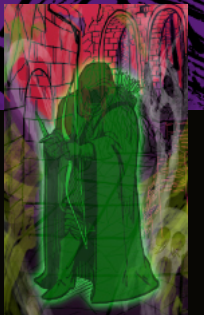
## WRATH CARDS

### DARK

You feel something taking hold of you. You fight the darkness but it moves your unwilling spirit.

Roll the dice. If you roll a 3, you take your normal turn.

If you roll anything but a 3, you must deal the top trap card to another player, and they must roll against it.



If Your Wraiths Piece is Removed your turns consists of aiding the cursed dwarves by drawing a wraith card and reading the negative path.

If your wraith is revived, you return to normal gameplay

# Playing without a villain

The most fun way to play Curse of the Wymer Stones is with a designated villain. That being said, if nobody wants to be the bad guy, you can still play with up to all 4 heroes and no villain.

If you don't want to play with a villain, there are a few differences in setup and gameplay to follow.

**First:** Setup is a little different.

A. Use ALL the locks at the beginning of the game as these won't be refreshed by a villain.

B. Make sure to follow the Normal Difficulty or harder, as playing without the villain is automatically easier by virtue of the Dwarves being stationary.

**Second:** All villain rolls are done by the player to the left of the current hero.

**Third:** The Cursed Dwarves do not move, but stay on the Hero starting space once they spawn. This means they don't "attack", but must still be defeated to win the game.

All other rules stay intact.

## STORY

### THE DREADED Wymer

The Wymer is ancient and dark. All that is known is passed down in whispers for fear of waking it. The complete lore as it was originally told is gone with the Dwarves. All that remains are fragments that speak of a hungry power, colossal and cruel; of teeth and fire and dread that fall on all who dare to stand against it. The Wymer is anguish and destruction. The Wymer is doom.



# Specific Rules

The following should be used to govern gameplay as you go. At least one person should have these rules at hand, and check them if there is a question.

If a rule is not specified below, consensus of the players should be used to govern that instance.

## What is a Round

A round is from the beginning of the first player's turn to the end of the Villain turn.

## What is a Turn

A turn is your place in the order of play.

## Character Movement

Characters can only move in straight lines, not diagonal. They can however attack within one space in any direction.

## Sharing Spaces

Characters can not share a space with each other.

## Matching Dice Rolls

If the villain and the hero roll the same number, the villain wins the roll unless the hero has some augmenting ability or relic. The hero must beat the villain roll.

## Becoming a Wraith-Q1

If a character becomes a wraith, they clear their character card of trap tiles. All of their relic / trap cards are discarded. If they are revived, they are revived with full health, but they do not retain their relic / trap cards.

## Becoming a Wraith-Q2

If a character finds their stone then becomes a wraith, they keep their stone throughout.

## Wraith Revival -Q1

If a character is revived from being a wraith while they are on a wall or chasm space, they will place their hero piece on the nearest available regular space.

## Wraith Revival-Q2

If a Wraith is revived on their turn on their starting space, that concludes their turn.

## Wraith Piece Removed

If your wraith piece is removed, your turns consist of aiding the cursed dwarves by drawing a wraith card and reading the negative path until you are revived.

## Character Powers-Q1

If your hero turn continues due to a card benefit, your character keeps the power you rolled until your turn is resolved.

## Character Powers-Q2

A character may hold a power that affects other players until the beginning of their next turn. When their next turn begins, they must roll again for another power.

## Character Powers-Q3

If you choose to wait to use your power, but you become a wraith, you lose the ability to use that power until you are revived and roll it again.

## Teleporting other Players

If the Wizard teleports another player on a tile, the player who is teleported must resolve that tile, then the Wizard continues their turn. Wizards may not teleport Wraiths.

## Attack: Dwarf or Hero-Q1

If allowed, you may attack, one at a time, as many opponents that are one space away. Announce which one you are attacking and roll against it.

## Attack: Dwarf or Hero-Q2

You may attack before or after you move your character, but not both. If a hero is attacked, they may not roll for a power first, but any powers could still be assigned to them if allowed. Any relic the hero has may be used.

## Attacking Locks

If you want to move through a lock, you must specify which lock and roll against the villain to destroy the lock. If you fail, the lock stays in place and cannot be attacked by your character until your next turn. You may roll against any lock you are trying to move through once on your turn. You must be within one space of a lock to roll against it unless the lock is locking a portal you are attempting to exit.

## Cursed Dwarf Event -Q1

When a Cursed Dwarf Event begins, the Villain may choose what Dwarf occupies the corresponding starting space. If there is no villain playing, then it should be chosen randomly if possible or by consensus of the players.

## Cursed Dwarf Event -Q2

If any hero or wraith occupies the corresponding starting space when the Cursed Dwarf Event begins, the hero or wraith is to be moved over one space and the Dwarf is to occupy the correct starting space.

