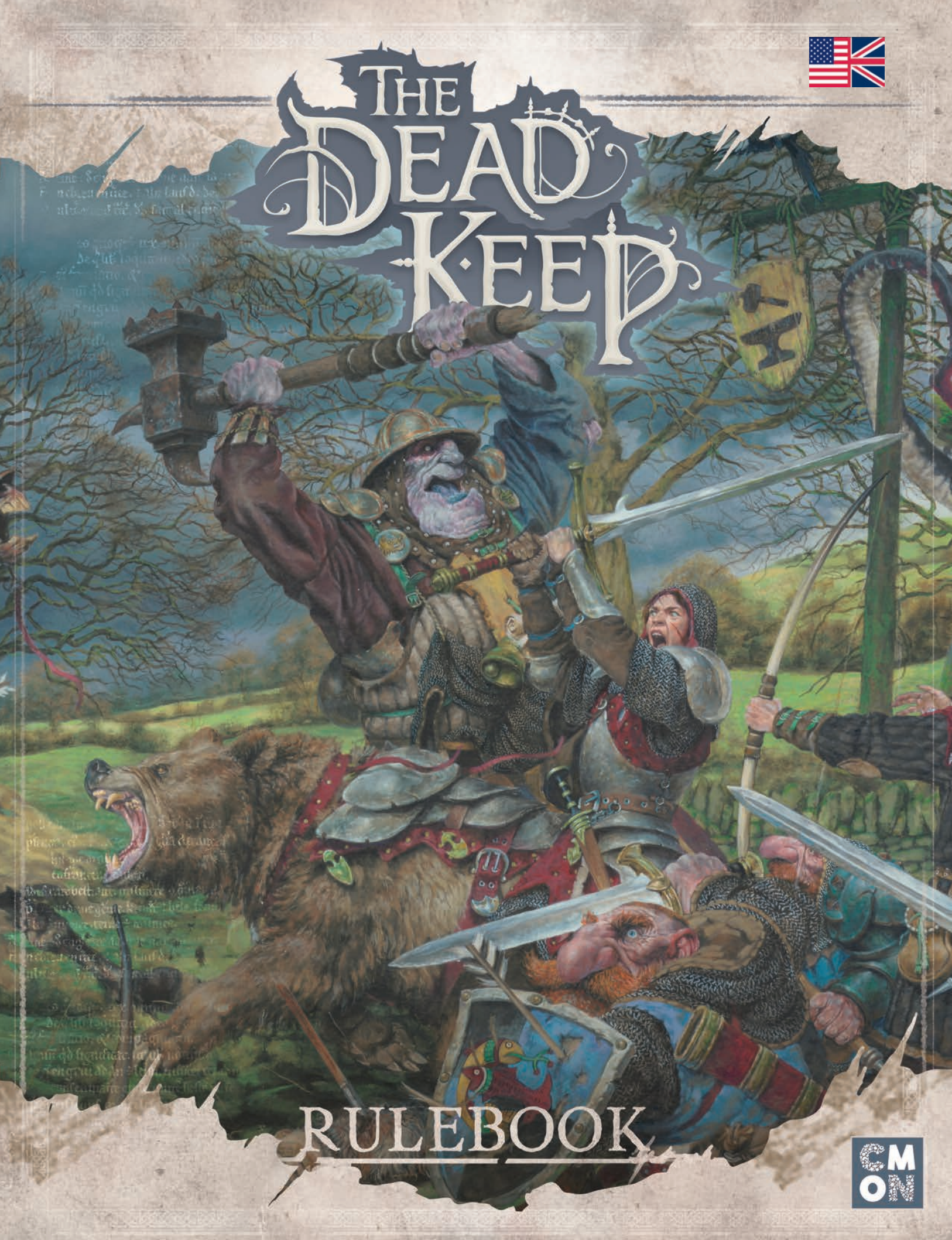




THE DEAD KEEP



RULEBOOK





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GAME COMPONENTS



158 TOKENS (DOUBLE-SIDED)



18 Red Door (Open/Closed)



1 Blue Door (Open/Closed)



1 Green Door (Open/Closed)



14 Passage

4 TOWER SIDES (TO FORM 1 TILE RAISER)

9 GAME TILES (DOUBLE-SIDED)



1 Starting Spawn Zone



1 Red/Blue Spawn Zone



1 Red/Green Spawn Zone



1 Exit



1 First Player



1 Mana Fountain



8 Objective (Red/Red)



1 Objective (Red/Blue)



1 Objective (Red/Green)



13 Treasure/Health Potion



2 Treasure/Quest Artifact



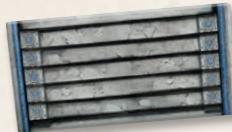
15 Enemy Wound



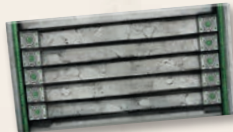
60 Mana



1 Stairs (Red/Red)



1 Stairs (Red/Blue)



1 Stairs (Red/Green)



5 Artifact



5 Search



5 Doom

145 ENEMY CARDS



110 Street Enemy Spawn



30 Building Enemy Spawn



5 Boss

1 ABILITIES SHEET



1 CAMPAIGN BOOK



15 BOSS STAGE CARDS





94 ENEMY MINIATURES



12 Blood Hounds



1 Count 1 Countess 1 Bishop 1 Houndmaster



12 Deadeyes



8 Horsemen



15 Shadowguards



30 Footmen



1 Elder Troll



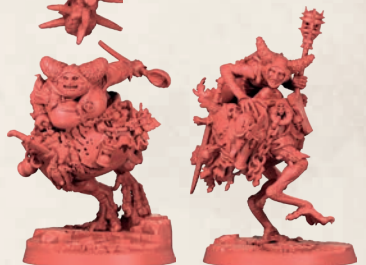
1 Minotaur



1 Ogre



2 Crawlers



2 Baba Yagas



1 Warrior Troll



1 Giant



1 Wyvern



2 Warhogs



1 Swamp Troll

16 ADVENTURER MINIATURES



Theron

Amaranthe

Artur

Knut



Tessara

Astrid

Malteo

Berthol



Harald

Will & Ned

Frantz

Mai Ling



Thurkal

Lothar

Gavin

Friedrich



2 Large Adventurer Color Bases



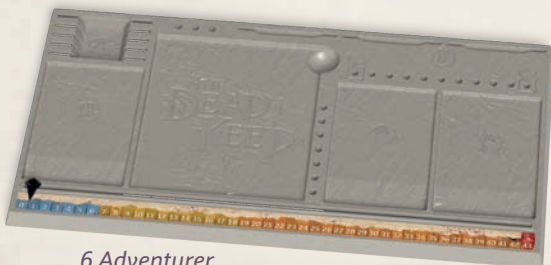
6 Adventurer Color Bases



48 Trackers



6 Dice



6 Adventurer Dashboards

16 ADVENTURER ID CARDS



166 EQUIPMENT CARDS



60 ADVENTURER TALISMANS



40 NECROMANTIC EQUIPMENT



48 ADVENTURER EQUIPMENT



18 NECROMANTIC ARTIFACTS



THE DEAD KEEP



Legends speak of The Dead Keep. Travelers and locals alike spin tales of this accursed locale 'round hearths every evening. Public houses are always filled with whispers and rumors about what lies within. And yet, you'll likely never meet a single soul who has seen The Keep and returned. The many faded names carved into the table you are at is the only reminder of those who dared venture into The Keep. But you? You might be different.

