

### Keymaster Rules.

This is the cooperative game mode of Party vs Keymaster, similar to a role-playing game.

Apart from what is printed below, all standard Crypt rules apply.

1. In this version of play, the Keymaster dominates all the game's monsters and rolls for the traps and events when needed. In essence playing the Crypt.
2. WINNING: The game concludes once a player exits.
3. GAME SETUP: The Keymaster chooses the hex tiles and builds the Hexpile.
  - a. The Hexpile does not have to be random.
  - b. When available, the Guardian Exit is preferred.
4. ACTIONS: Players take actions as normal: Draw, Free actions, then actions. Once every player has had their actions, the Keymaster may take a turn with 1 agent in the game. Then on to the next turn.
5. EVENTS: Play out as normal.
6. MONSTERS: Play out as normal.
7. KEYMASTER CHARACTERS: The Keymaster characters are played normally.
  - a. Pre-determine the Hex in which the character(s) appear.
  - b. Constructs each character's deck, without a Key. Use "C" cards for a beginning party.
  - c. Only use the character's deck while that character is in play.
8. DEFEAT: When a player character is defeated. They may join the Keymaster's side as a "Thrall" playing one of the monsters or rolling for events. In this way a game continues until all the characters have been defeated.

Optional: The Keymaster's Gambit.

- a. Players DO NOT have a Key in their decks!
- b. The Keymaster plays a monster/character of their choice.
- c. To gain the key, the party must defeat the Keymaster's agent and then find an exit hex as normal.