

BAT*FALIA

— THE COLLECTION —

THE KEEPER - RULES (BETA)

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The Keeper is an almighty lord of battle, the master of all surges, The Missing Element himself. The Keeper emerges always on every battlefield to reward the victor in the combat with one of the elemental keys.

APPEARANCE

WHERE: The Keeper always **enters** the map through a **random Stormgate** (this is a general rule for most of the NPCs). **Roll** a D6 die. Place the NPC figure on the Stormgate **number** which **matches** the **result** of the die. **Reroll** if the result indicates a Stormgate that is not currently in play (e.g. in a game with less than 6 players). **Alternative:** place the mistress in the middle of the map if you don't play with the Stormgates expansion, which is possible but not recommended (because of the board extension, the D4 die, the Stormgates).

WHEN: This NPC **enters** the game at the **first check-point** (this is a general rule for all NPCs that cannot be hired through a card combination). Check-points (CPs) are phases in the game between two weeks, when certain actions are performed. There is a check-point at the **end** of every week (standard 7 days or a full Oracle wheel rotation) and the first of them is at the end of week one (before first player's turn of day 1 of the second week - for more details about CPs please refer to the Stormgates rule book). **From that moment on** The Keeper emerges on every battlefield. So the first time a player conducts a battle (against another player, a neutral city, any other NPC, the ruins, etc) the figure of the Keeper is placed on the square where the combat occurs.

MOVEMENT

The Keeper stands on its place and **doesn't move**, until another **battle** is performed. The next time a player attacks, the figure of the Keeper is moved to the current battlefield.

EFFECT

When a player defeats another player in **battle**, the Keeper rewards him with an **elemental key**:

- Red Fire key when you win a **battle** against the Emberians;
- Gold Air key when you win a **battle** against the Cloudborn;
- Green Earth key when you win a **battle** against the Bärfolk;
- Blue Water key when you win a **battle** against the Islanders;
- White Moon key when you win a **battle** against the Wolfsclan;
- Orange Sun key when you win a **battle** against the Sunblessed.



Spots For
Elemental
Keys Marks

The players should gather a number of **keys** equal to the number of players (e.g. in a 4 player game the opponents try to acquire 4 elemental keys). The players are rewarded with keys that match the factions of the participating players (the keys of their opponents' colors plus their own). In order to acquire their own faction key the players should challenge the Keeper himself and prove they are worthy for this prize.

To do so, the players can always seek for the Keeper on the map, or provoke an unnecessary battle to summon and challenge him in a duel, in order to win the valuable elemental key. The more **keys** one player possesses, the closer to victory he is!

ALTERNATIVE GAME END CONDITION

Playing with this figure introduces **new game end** condition. The game ends when someone gathers the necessary number of keys, plus 4 cities level 4. Moreover, the game does not end when the map is fully covered.

ALTERNATIVE WIN CONDITION

In this game mode it is not enough to have the most points. Only the players that have gathered **all necessary keys** can claim the victory - they are the only ones who compare their score.

TEAM PLAY

When playing in teams, no one can attack his partner to get an elemental key. In this case players should challenge the Keeper twice to get their opponent's elemental key.

Playable with: 2, 3, 4, 5 or 6 players on a standard or extended map.



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