Said to be built on a remote island when the world was still young, The Keep is said to hold limitless riches and even the secrets to immortality within its walls. Only a fool would venture into The Keep on such baseless claims, but adventurers are always a foolish bunch. Recently, someone called The Patron has been seeking adventurers to explore The Dead Keep. He seems to possess so many coins that one might think he holds more riches than The Keep itself!

The Patron offers a handsome reward to any willing to venture into The Keep and uncover its secrets. Mercenary companies, former bandits, fresh-faced citizenry from small villages and fiefs all heard the call and followed his glint of wealth. Not many of them will return and those who do are likely to have only scratched its surface. Their experiences will only live on as tales and rumors around the hearth. Yet another tale. Yet another rumor.

However, you too are here now. Perhaps you have run out of choices. Perhaps a series of unfortunate circumstances brought you here. Perhaps your bravado or ego is greater than your wit. Nevertheless, you've taken up this challenge like those before you. All of them never returned. But it bears little profit to dwell on such somber thoughts. You aren't being paid to ruminate, but to slake your blade in blood and bring The Patron what he desires most.

The Dead Keep is a **cooperative** game where 1 to 6 players face hordes of **Enemies** controlled by the game itself. Each player manages between 1 to 6 **Adventurers** in a dark, ancient city defended by Monsters and the Undead. Once a **Quest** has been chosen, the goal is simply to have fun completing the objectives and plundering treasures!

Among Enemies, the **Undead** are slow and predictable, but they are a legion. On the other hand, **Monsters** are single, powerful foes requiring caution and wit to defeat. Adventurers use whatever they can get their hands on to kill Enemies. The better the weapon, the higher the body count, but the more Enemies will appear, attracted by the onslaught. Adventurers can trade equipment and share tactics. Only by working together can they achieve victory. At the end of the game, Adventurers face a threatening **Boss** that advances its **Stages** of power before being defeated once and for all.

*Will your team survive in
The Dead Keep?*





SETUP

The Patron's proposal leaves little room for interpretation: enter The Dead Keep and retrieve anything with a spark of magic on it no matter how mundane or foul it may seem. You shall be rewarded with shelter, a portion of his wealth, and access to the services of the finest blacksmiths. But question not The Patron's motives. Such is not your place. Venture out and take what you might. And should you perish, The Patron generously offers a proper burial service on his coin alone.

The Dead Keep is played with up to 6 Adventurers, distributed in any way players see fit among them. We recommend new players join the game with a single Adventurer to get a quick grasp of the game mechanics. A veteran player can easily control a whole team of 6 Adventurers and play on their own!

GETTING STARTED

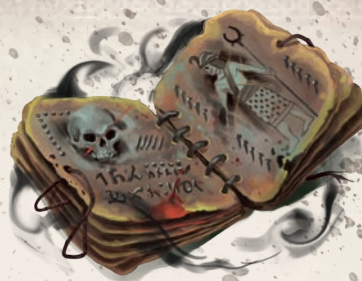
To set up a game of *The Dead Keep*, simply follow these steps:

1. Choose a **Quest** from the Campaign Book.
2. Place the tiles (and tile raiser) according to the Quest. This is the game board.
3. Place the Spawn Zones, tokens, and miniatures as indicated by the Quest.



Place 2 Quest Artifacts among the Treasure tokens. Then place the Treasure tokens, randomly, facedown, in the corresponding Zones marked with a treasure chest on each tile.

4. Select the indicated number of Adventurers and distribute them among the players as desired. Players sit around the table in any order they choose. In *The Dead Keep*, each Adventurer belongs to a Class that comes with its own Class Ability (P. 17).



Astrid is a Duo. Lothar is a Fighter. Mai Ling is a Ranger. Tessara is a Magician. Theron is a Crusher.

5. Players take 1 Dashboard for each of their Adventurers, placing the Adventurer's ID Card on it. They take a plastic color base and attach it to the Adventurer's miniature to help identify it. They also take 8 plastic trackers of the same color as their base.
6. Set aside the following cards, identified by their category and their respective color. Shuffle each of these decks and place them facedown close to the board.



There are 4 decks for Equipment cards: Adventurer Equipment, Adventurer Talismans, Necromantic Equipment, and Necromantic Artifacts.



BOSS CARD

STAGE CARDS



BACK



FRONT



Each Quest features a powerful Boss to defeat. Stage cards act as the Boss's multiple lives. Draw 1 Stage card each time the Adventurers defeat the Boss, reviving it and triggering special events. Exhaust all Stage Cards and kill the Boss one last time to win the game!

WHAT HAPPENS WHEN A DECK RUNS OUT?

- Equipment deck (Adventurer or Necromantic): reshuffle all the discarded cards to make a new deck.
- Enemy deck (Building or Street): **only** reshuffle the 5th Campaign Level of deck to make a new deck.

FRONT



BACK

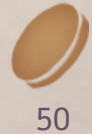


These are Enemy cards, divided into two decks: Building and Street. Each Enemy deck consists of 5 Campaign Levels of increasing difficulty. Cards of each difficulty level are shuffled separately and stacked one top of another, from highest to lowest.

BUY



SELL



The buying (first value) and selling price (second value) of Equipment, in Gold, is written here. If there are no such values, the Equipment cannot be bought or sold.

- Each Adventurer starts with **150 Gold** to buy **1 weapon** from the Adventurer Equipment deck. It becomes the **Starting Equipment** used by the Adventurer as they begin their journey. *The Dead Keep* is a cooperative game, so purchase equipment as a team. When each Adventurer has bought a weapon, put the remaining Adventurer Equipment in a deck near the board. For more information on Buying/Selling Equipment, see P. 5 of the Campaign Book.



8. Place the miniatures representing the chosen Adventurers in the Adventurer Starting Zone(s), as indicated by the Quest's description.
9. Each player places their Adventurer Dashboard(s) in front of them. Make sure the pointer is on the 0 space in the blue area of the Adrenaline Bar. Then, they place a tracker in the 10 slot of their Wound Bar and another tracker in the slot for the first (Blue) Skill. Place 3 more trackers in the reserve slots at the top of the Dashboard. Starting Equipment may be set in any applicable slot of the Dashboard (P. 16).

