ELZRA

Keystones & Keeps™



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...

Credits

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Special Thanks to Nazila West

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Components

Catacombs & Castles Cards

Also included: 9x first edition Hero cards.



Castle Hero Cards x8



Catacomb Hero Cards x8



Castle Team Action Cards x4



Catacomb Team Action Cards x4



Keystone Playmat x1 (Two Pieces)

Catacombs Third Edition Cards



Catacomb Hero Cards x8



Catacomb Hero Cards x8



Item Cards x2



Ability Card x1



Pit Cards x6



Spell Card x1



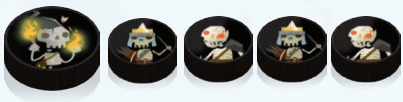
Monster Cards x7



4x Castle Hero Pieces



4x Catacomb Hero Pieces



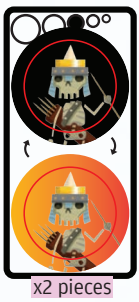
5x Wraith Knight Family Monster Pieces

Sticker Instructions

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

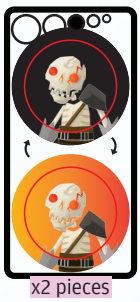
Medium Pieces

Spartan



x2 pieces

Sheolith



x2 pieces

Werebear



x1 piece

Baroness



x1 piece

Berserker Mage



x1 piece

Barbarian



x1 piece

Flame Mage



x1 piece

Dark Elf



x1 piece

Large Pieces

Werewolf



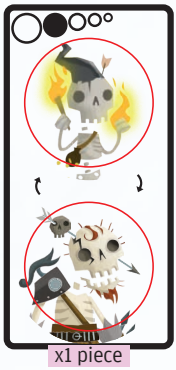
x1 piece

Querlossus



x1 piece

Senior Occultist/ Ravager



x1 piece

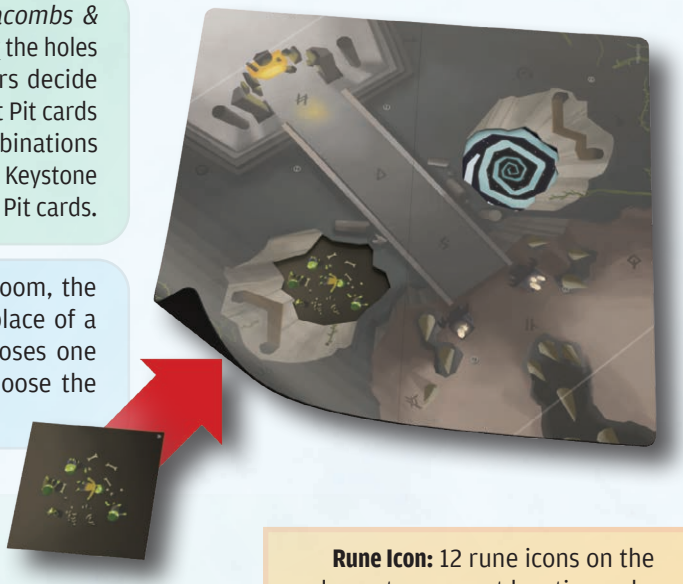
Keystone Playmat

Setup

The Keystone playmat has two openings that represent deep pits characters can fall into. There are six different Pit cards that can be placed beneath the playmat. Each Pit card has unique game mechanics that affect the characters if they find themselves trapped inside one.

While setting up a game of *Catacombs & Castles*, two Pit cards are placed under the holes cut through the playmat. The players decide which Pit cards are used. Two different Pit cards may be used to enable different combinations of effects. For your first game with the Keystone playmat, use two Deepening Darkness Pit cards.

At the start of a Catacombs 3E room, the Keystone playmat may be used in place of a normal playmat. The Overseer chooses one Pit card, and the Hero player(s) choose the other Pit card.



Team Catacomb Start Zone



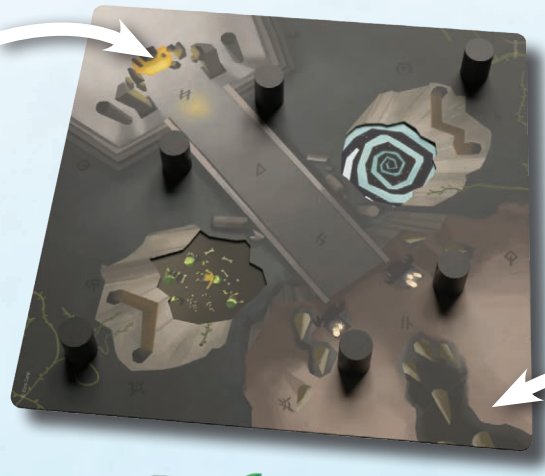
Team Castle Start Zone

Rune Icon: 12 rune icons on the playmat represent locations where characters may be placed under specific conditions.



Catacombs & Castles Setup

Overseer Start Zone



Hero Start Zone

Catacombs 3E Setup

Pit Card Rules

A given pit card can override any of these default rules described below.

Entering a Pit

When a character's piece is flicked into a pit or pushed into a pit by another piece, the character is considered to have "fallen into a pit". Inflict damage from the fall (default: 1 point of damage). If the character does not survive the fall, then remove their piece from the pit. If they do survive the fall, determine if the character is trapped in the pit (default: they are trapped). If they are trapped, they must either free themselves or be rescued by a teammate (see below). If they are not trapped, then they are immediately moved to the pit's **escape location**, and the player controlling the character performs the pit's designated **escape shot**.

Catacombs & Castles: Bosses and Wyverns cannot be trapped in a pit.

Catacombs 3E: Catacomb Lords, Antients, and Wyverns cannot be trapped in a pit.

