

Stonemaier Games Presents

# WYRMSPLAN

## DRAGON ACADEMY EXPANSION

Designed by Connie Vogelmann

Art by Clémentine Campardou

1-5 players · 90 minutes · ages 14+ · competitive

As a budding dracologist, you open an academy for fledgling dragons to achieve their full potential! The world of Wyrmspan also expands with a wide variety of new dragons and caves, objective tiles, Dragon Guilds, and a new round tracker that presents you with an income choice when you pass for the round.

NEW COMPONENTS	REPLACEMENT COMPONENTS
80 dragon cards ("dragons") 	5 double-sided Dragon Guild tiles 
25 cave cards 	2 updated cave cards 
45 training tokens (8mm cubes) 	Updated round tracker board 

**NOTE:** Training tokens are not piece-limited. If you run out of training tokens, use a suitable replacement.

We're happy to help with missing or broken components. Fill out the form found at [stonemaiergames.com/replacement-parts](http://stonemaiergames.com/replacement-parts)

See Automa solo rules on page 6.

## SETUP

Perform the following steps to integrate this expansion into the core game:

1. Permanently replace the round tracker board with the updated round tracker board.
2. Replace the following 5 dragon cards with their updated versions.
  - Chameleon Coaty
  - Mosaic Guardian
  - Titanic Coaty
  - Lilliputian Fae
  - Customary Grazer
3. Permanently replace cave card 50 and cave card 51 with their updated versions.
4. Add the plastic tray with lid to the box for additional storage flexibility.
5. Add the 45 training tokens to the game.
6. Add all other components contained in this expansion to their respective component types.
  - 80 dragon cards
  - 25 cave cards
  - 5 dragon guilds
  - 7 objective tiles

## SETUP CHANGES

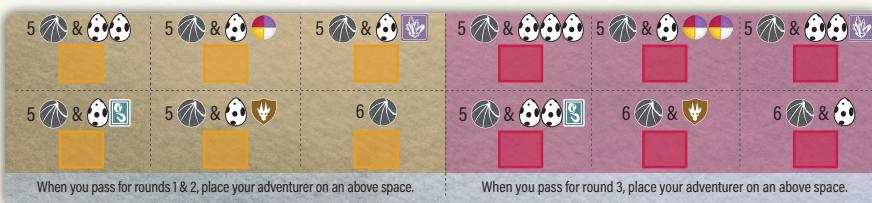
- Place the training tokens in reach of all players.
- Perform all other setup steps as usual.

**IMPORTANT:** At the beginning of the game, all players gain 6 coins and 1 egg, per normal rules.

## RULE CHANGES

### PASSING & ROUND END ACTIONS

In rounds 1, 2, and 3, on the turn when you choose to pass for the round, place your adventurer onto a space on the updated round tracker board in the section that corresponds to the current round (do not gain the income benefit yet). Once you have placed your adventurer onto a space, no other player may claim the same space during that round.



If you choose to pass (i.e., if you have no coins or want to save remaining coins for the next round), that is your entire turn—you may not also perform an action.

When all players have passed for the round, take the following steps in order, as shown on the updated round tracker board:

1. Activate all “once per round” dragon abilities.
2. Score the round’s objective.
3. Refresh the display of cave cards and dragon cards.
4. Rotate the start player marker clockwise.
5. All players collect the income shown on the space they selected, then retrieve their adventurer. If a cave card or a dragon card is drafted, the display is immediately refilled.
  - In most cases, income may be collected simultaneously. However, if sequential income is ever relevant (e.g., a player gaining a dragon guild advancement also gains a cave card or a dragon card), income is collected in turn order, beginning with the new start player.

After round 4, players pass as usual but do not select an income space.



### NEW DRAGON TYPE: FLEDGLINGS

This expansion introduces a new dragon size—“fledgling.” There are now 5 sizes of dragon: small, medium, large, hatchling, and fledgling. Fledglings are teenage dragons—they may require the resources of hatchlings (milk or eggs), adults (meat, gold, or crystal), or both! Unlike hatchlings, however, they are equally distributed among all three caves.