Finally, each Adventurer receives 5 **Mana tokens** that are ready to be used at the start of the Quest. Place them near their Adventurer's Dashboard. The remaining tokens are set aside as a reserve to draw from. An Adventurer may hold up to a maximum of 10 Mana tokens. **Mana is spent to trigger powerful game effects.**

10. Decide who will be the first player and give them the **First Player token**.

*This Quest is ready to be played.
Let the Hunt begin!*





THE DEAD KEEP



GAME OVERVIEW

You've robbed homes and tombs before, but The Dead Keep is something else altogether. The dead still walk its halls as they did in their previous lives. Here, skeletal knights on dread steeds and foul amalgamations of rotten flesh roam free. It will not be as simple this time round.

WINNING AND LOSING

The game is won immediately when all Quest Objectives have been accomplished. The game is lost at the end of any Game Round where an Adventurer has been Knocked Out (KO'ed) with not enough Health Potions in Adventurer inventories to revive them, or when a Quest-specific losing condition is met. This is a cooperative game, so all players win or lose together!

GAME ROUNDS

The Dead Keep is played over a series of **Game Rounds** which proceed as follows.

Player Phase

During this Phase, the first Player takes their turn, activating their Adventurers 1 at a time to perform various Actions, such as moving across the gameboard, performing Attacks, or completing Quest objectives. Once the Player has activated all their Adventurers, the Player on their left takes their Turn in the same manner. The Player Phase is explained in depth on P. 21.

Enemy Phase

Once all Adventurers have activated, the Player Phase ends and the Enemy Phase begins. During this phase, any Enemies currently on the gameboard attempt to eliminate the Adventurers and new Enemies are spawned. The Enemy Phase is explained in depth on P. 25.

End Phase

Each Quest, and certain Skills, may list certain effects that happen during the End Phase. **Most importantly, if any Adventurer has been KO'ed with not enough Health Potions to revive them, the players immediately lose the game when the End Phase is reached!** Otherwise, the first player **hands the First Player token to the player on their left.** The player with the First Player token begins a new **Game Round.**



THE BASICS

Before we get into specifics, here are some general rules that will aid players:

USEFUL DEFINITIONS

Actor: An Adventurer or Enemy.

Zone: Inside a Building, a Zone is a room and is treated as a Building Zone for spawning. On a Street, a Zone is the area between two linear markings (or a linear marking and a tile's edge) and the walls of Buildings which are treated as a Street Zone for spawning.





LINE OF SIGHT

Lines of Sight define whether Actors can see each other, such as whether an Adventurer can see an Enemy through a door opening, from one room to the next, across the Street, etc.

- **In Street Zones**, Actors see in straight lines that run parallel to the edges of the board. Actors cannot see diagonally. Their Line of Sight covers as many Zones as it can pass through before reaching a wall or the edge of the board.
- **In Building Zones**, an Actor sees into all the Zones that share an opening with the room they currently occupy. If there is an opening, the walls do not block Line of Sight between 2 Zones. **An Actor's Line of Sight is limited, however, to the distance of 1 Zone.**

- **If the Adventurer is looking from a Building Zone** out into Street Zones, the Line of Sight can go through any number of Street Zones in a straight line.
- **If the Adventurer is looking from a Street Zone** into a Building, the Line of Sight can go only 1 Zone into the Building.

- **Closed Doors** block Line of Sight.
- **Actors don't block** Line of Sight.

Knut's Line of Sight goes all the way along the Street and 1 Zone into the Building facing him.

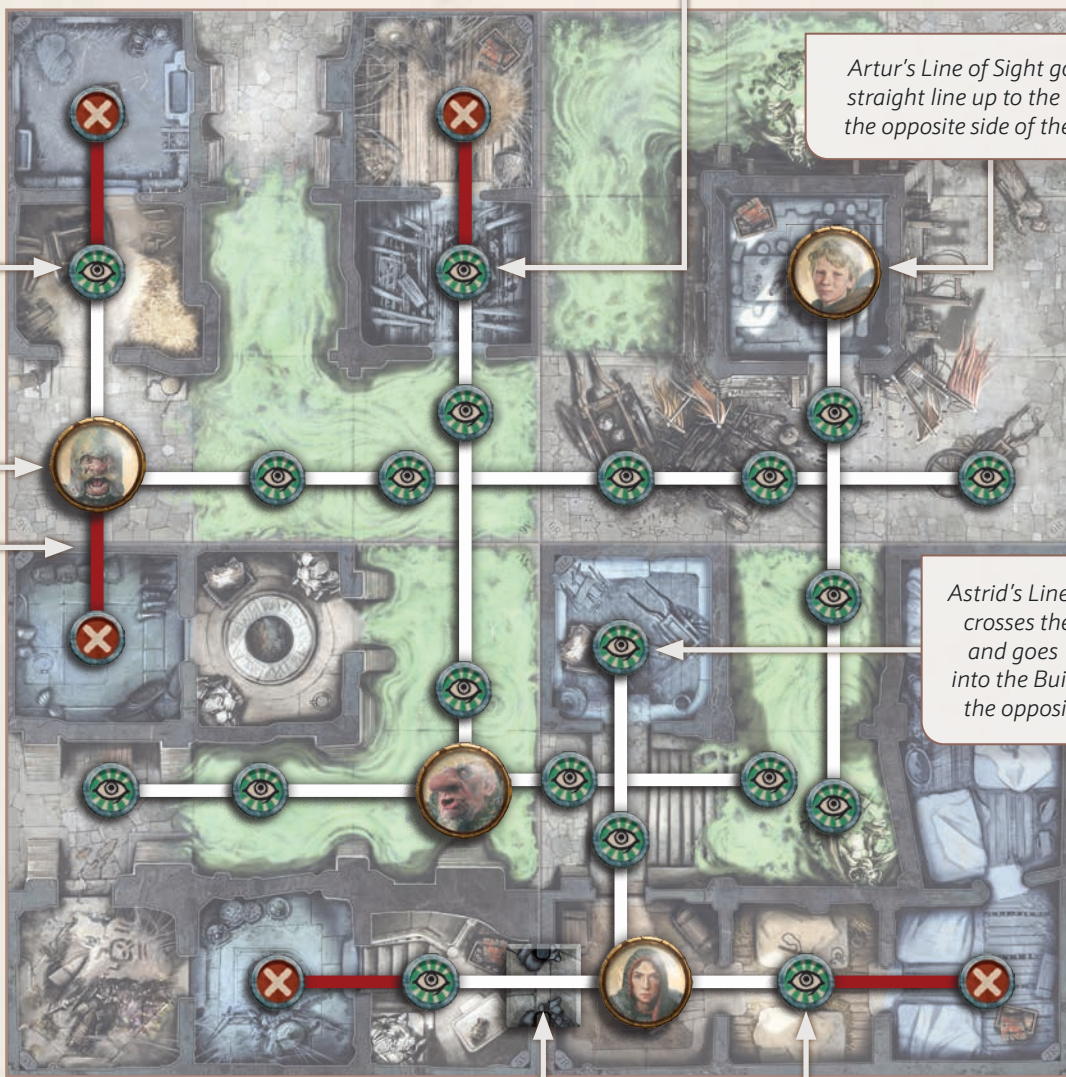
Frantz's Line of Sight goes 1 Zone within the Building. He sees the first Building Zone through the opening, but no farther.

