
ELZRA
Keystones & Keeps™

Component List

- 17 Hero Cards
- 2 Item Cards
- 2 Spell Cards
- 7 Monster Cards
- 1 Game Board
- 1 Instruction Manual
- 2 Sticker Sheets
- 6 Pit Cards
- 9 Black Pieces (2 Large, 7 Medium)
- 4 White Pieces (1 Large, 3 Medium)

Credits

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Catacombs: Keystones & Keeps English Manual v1.0
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Sticker Application Chart

See Catacombs Third Edition or Catacombs & Castles game manuals for further instructions.

Large Pieces

Senior Occultist/ Ravager



x1 piece

Querlossus



x1 piece

Werewolf



x1 piece

Medium Pieces

Werebear



x1 piece

Baroness



x1 piece

Berserker Mage



x1 piece

Flame Mage



x1 piece

Barbarian



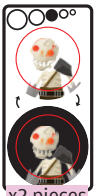
x1 piece

Dark Elf



x1 piece

Sheolith



x2 pieces

Spartan



x2 pieces

Back Story

Keystones & Keeps takes place before the events in Catacombs & Castles. It follows the story of a Werewolf hero named Malachi.

Malachi was dissatisfied with his comfortable existence. Since he could use his human form to infiltrate the villages of Tellaryth, raiding them was not very challenging. He decided to explore farther afield and stumbled upon a group of Wraith Knights. They were expanding their underground network of tunnels to support their mining operations. Exploring the tunnels, Malachi found many artifacts discarded by the Knights.

While trading these artifacts for food, Malachi met the Cultivators, a group who valued their privacy, and tended to live in the quiet woodlands. But one of the artifacts, found tossed amongst the rubble, bore strange inscriptions that fascinated Malachi. Inadvertently, he found himself traveling to a realized vision of an alternate future of Tellaryth. In this future, the Matriarchs are subjugated and imprisoned while their Castle Mivorih is occupied by a race of off-world beings. Malachi also witnessed a group of champions rescue Matriarch E. from Castle Mivorih. They included the Flame Mage Aprill, Xoric, and Oleira. Astonishingly, the leader of these champions was Malachi himself!



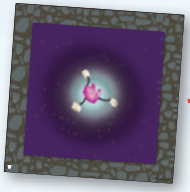
After the vision faded, the Keystone (for that was what this artifact was called), guided Malachi to a rocky grotto. Inside, the Keystone directed him to prepare its resting place. Thus situated, the Keystone began to glow, dimly illuminating the chamber. It began to realize its agenda of Malachi leading a new army. Through deliberate sorcery, malignant variants of the heroes Aprill, Xoric, and Oleira materialized from Malachi's dreams.

Now they are ready to pursue the Keystone's inscrutable objective...

You need Catacombs Third Edition or Catacombs & Castles to play with the Keystones & Keeps expansion. Catacombs Third Edition is required for the Wraith Knight Monster Family, Item cards, and Spell cards.

Pit Cards

The Keystone game board has two openings that represent deep pits the characters can fall into. There are six different Pit cards that can be placed beneath the board. They are: Alien Crystal, Deepening Darkness, Teleport Tunnel, Thin Ice, Voracious Vines, and Zombie Crevice.



Pit Cards: during setup, these are placed under the holes cut through the game board. Players can choose to play with either two of the same Pit card or two different cards to enable different combinations of effects.



Keystones & Keeps Game Board



Rune Location: six Rune Icons on the game board represent locations where characters may be placed under specific conditions.



Default Pit Rules

The default pit rules (described below) are applicable to both modes of Catacombs & Castles and Catacombs Third Edition. Please note that some Pit cards may overrule what is written here. What happens when a character falls into a pit depends on its class.

Antients bend reality and are spatially extended differently from their surroundings. Remove the Antient from the pit, place it in any one of the four corners of the board and execute a single Rush shot.

Catacomb or Castle Lords are returned to their Start Zone with zero damage. If they can teleport, they can do so immediately after falling inside the pit.

Familiars are destroyed, except the Spirit Familiar who is returned to the Start Zone.

Heroes with more than one Health Point (individually or as a team) lose one Health Point and return to their Start Zone. Note that Heroes cannot lose their last Health Point from falling in a pit. If a Hero can teleport using a Spell card or Item card, they can immediately use it after landing inside the pit. The penalty described above is ignored and the Hero is transferred to the Teleported! card. If playing Catacombs & Castles (either mode), a player may spend an Armour Token to prevent the one Health Point of damage. The Querlossus returns to his Start Zone and takes no damage.

Shadow Monsters are removed from the pit and placed at its edge.