Whenever your adventurer walks over a fledgling, you may (optionally) train the fledgling 1 time. The first time you train (□) a fledgling, pay the cost shown in the left-most box on the fledgling, then gain a training token from the general supply and place it onto that box. The next time you train the fledgling, pay the cost shown in the next left-most empty box, gain a second training token from the general supply, and place it onto that box. You must always train fledglings in order from left to right. When you have filled all boxes on the fledgling, the fledgling has been fully trained!

Once a fledgling has been fully trained, its bottom ability, highlighted in purple, is active. These abilities may be “if activated” abilities, “once per round” abilities, or “end game” abilities.

It is important to note that the resources spent to train a fledgling are returned to the general supply; unlike hatchlings, they are **not** cached on or tucked under the fledgling.

There are several phrases related to fledglings that appear throughout the game:

**TRAIN ANY FLEDGLING IX:** Place a training token on the fledgling's left-most empty box, paying the resource shown.

**TRAIN ANY FLEDGLING IX FOR FREE:** Place a training token on the fledgling's left-most empty box, but do not pay the resource shown.

**FULLY TRAIN ANY FLEDGLING FOR FREE:** Fill all empty boxes on the fledgling with training tokens, without paying any of the associated costs.

**GAIN THE ITEM COVERED BY THE TRAINING TOKEN:** For these abilities, instead of paying the cost to place a training token, gain the benefit covered by the training token you just placed.

Fledglings also score differently from other dragons in the game. Instead of scoring a straight number of victory points, each fledgling scores you for each fledgling (including itself) on your player mat at the end of the game. This means that if you have 1 fledgling, it will score at the end of the game. If you have 2 fledglings, each will score (for a total of ); if you have 3 fledglings, each will score (for a total of ); and so forth. Fledglings score these points regardless of whether their training is complete!

**IMPORTANT:** Before a fledgling has been fully trained, its purple ability is inactive, and no in-game ability may activate it. That said, for the purposes of objectives or end-game scoring, any ability type printed on the fledgling counts as being an ability you have on a dragon or in your cave. This is true regardless of whether the ability is active.

## EXAMPLE FLEDGLING



This fledgling, like all fledglings, scores for each fledgling on your player mat at the end of the game.

When your adventurer walks onto this dragon, you may train it () one time.

After you train this fledgling a second time, it is fully trained. The purple ability (lay 2 eggs here) is active and will trigger the next time you activate this fledgling's "if activated" ability.

The first time you train this dragon, pay 1 milk, then place a training token onto the left-most box, covering the milk icon. The second time you train this dragon, pay 1 cave card, then place a training token onto the left-most empty box, covering the cave card icon.

**NOTE:** If you have a fledgling with a purple "if activated" ability on it, the fledgling must be fully trained before your adventurer reaches that dragon for that ability to activate when your adventurer walks onto it.

## FREE-TO-PLAY (CONDITIONAL) DRAGONS

This expansion also has several dragons with a conditional cost on them. These dragons have a printed cost like normal but also have a blue star ( ) on them. The star is associated with a particular condition, which is printed on the bottom of the dragon card. If you meet that condition when you play the dragon card, **ignore the dragon's normal play cost**. You must still entice the dragon (or otherwise use an ability that lets you play the dragon), but you may ignore the play cost printed on the card.

### EXAMPLE CONDITIONAL DRAGON

This dragon normally costs  
2 meat to play.

However, if this dragon will  
be played into the 3rd or  
the 4th column in its cave,  
you may play this dragon  
without paying the 2 meat  
cost.



### QUARRELsome FIREVERN



## NEW DRAGON GUILDS

This expansion contains 5 new dragon guilds. Most abilities will look familiar and need no explanation, but a few additional rules are described below.