Frantz's Line of Sight goes in a straight line, right to the edge of the board.

Frantz's Line of Sight is blocked by the wall.

Artur's Line of Sight goes in a straight line up to the wall on the opposite side of the Street.

Astrid's Line of Sight crosses the Street and goes 1 Zone into the Building on the opposite side.



This Passage token (P. 36) creates an opening through the wall, allowing Astrid to have a Line of Sight 1 Zone into the Building Zone next to her.

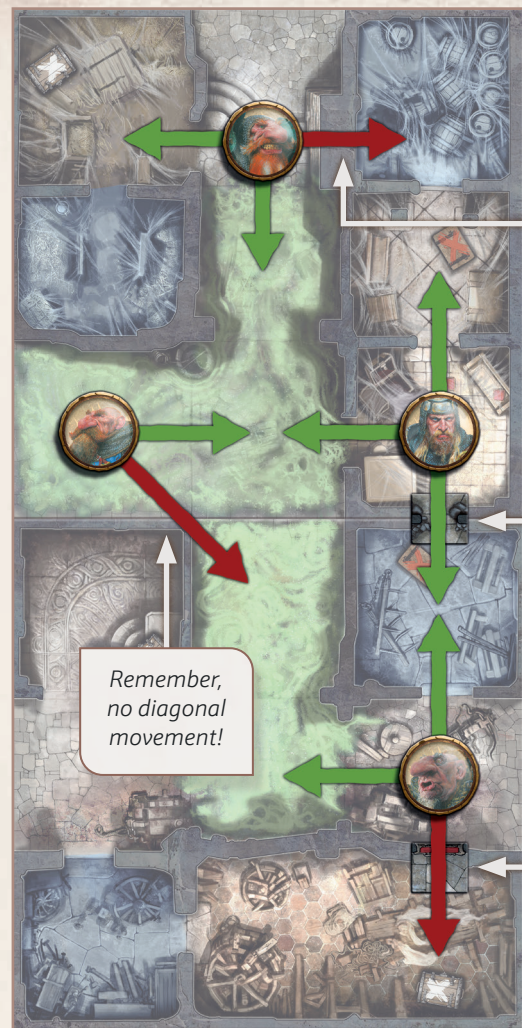
Remember! Line of Sight within Buildings is limited to 1 Zone and through openings.



MOVEMENT

Actors can move from one Zone to the next as long as the starting Zone shares at least 1 edge with the destination Zone. Corners do not count. This means Actors cannot make diagonal movements.

- **In Street Zones**, movement from one Zone to another has no restrictions. However, Actors must go through an opening to move from inside a room to the exterior and vice-versa.
- **In Building Zones**, Actors may move from one Zone to another as long as their Zones are linked by an opening (or a Passage token). The position of a miniature in the Zone and the layout of the walls do not matter as long as the Zones share an opening.



Theron can move freely from 1 Street Zone to the next. He can enter a Building through an opening. Walls without an opening, on the other hand, cannot be crossed.

Gavin can move from 1 Building Zone to the next as long as they share an opening. Passage tokens create such openings if none already exist.

The closed door prevents Knut from entering the Building. As soon as it is opened, it creates an opening between both Zones.

Passage tokens are placed during Setup to open passages in walls that Actors can move through.



Remember, no diagonal movement!

READING AN ADVENTURER ID CARD AND DASHBOARD

Each Adventurer has a unique card and starts with a Dashboard featuring the following information:

PLACE THE MINIATURE NEXT TO THE DASHBOARD:
Lothar's base color matches the Dashboard's trackers.



MANA:
5 Mana tokens are next to Lothar's Dashboard.



ADRENALINE BAR:
Pointer on the 0 of the Blue Danger Level.

TRACKER RESERVE: 3 trackers in reserve.

SKILLS:
Tracker on the Blue Skill.

WOUND BAR:
Tracker on the 10 of the Wound Bar.

EQUIPPED BROADSWORD:
Lothar has bought a Broadsword as his Starting Equipment card.

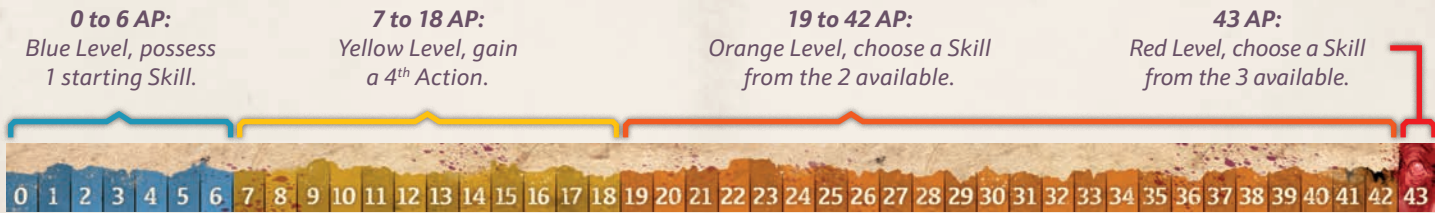


ADRENALINE, DANGER LEVEL, AND SKILLS

An Adventurer earns 1 Adrenaline Point (AP) per Wound they inflict on Enemies. Wounds exceeding the amount to eliminate the target are wasted. Whenever Adrenaline Points are gained, advance that Adventurer's Adrenaline Bar by the same amount. **Hitting fellow Adventurers does not award any AP!**

Some game features provide additional AP, like taking Objective tokens (P. 24).

There are 4 Danger Levels on the Adrenaline Bar: Blue, Yellow, Orange, and Red. Reaching a new Danger Level **immediately** provides the Adventurer with a new Skill (P. 44) to help them with their Quest.



LOTHAR

- Taunt
- +1 Action
- +1 Free Melee Action
- Iron Hide
- +1 Free Combat Action
- Consume: +5 Mana
- Escalation: Melee

- An Adventurer starts the game at the Blue Level, with 0 Adrenaline Points and a single Skill.
- The Yellow Level is reached with 7 Adrenaline Points. The Adventurer gains a 4th Action.
- The Orange Danger Level is reached with 19 Adrenaline Points. Choose a Skill among the 2 indicated at this Level.
- The Red Danger Level is reached with 43 Adrenaline Points. Choose a Skill among the 3 indicated at this Level.

This Enemy card spawns Footmen.

Building up Adrenaline has a side effect. **When players draw a Spawn card, read the line that corresponds to the Adventurer with the highest Danger Level** (see *Enemy Spawn*, P. 28). The stronger the Adventurer is, the more Enemies appear.

- Red Level: Spawn 5 Footmen
- Orange Level: Spawn 4 Footmen
- Yellow Level: Spawn 3 Footmen
- Blue Level: Spawn 2 Footmen

Undead FOOTMEN

5 4 3 2

1 1 1 1





WEAPONS

Even the most rusted, worn, and battered artifacts might be imbued with mana. Perhaps this was by design. Perhaps age has little effect on the traces of mana in these artifacts. Yet removing these artifacts from this place turns them to dust. Nothing leaves The Keep... but ancient magics, possessed by a few, might allow them to preserve these magical properties.