Catacombs & Castles: If an entire team is trapped in a pit, the game is over and the opposing team wins.

Catacombs 3E: If all the heroes are trapped in a pit, the game is over and the Overseer wins. If all of the Overseer's forces are trapped, the room's Battle Phase immediately ends.

Important: Characters that are trapped inside a pit co-exist and cannot interact with each other (no combat occurs).

Ranged Pieces, Firewalls, and Fire Obstacles

Ranged pieces (including shield pieces) are immediately removed from a pit.

Catacombs 3E: During a summon shot, if the character being summoned is flicked into a pit, it is immediately removed and the summoning is considered to have failed.

Catacombs 3E: Fire Walls are immediately removed from a pit and placed on an unoccupied rune by the Overseer. Fire Obstacles are immediately removed from a pit and placed on an available Obstacle icon by the Overseer.



Escaping from a Pit and Rescuing a Teammate

Catacombs & Castles: On their turn, a trapped character can escape from a pit by:

1. Being rescued by a teammate (see below).
2. Performing a runic shift or move to rune from their hero's shot sequence or Ability.
3. A teammate performing a Team Action. All trapped heroes are removed from a pit and moved to the escape location. After performing their escape shot, they perform the shot sequence on the Team Action card.

Catacombs 3E: On their turn, a trapped character can escape from a pit by:

1. Being rescued by a teammate (see below).
2. Performing teleport, runic shift or move to rune from their base shot sequence or one of their unused spell, ability, or item cards.

On their turn, a character can **rescue** one trapped teammate by hitting them with one of their available ranged shots (including shield shots). No applicable damage is inflicted and the trapped character escapes from the pit.

When a character **escapes** from a pit, follow these steps:

1. Place the escaped character's piece in the pit's designated escape location (default: Their Start Zone).
2. The player controlling that character immediately performs the pit's designated escape shot (default: rush shot).

Alien Crystal

This is an artifact from an unknown civilization that left remnants of its attempts to explore Cimathue. Characters who fall into this pit immediately escape, sustain no damage, and move to one of the following escape locations (player controlling the character chooses):

1. One of the four corners of the playmat.
2. Either Start Zone.
3. An unoccupied rune icon on the playmat.



Pit Damage: No (Zero Damage)
Trapped: No
Escape Location: See above
Escape Shot: Missile

Deepening Darkness

This Pit card uses the default pit rules.



Pit Damage: 1 Damage
Trapped: Yes
Escape Location: Friendly Start Zone
Escape Shot: Rush

Teleport Tunnel



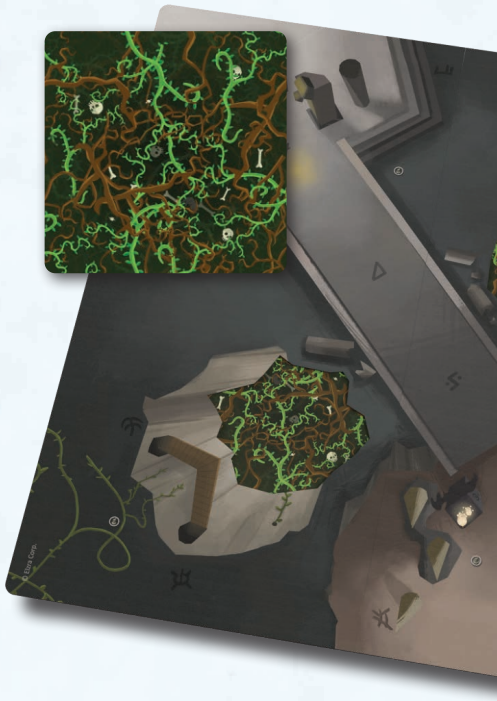
When a character falls into one of these pits, they sustain no damage and may move to one of the following escape locations (player controlling the character chooses):

1. An unoccupied rune icon on the playmat
2. Within 2.5cm (1") of a teammate on the playmat.

3. **Catacombs 3E:** Immediately go to the Teleported! card. Normal rules for teleporting apply. This enables a loophole for Antients to be teleported. A player may not choose this outcome consecutively and cannot perform the escape shot.

Pit Damage: No (Zero Damage)
Trapped: No
Escape Location: See above
Escape Shot: Melee

Voracious Vines



A character that falls into this pit sustains no damage, however they are trapped by relentless vines.

Pit Damage: No (Zero Damage)
Trapped: Yes
Escape Location: Enemy Start Zone
Escape Shot: Rush

Thin Ice

Thin Ice Pit cards affect the entire playmat. When one Thin Ice card is in play, all characters execute one additional rush shot at the start of their shot sequence. When two Thin Ice cards are in play, all characters execute one additional rush shot at the *start* of their shot sequence and one at the *end* of their shot sequence.

One Thin Ice Pit Card: 

Two Thin Pit Cards: 



Pit Damage: 1 Damage
Trapped: Yes
Escape Location: Friendly Start Zone
Escape Shot: Melee



Zombie Crevice

Catacombs 3E: During the Battle Phase, at the beginning of their turn, the Overseer places one random zombie monster on an unoccupied rune icon of their choice. When both Zombie Crevice Pit cards are in play, a second random zombie monster is placed on a different unoccupied rune icon.

To determine which zombie monster to place, the Overseer shuffles all available zombie monster family cards into a deck. Then they draw one card and place the indicated zombie monster (if able to do so). If the indicated zombie monster is already in play or not available from the Monster Pool, then nothing happens. Any placed zombie monsters take their actions normally.



Pit Damage: 2 Damage
Trapped: Yes
Escape Location: An unoccupied rune icon on the playmat
Escape Shot: Rush or Fireball