### SELECT DRAGON GUILD POWERS EXPLAINED

DRAGON GUILD TILE	ABILITY OR CONCEPT	EXPLANATION
King's Guild	All abilities require a tithe.	A tithe is one of any item—a resource (meat, gold, crystal, or milk), a dragon card, a cave card, or an egg. If you have an ability that requires you to pay multiple tithes, you may mix and match as you see fit. <i>If you think King's Guild looks stingy... well, that may be the case... just don't let the king hear you said so!</i>
Veterinary Guild	<b>Choose 1:</b> Cache 2  from the general supply onto any dragon(s); tuck 2  from the deck under any dragon(s); or gain .	If you choose 1 of the first 2 options, you may cache 2 total resources or tuck 2 total cards. These abilities may activate either 1 dragon 2x or 2 dragons 1x.
Guild of Magicians	Pay , then swap any dragon in your cave with  in your hand. Ignore normal cave requirements.	Pick up 1 dragon from your cave and return the card to your hand. You must immediately play a different dragon from your hand into the space that was just vacated. You do not need to match the new dragon's normal cave requirements with the cave, nor do you pay any costs printed on the new dragon. Activate any "when played" ability like normal. All resources, tucked cards, and eggs (up to the new dragon's capacity) transfer to the new dragon. If the new dragon is a hatchling, do not activate the hatchling's ability for any previously cached resources or tucked cards; however, the hatchling's ability activates as usual on future turns. In rare circumstances, when you cache or tuck the next resource, if there are more than 3 cached resources on or tucked cards under the hatchling, activate the hatchling's 3rd line ability once (ensure that this ability is only activated once per game).  If a fledgling that has 1 or more training tokens on it is replaced by another fledgling, the training tokens transfer to the new dragon. Place them from left to right on the new dragon. Any excess training tokens should be returned to the general supply.
Guild of Magicians	Swap any uncovered  in your cave with  in your hand. Activate  on the played card.	Pick up 1 cave card from your cave (it cannot be covered with a dragon) and return it to your hand. You <b>must</b> immediately play a different cave card from your hand into the space that was just vacated. Do not pay any costs to place the new cave card. Activate the "when played" ability on the new cave card, but do not reactivate the "when covered" ability printed on your player mat, if applicable.

# WYRMSSPAN

## DRAGON ACADEMY EXPANSION: AUTOMA

*Solo Rules Designed by David Studley*

### INTRODUCTION

This rulebook updates the Wyrmspan: Automa rules to be compatible with the Wyrmspan: Dragon Academy Expansion. All rules from the Wyrmspan: Automa rulebook are unchanged except for the minor changes included in this rulebook.

### REPLACEMENT COMPONENT



- Reference card (updated to include Automa's Cache)

### CHANGES TO SETUP

Give a random player the start player marker. It will rotate between you and Automa each round.

### CHANGES TO ROUND END

**PASSING:** If Automa passes before you do, you may not choose a 6 income space when you pass. When she passes first, place Automa's adventurer onto the 6 income space (either one for Round 3) as a reminder. Automa does not collect the income when her adventurer is retrieved.

**START PLAYER:** During round end, rotate the start player marker.

**NOTE:** this overrides the original Automa rule stating that, "you are the starting player for every round."

## AUTOMA'S CACHE

Automa will gain *cache tokens* whenever you trigger a **dragon or cave benefit** that allows all opponents to gain something. Use any resource token to represent cache tokens for her; the type of resource has no significance.

For each ability you trigger where Automa may gain a benefit, the following happens: If the benefit says that she must pay a cost to gain something, give her 1 cache token from the supply for **each** thing she will gain. Otherwise, give her 2 cache tokens from the supply for **each** thing.

- Automa will choose to participate the maximum number of times.
- Automa always fulfills any requirement necessary to gain the benefit.
- Automa does not gain anything else from these benefits; she only gains the cache tokens, as described above.



**EXAMPLE 1.** Gain . All opponents gain —Automa gains 2 cache tokens.



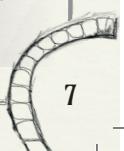
**EXAMPLE 2.** Up to 3x, pay to gain . Each opponent may do this 1x—Automa gains 1 cache token.



**EXAMPLE 3.** Up to 3x, pay to lay . Each opponent may do this 1x—Automa gains 2 cache tokens.

**SCORING:** At the end of the game, Automa gains for every 2 cache tokens.

**DESIGNER'S NOTE:** Automa's Cache is designed to have you consider the effect of giving her benefits as you use your abilities. The impact is subtle and the rules simple; that is by design. The effect will only be truly felt in games where you frequently use abilities that give benefits to other players.



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