TYPES OF WEAPONS

The Dead Keep features many unique Equipment cards. The weapon Equipment cards that Adventurers use to eliminate Enemies have combat characteristics displayed at the bottom:



Weapons fall into 3 types: Melee weapons, Ranged weapons, and Magic weapons. The Melee, Ranged, and Magic symbols are used to distinguish each type.



Melee weapons bear the Melee symbol. They have a Range 0 value, and thus can only be used on Enemies in the same Zone as the Adventurer. Melee weapons are used with Melee Actions (P. 32).



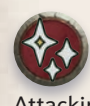
The Broadsword and the Ghoul Splitter are Melee weapons.



Ranged weapons usually have a maximum Range value of 1 (or more). They are used with Ranged Actions (P. 32). Attacking at Range 0 with a Ranged weapon is still a Ranged Action.



The Recurve Bow and the Monster Hunter are Ranged weapons. They are great to thin out Enemy ranks from afar.



Magic weapons usually have a maximum Range value of 1 (or more). They are used with Magic Actions (P. 33). Attacking at Range 0 with a Magic Weapon is still a Magic Action.




The Runic Skull and the Staff of Wildfire are Magic weapons. They can be used to hit close or distant targets, and sometimes have deadly additional effects.



Spending Mana with Weapons



Mana, represented by this symbol, must be spent to activate the corresponding combat characteristics or game effects.

The Mana symbol  or the green text on a card means the Adventurer must spend 1 Mana token to activate the corresponding combat characteristics or game effect.

Most weapons from the **Necromantic Equipment** deck have 2 lines of combat characteristics. The upper one is used by default. The second line is used by spending Mana.

Necromantic Artifacts cannot be used without spending 1 Mana first. No Mana, no Artifact!



Spend 1 Mana to use these combat characteristics.

The Night Bolt is a Ranged weapon belonging to the Necromantic Equipment deck. It has 2 rows of combat characteristics:

- The first can be used without spending Mana.
- The second is more powerful, altering the Range and Dice values, but requires the expenditure of 1 Mana first.

COMBAT CHARACTERISTICS

Melee weapons, Ranged weapons, and Magic weapons display combat characteristics used to maim, skewer, or disintegrate Enemies in many ways.

HAND: Put this Equipment in a Hand Slot to use it.



WEAPON TYPE: This Equipment is a Melee weapon.

RANGE: Minimum and maximum number of Zones the weapon can reach. 0 indicates it can only be used in the Adventurer's Zone.

ARMOR PENETRATION: If the Armor Penetration value equals or exceeds the Armor value of the target, each success inflicts 1 Wound. Otherwise, no Wound is inflicted.
NOTE: Some game effects deal several Wounds per hit (P. 44).

ACCURACY: Each roll that equals or exceeds this value is a success. Lower results are failures.

DICE: Roll this many dice when attacking with this weapon.

HAND: Put this Equipment in a Hand Slot to use it.

WEAPON TYPE: This Equipment is a Ranged weapon.


EQUIPMENT TRAIT: The Rogue's Guile has its own special trait. The Adventurer gains Hit & Run whenever they use it.


RANGE: Minimum and maximum number of Zones the weapon can reach. 1-3 indicates it can't be used in the Adventurer's Zone, only 1, 2, or 3 Zones away within Line of Sight.



ARMOR PENETRATION: If the Armor Penetration value equals or exceeds the Armor value of the target, each success inflicts 1 Wound. Otherwise, no Wound is inflicted.
NOTE: Some game effects deal several Wounds per hit (P. 44).

ACCURACY: Each roll that equals or exceeds this value is a success. Lower results are failures.

DICE: Roll this many dice with a Ranged Action to use this weapon. The first line only indicates 1 die. If 1 Mana  has been spent, 2 dice are rolled instead.

The second line, used by spending 1 Mana , indicates that the Bow can be used at Range 0-3. It means the Adventurer can shoot in their own Zone. It's still a Ranged Action!



INVENTORY

Each Adventurer can carry up to 11 Equipment cards, divided into 4 types of Equipment slots on their Dashboard: 2 Hands, 1 Body, 5 Backpack, and 3 Talisman slots. Adventurers may discard cards from their inventory to make room for new cards at any time, for free (even during another Adventurer's Turn).

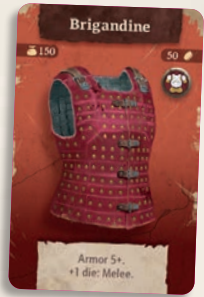
HANDS



This is a Hand symbol

- Both Hand slots are reserved exclusively for Equipment cards bearing the Hand symbol.
- An Equipment card bearing the Hand symbol can only be used when equipped in Hand.

BODY



This is the Body symbol.

- The Body slot is reserved for Equipment cards bearing the Body symbol.
- An Equipment card bearing the Body symbol can only be used when put in the Body slot.

BACKPACK



The Backpack can hold up to 5 Equipment cards except Adventurer Talismans (see below). Characteristics and game effects described on Equipment cards cannot be used until they are moved to their corresponding inventory slot (Body or Hand).

Equipment cards saying, "May be used in the Backpack" may be used while stored in Backpack slots.



TALISMAN



This is the Talisman symbol.

- The 3 Talisman slots are reserved exclusively for Equipment cards bearing the Talisman symbol.
- An Equipment card bearing the Talisman symbol can only be used when equipped in one of the Talisman slots.
- **Talismans cannot be stored in the Backpack. They only go in Talisman slots.**

During a Campaign, an Adventurer may acquire up to 10 Talismans. At the beginning of each Quest, they may choose up to 3 of these. The others are set aside for later use. Talismans can be traded (P. 22) during the game.





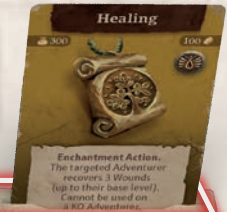
BACKPACK:

The Backpack slots are meant to store any Equipment cards the Adventurer is not currently using.



+1 Re-roll: Ranged. May be used in the Backpack.

TALISMAN SLOTS: The Talisman slots are reserved for Equipment cards bearing the Talisman symbol.



Enchantment Action. The targeted Adventurer recovers 3 Wounds (up to their base level). Cannot be used on a KO Adventurer.



The Adventurer may not use the Zweihänder until it is moved to a Hand slot.

The Elite Quiver Equipment card, bearing the "May be used in the Backpack" keywords, still provides its game effect to the Adventurer.



BODY SLOT: The Body slot is reserved for an Equipment card bearing the Body symbol, like armor.



HAND SLOTS: Both Hands are used for Combat. They can only hold cards bearing the Hand symbol, like weapons and shields.



CLASS AND CLASS ABILITIES

Each Adventurer from *The Dead Keep* has a combat specialty, called the Adventurer Class: Crusher, Duo, Fighter, Magician, or Ranger. Each Class has an exclusive power called a Class Ability.