Flying Monsters are removed from the pit and placed at its edge. These include: Flame Wraith, Gargoyle, Manticore, Owl Bear, Phoenix, Vampire Bat, Wyvern, and Zombie Faerie.

Level 1-3 monsters are destroyed (unless they are Shadow Monsters or Flying Monsters).

Level 4 monsters lose one Health Point (unless they are a Flying Monster). If they are still alive, they return to their Start Zone. If a Monster has devoured Heroes and is killed, the Heroes on the Devoured! card are transferred to their Start Zone. If playing Catacombs Third Edition, distribute Stunned! cards to these returning Heroes.

Warriors are destroyed.

Wyverns can fly. They are removed from the pit and placed at its edge. Then they execute a single Rush shot. The same rules apply if a Hero is riding a Wyvern.

Additional Rule Clarifications

- Ranged discs are immediately removed from a pit when they end up inside one.
- Fire Walls are immediately destroyed and removed from a pit.
- The Battle Robot's claw discs follow his normal rules for his claws and do not stay inside a pit.
- Shield discs ignore Pit card rules and are removed and placed beside the game board until needed again.
- When a character falls into a pit and the effect has been resolved, the character's turn ends.



Alien Crystal

The Alien Crystal overrides the Default Pit Rules. This is an artifact from an unknown civilization that left remnants of its attempts to explore Cimathue. Characters do not fall into the pit but hover above it. They are immediately removed, sustain no damage, and go to any one of the locations below (player controlling the character decides).

1. One of the four corners of the board
2. Either Start Zone
3. Within 1" / 2.5 cm of a teammate
4. One of the six Rune Locations

The character, temporarily imbued with power from the Alien Crystal, immediately executes a ranged shot according to the following chart:

Castle Hero	Monster	Catacomb Lord
Catacomb Hero	Warrior	Castle Lord
Catacombs 3E Hero	Wyvern / Antient	Familiar



Deepening Darkness

Deepening Darkness uses the Default Pit Rules.



Teleport Tunnel

Teleport Tunnel overrides the Default Pit Rules. When a character falls in one of these pits, they are undamaged and may choose one of the following (player controlling the character decides):

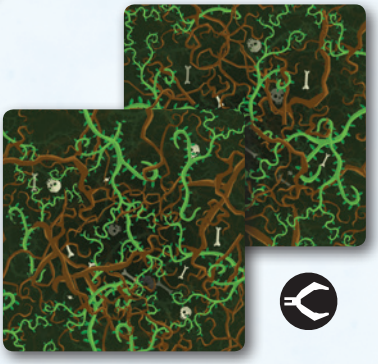
1. Immediately go to either Start Zone.
2. Immediately go to one of the Rune Locations (if unoccupied).
3. Immediately go to within 1" / 2.5 cm of a teammate's location on the board.
4. Immediately go to the Teleported! card (if available from Catacombs Third Edition). Normal rules for teleporting apply on the following action. This enables a loophole for Antients to be teleported. A player may not choose this outcome consecutively.

Thin Ice

Thin Ice cards affect the entire game board. If one Thin Ice card is in play, all characters execute one additional Rush shot at the end of their action. If two Thin Ice cards are in play, all characters execute two additional Rush shots at the end of their action. Chaos ensues!

Default Pit Rules remain in effect.





Voracious Vines

Voracious Vines overrides the Default Pit Rules. A character that falls into the Voracious Vines pit is not damaged; however they are trapped and must be rescued by a successful Grapple shot from one of their teammates in order to be rescued. If one or both Voracious Vines are in play, all characters are considered to have a single Grapple shot in addition to their base sequence.

Catacomb Lords, Castle Lords, Wyverns, and Antients still follow the Default Pit Rules. Characters may teleport themselves out of this pit if able to do so.

In Catacombs & Castles Team Mode, if an entire team is trapped in Voracious Vines, the game is over and the opposing team wins. If all the Heroes in Catacombs Third Edition or Catacombs & Castles Boss Mode are trapped, the Overseer wins.

Note that playing with both Voracious Vines presents a strong challenge for the heroes.

Zombie Crevice

When playing Catacombs Third Edition exclusively, the Overseer may place one Zombie Monster on one Rune Location at the beginning of their turn during the Battle Phase. A second Zombie Monster may be placed on a different Rune Location if both Zombie Crevice cards are used. This is subject to Monster Pool restrictions. These Zombie Monsters take their actions normally.

The Overseer may choose the default Zombie Monster (Catacombs Third Edition), the Zombie Ratman (Resurrection Pack 1) or a Zombie Prisoner (also from Resurrection Pack 1). If none of these are available from the Monster Pool, then other Zombie Monsters from Resurrection Pack 1 may be placed instead.

Default Pit Rules remain in effect.