DUO



*A trusted companion such as a wild beast or a brother-in-arms can mean the difference between life and death in *The Keep*. A companion ensures that you are never caught off guard.*

CRUSHER



Where warriors utilize the raw power of their physique, the Crushers add their indomitable will to it. The sheer force of their iron will alone is capable of rending beasts and sending lesser foes flying.

Crush: Once during each of their Turns, before rolling dice, a Crusher can upgrade 1 of their Melee Actions into a Crush Action (it is still a Melee Action). The Crusher may spend Mana to add that many dice to the ensuing Crush Action.

Any Skill or game effect applicable to Melee Actions also applies to Crush Actions.

Combat Reflexes: Whenever any Enemies spawn within Line of Sight, the Duo may immediately perform a free Combat Action against them. Magic and Ranged Actions must still target the Zone where the Spawn occurs. This Action may eliminate multiple Enemies within that Zone.

The Duo may use this Ability once per card spawning an Enemy. If several Zones spawn Enemies with the same Enemy card, the player chooses which to target.

NOTE: The Combat Reflexes Class Ability works not only on Spawn Zones, but also on Crawlers spawning after a Search Action (P. 23) and Undead spawning with Stage cards (P. 20)!



FIGHTER



A master fighter does not only rely on unbridled fury to overcome his foes. They have honed their martial prowess over many years to become masters of the battlefield. While mages may sneer at the crudeness of a blade, it takes the same sharpness of mind to wield it deftly in combat.

Bloodlust: The Fighter can use this Skill once during each of their Turns. The Fighter spends 1 Action: they Move up to 2 Zones to a Zone containing at least 1 Enemy. They then gain 1 free Melee Action. Normal Movement rules apply.

MAGICIAN



Magicians channel the eldritch magics found within The Keep and direct them at their foes.

Apocalypse: Once during each of their Turns, before rolling dice, a Magician can upgrade 1 of their Magic Actions into an Apocalypse Action (it is still a Magic Action). The Magician may spend Mana to add that many dice to the ensuing Apocalypse Action.

Any Skill or game effect applicable to Magic Actions also applies to Apocalypse Actions.

RANGER



A ranger can pick off the walking dead from a hundred paces and even fell a great beast from that distance. They are the ultimate hunters even in The Keep. The wild woods are the perfect hunting ground, The Keep is no different to them.

Sure Shot: After every Ranged Action they perform, the Ranger may spend Mana to turn their failed dice results into automatic successes, on a 1-for-1 basis (1 Mana = 1 failure turned into an automatic success).



THE ENEMIES

Undead and all manner of monsters hide within this impenetrable mist. The Keep reeks of evil. Dark machinations crawl behind each wall. It is futile to try to uncover all its profane secrets. However, The Patron seems to know it all.

The Dead Keep features 2 categories of Enemies: **Undead** and **Monsters**. This chapter explains the general traits of Enemies. Detailed galleries (including characteristics) may be found on P. 41.

Unless stated otherwise, each Enemy has 1 Action to spend each time it activates.

THE UNDEAD

Undead are the most numerous Enemies found in The Dead Keep. They may seem weak, but they are legion! Their game profile does not vary from one Campaign Level to the next. The number of Undead that spawn depends exclusively on the Danger Level that the strongest Adventurer has achieved (P. 13).

Eliminating the last Undead of a given type in a Zone drops a Search token, allowing the Zone to be Searched for Necromantic Equipment (P. 31).



Undead



Meet the rogues' gallery: *Crawler, Footman, Deadeye, Shadowguard, Horseman, and Blood Hound!*

The Undead may be found both in Buildings and Street Zones. Most of them have their specialty: Footmen are the most numerous, Shadowguards are tough nuts to crack, Horsemen and Blood Hounds go faster, Deadeyes use ranged combat, etc. Check the corresponding Enemy cards carefully to know more about these foes!

Notables



Notables act as mobile Spawn Zones. From left to right: Bishop (spawns Footmen), Count (spawns Shadowguards), Countess (spawns Deadeyes), and Houndmaster (spawns Blood Hounds).

Notables are special Undead acting like mobile Spawn Zones. They spawn with Undead escorts, and spawn more in their Zone during each Spawn Step (P. 28). Kill them as fast as possible before the swarm empties out the Undead miniature reserve!

THE MONSTERS



Enter the Monsters: Warhog, Baba Yaga, Giant, Minotaur, Ogre, 3 Trolls, and a Wyvern. Their characteristics evolve with the Campaign Level. The highlighted Elder Troll, Minotaur, Ogre, Giant, and Wyvern can become dreaded Bosses!

Monsters are dangerous creatures that come in all shapes and sizes. They can inflict and endure high amounts of damage before being defeated. A Monster can possess multiple attributes based on the Campaign Level reached by the Adventurers (P. 29), and the higher the Campaign Level, the more deadly its attributes become!

Also, keep an eye on the miniature reserve. Monsters may get extra Activations and rush the party if players must spawn Enemies and don't have enough miniatures (P. 30).

Fortunately, the risk comes with a reward. Monsters drop precious Necromantic Artifacts (P. 31) upon defeat.

Monsters

Monsters are spawned exclusively in **Street Zones**. They can be melee juggernauts, mischievous spell casters, and everything in between. Approach them with caution and adapt your tactics accordingly.



Bosses



Bosses earn Doom tokens through Adventurers' misfortune. The longer the players wait, the more Doom the Boss can earn. 5 Doom tokens convert to 1 Stage card, triggering game events and offering the Boss an extra stockpile of life!




Bosses are the strongest Monsters that Adventurers will face. Each Quest comes with a Boss the Adventurers must defeat to win the game. The Boss is either predefined or chosen at random by drawing from the Boss cards as stated in the Quest description: **Elder Troll, Giant, Minotaur, Ogre, or Wyvern.**

NOTE: The miniature used for the Boss cannot be used to represent a Monster. Drawing a corresponding Enemy card causes an extra Activation for Monsters instead. (See *Running Out of Miniatures*, P. 30)

A Boss starts the game in its **Inactive** state. As soon as the conditions described in the Quest's special rules are met, the Boss becomes **Active**.

The Boss starts the game Inactive. Its miniature is set on the board, yet it cannot act or be interacted with in any way. It stands there, impassible and impervious.

An Inactive Boss earns 1 **Doom token** each time:

- A , , or  is rolled when opening a door (P. 21).
- A Crawler spawns (P. 23).
- Enemies get an extra Activation (P. 30).

Other ways Doom tokens are gained may be listed in the Quest's special rules.

Place the Doom tokens on the Boss's reference card, building a Doom reserve. **The Doom reserve is emptied as soon as it reaches 5 tokens.** Draw a Stage card and resolve these game effects as follows:

- 1- Apply the game effect described in the Inactive section of the Stage card.
- 2- Assign the Stage card to the Boss. A Boss can receive multiple Stage cards during the game until it becomes Active.

The Boss becomes Active as soon as the conditions described in the Quest's special rules are met. From then on, Doom tokens are no longer generated. The remaining Doom reserve is emptied without effect. Shuffle the Stage cards into a deck to draw from.

Each time the Boss is defeated, the ongoing Player Phase is interrupted. Draw the top Stage card and apply the effect described in its Active section. The Boss heals all its Wounds and may teleport somewhere on the board (this teleport is not a Spawn and does not trigger the Duo's Class Ability, described on P. 17). Then, resume the Player Phase.

This means **Stage cards act as extra lives for the Boss!** The Boss is eliminated upon enduring its last Wound and there are no Stage cards left to draw.

REMEMBER: The Boss does not drop an Artifact token upon defeat.

EXAMPLE: Players chose a Quest featuring a Boss Minotaur starting with 2 Stage cards. As the game is set up, the Boss



Minotaur's reference card is placed near the board, and 2 random Stage cards are placed near it, facedown forming a pile. Their game effects are ignored at this point.

The game starts. As the Minotaur's miniature is being used as the Boss, it cannot be used to represent standard Minotaurs. Any Enemy card spawning a Minotaur causes an extra Activation for Monsters instead. (See *Running Out of Miniatures*, P. 30)

Doom tokens are gained during the game. Each time the Doom reserve reaches 5, it is emptied and an additional Stage card is drawn. Its Inactive section is read and resolved. Then the card is placed on top of the 2 Stage cards drawn during Setup. 3 Stage cards are added this way, for a total of 5 Stage cards.

As the game progresses, the Boss Minotaur becomes Active. From this point on, no more Doom tokens are gained. The 5 Stage cards collected previously are shuffled, facedown, and placed back as a deck to draw from.

Each time the Boss Minotaur suffers its last Wound, the top Stage card from this deck is drawn and its Active effect is resolved. Then, the Stage card is discarded. Remember, the Boss does not drop an Artifact upon defeat.

The Boss Minotaur is defeated for good when it is eliminated and its Stage card deck is empty!



PLAYER PHASE

You watch your friend's back and in return, they will too. If one falls, so will the other, such is the way of The Keep. There's no room for divided loyalties. No one knows what lies in wait inside The Keep, but together, we just might survive what is to come.

Starting with whoever holds the First Player token, each player activates their Adventurers one after the other, in the order of their choice. Each Adventurer can perform up to **3 Actions** at the Blue Danger Level (not counting any free Actions their Blue Level Skill may give them). **The same Action can be performed multiple times as long as the Adventurer has Actions to spend.**

The possible Actions are listed below.

COMBAT ACTIONS

Combat Actions use all types of combat-oriented Equipment cards: Melee, Ranged, or Magic. Combat rules are explained in depth on P. 31.

DOOR OPENING



Opening a door is free but comes with risks: generating a Doom token and spawning Enemies.

Door opening is a free Action. An Adventurer standing in a Zone with a closed door may open it. No specific Equipment is required. Roll a die each time a door is opened:

- On a 1, 2, or 3, the Boss gains 1 Doom token (P. 20).
- On a 4, 5, or 6, no Doom token is generated.

Then, flip a Door token to its open side where the closed door was. **Opening a Building for the first time generates Enemy Spawns inside (P. 28). Enemies will only spawn in Dark Zones, represented by darkened rooms on the board.**

NOTE: Opened doors cannot be closed again.

Tessara just opened this Building straddling 2 tiles. Enemies spawn in all the Dark Zones, one after the other, in the order of the player's choosing.

This is a Dark Zone.



Players decide to spawn Enemies in the indicated order, from 1 to 4. They use the Building Enemy deck, currently at Level 1.

Spawning In Buildings

A single building extends to all rooms connected by openings, sometimes straddling several tiles.

Opening a building for the first time reveals all the Enemies waiting inside, in the dark. Enemies only spawn in darkened rooms, called **Dark Zones**.

Determine each Dark Zone of the building, one after the other in any order players choose, and draw a Building Enemy Spawn card for each of them. Place the corresponding number and type of Enemies in the indicated Dark Zone.

When the Building Enemy deck runs out, reshuffle only the 5th Campaign Level of the deck to make a new deck.

NOTE: Buildings that are open at the start of the game do not trigger spawns.



GATHER MANA

The Dead Keep infuses everything with magic. Stand within the swirling mists and channel it or sip from its fountains.

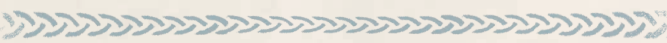


Mist Zones and Fountain Zones can be used to gather Mana.

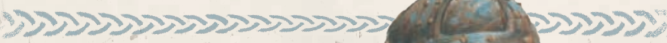
The Adventurer can Gather Mana to fuel their Class Ability, Necromantic Equipment, or Skills. An Adventurer may only Gather Mana in specific Zones:

- In a Mist Zone (P. 38), the Adventurer earns 2 Mana tokens.
- In a Mana Fountain Zone (P. 39), the Adventurer earns 5 Mana tokens.

An Adventurer can only have up to 10 Mana tokens. Gathering Mana beyond this limit does not award the Adventurer more Mana tokens.



NOTE: Gathering Mana may be performed even if there are Enemies in the Zone.



MOVE

The Keep has more foes than we can count. We must keep moving. Speed is one of our only advantages.

The Adventurer moves from one Zone to the next but cannot move through walls.

- An Adventurer must spend 1 additional Action per Enemy standing in the Zone they're attempting to leave.
- Entering a Zone containing Enemies ends the Adventurer's Move Action (unless they have the Slippery Skill).

EXAMPLE: Astrid is in a Zone with 2 Footmen. To leave this Zone, she spends 1 Move Action, then 2 more Actions (1 per Footmen), for a total of 3 Actions. If there had been 3 Enemies in the Zone, Astrid would have needed 4 Actions (1 + 3) to Move.

REORGANIZE/TRADE

The artifacts we seek for The Patron are most valuable when they are in pristine condition. Yet, they are a precious commodity as we go deeper into The Keep. Distribute them carefully amongst yourselves, it is your choice to use it or not. Remember, they are worth nothing if you do not leave The Keep with them.

During their turn, the Adventurer can spend an action to reorganize the cards in their inventory in any way the player wishes.

The Adventurer can simultaneously exchange any number of cards with 1 (and only 1) other Adventurer currently in the same Zone. This other Adventurer may reorganize their own inventory for free.

A Trade Action doesn't have to be equal. Players can trade everything for nothing, but only if both parties agree!



NOTE: A KO'ed Adventurer (P. 25) can be interacted with for Trade Actions. Their stuff will make better use in active hands!





NOTE: Only Undead may drop Search tokens. Monsters drop Artifact tokens instead (P. 31).

EXAMPLE: 1 Shadowguard and 2 Footmen stand in a Zone with an Adventurer. With their first Action, the Adventurer eliminates the Shadowguard. As it was the last one of its kind in the Zone, it drops a Search token. With their second Action, the Adventurer kills a Footman. No Search token is dropped, as there is another Footman remaining. With their third Action, the Adventurer kills the second (and last) Footman. A Search token is dropped, for a total of 2 Search tokens.

- **Adventurers may only Search in Zones with any Search tokens and with no Enemies.** The player draws a card from the Necromantic Equipment deck. They may then either place it in the Adventurer's inventory, reorganizing it for free, or immediately discard it. An Adventurer can perform any number of Search Actions per Turn, as long as there is a Search token in the Zone. Search tokens are not discarded after each Search Action. They are discarded upon drawing an "Aaahh!! Crawler!" card, or if players take it to place it in another Zone.

When the Equipment deck runs out, reshuffle all its discarded cards to make a new deck.

NOTE: Only 1 Necromantic Equipment card is drawn per Search Action, no matter the number of Search tokens in the Zone.

SEARCH



The arms our foes carry, though ancient, still possess magical properties. Channeling our mana allows us to use a fragment of its former might... if we can gather the mana for it. However, as with all things from The Keep, it cannot stay outside of it for long.



Adventurers may only Search in Zones with Search tokens. Beware Crawlers!

- Whenever the last Undead of any type (except Crawlers) is eliminated from a Zone, place a Search token in the Zone where it was eliminated.(P. 43). A Zone may receive multiple Search tokens this way. If there are no Search tokens left, remove 1 from anywhere on the board (player's choice) and place it in the Zone.



AAAHH!! CRAWLER!

When an **Aaahh!! Crawler!** Equipment card is drawn, replace a single Search token in the Zone with a Crawler miniature. Then, the Boss gains 1 Doom token (P. 20).





Artifact tokens are dropped by defeated Monsters.

Dropped by a defeated Monster, an Artifact token immediately gives a Necromantic Artifact (drawn from the Necromantic Artifact deck) to the Adventurer taking it. The Adventurer may then reorganize their inventory for free.

NOTE: The Boss does not drop an Artifact token upon defeat.

TAKE/ACTIVATE A TOKEN

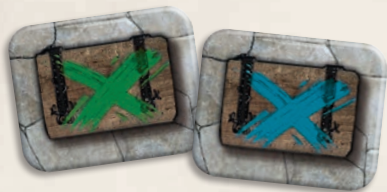
Beware what you touch within the bounds of The Keep. While some objects are harmless trinkets, some might erupt into a brilliant burst of mana. There is no shortage of surprises in The Keep.

The Adventurer takes an Objective, Artifact, or Treasure token in their Zone. Remove the token from the board and apply the corresponding game effect. According to the Quest's description, some tokens may be *activated* instead, triggering a game effect but staying on the board.



This is a red Objective token.

Red Objectives are the most common. They usually award Adrenaline Points and may have additional game effects written in the Quest's description.



Color Objectives are linked to specific game effects. Check the Quest's special rules.

Some Quests feature color Objectives. According to the Quest's special rules, taking them may trigger special effects or alter the course of the game.



Treasure tokens are placed on each tile during setup.

Taking a Treasure token provides the Adventurer with either:



A Necromantic Artifact drawn from the Necromantic Artifact deck. The Adventurer may then reorganize their inventory for free.

OR



A Health Potion. Keep the token to represent it. Health Potion tokens are considered as an Equipment card but don't take room in the Inventory. They can be discarded at any time to heal 3 Wounds from an Adventurer in the same Zone up to the Adventurer's starting total (See P. 39). This can be the Adventurer carrying it or another Adventurer in the same Zone. They are also the only way to revive a KO'ed Adventurer.

DO NOTHING

The Adventurer does nothing and prematurely ends their Turn. The remaining Actions are lost.





ENEMY PHASE

The baleful creatures of The Keep have only one purpose, they guard its premises fiercely and any who enter will have legions of dead bearing down on them. As mindless as they seem, these foul inhabitants seem to share a collective consciousness of sorts. What unknown force is driving them? Why are they keeping intruders away from The Keep?

Once the players have activated all their Adventurers, the Enemies activate. No single player controls them. They do it themselves, performing the following steps in order.

ACTIVATION

Each Enemy activates and spends its Action to either Attack or Move, depending on the situation. Resolve all the Attacks first, then all the Moves. Each Enemy performs either an Attack **OR** a Move with a single Action.

Attack

Each Enemy in the same Zone as Adventurers spends their Action to perform as many Attacks as their Attack value, even if there are more than enough to eliminate their targets. An Enemy's Attack is always successful and does not require any dice roll. These Attacks are distributed among Adventurers in the Zone in any way players see fit, even if it means dealing them all to a single Adventurer. Enemies fight in groups. All Enemies activated in the same Zone as an Adventurer join the Attack.

Each Enemy Attack may be cancelled by an Armor roll and deals a variable number of Wounds, corresponding to the Damage value of the Enemy. The target Adventurer's Wound Bar is moved 1 point lower per Wound received.

An Adventurer is KO'ed as soon as they suffer their last Wound (extra Wounds are ignored). At this point, their miniature is laid down and all players check their inventory for Health Potions. **If there are more KO'ed Adventurers than Health Potions in all inventories, the game is lost.** Otherwise, the remaining Adventurers may keep playing the Quest and try to revive KO'ed Adventurers.



Move the Wound Bar down 1 increment per Wound suffered.



A Footman in a Zone with 2 Adventurers activates. It spends its Action dealing 1 Attack to an Adventurer among the 2 (players choose). The Footman has Damage 1. Each of its Attacks thus inflicts 1 Wound. The chosen Adventurer's Wound Bar is moved down 1 increment.



A Shadowguard performs 2 Attacks per Activation. Each of these Attacks deals 2 Wounds. Whenever a Shadowguard spends its Action to attack a single Adventurer, it deals $2 \times 2 = 4$ Wounds to them!



A Wyvern Boss may only have 1 Action, it still performs 5 Attacks with it, and each Attack deals 5 Wounds. Adventurers better equip some solid armor and a reliable shield if they plan to go toe-to-toe with such a Monster!



Armor is worn in the Body slot and may cancel Attacks. Use them at your own (calculated) risk!

Armor rolls: Adventurers wearing an armor Equipment card in their Body slot can perform Armor rolls to cancel **Attacks** (not Wounds). Roll as many dice as the number of Attacks the Adventurer wants to avoid (it works for Friendly Fire, too! P. 35). Each die result that equals or exceeds the Armor Value of the armor Equipment card cancels an Attack on a 1-for-1 basis.

That way, a well-armored Adventurer may choose to be the target of all the Enemy Attacks for teammates in their Zone and get away without a scratch!



Shields are worn in a Hand slot and act as a welcome support on the frontline.

Shield: Having its own Armor value, a shield allows Armor rolls on its own if the Adventurer is not wearing actual armor. If the Adventurer is wearing armor in their Body Slot, the shield adds 1 to the Armor roll results, increasing its efficiency. Most shields also come with an additional bonus of their own!

EXAMPLE: Amaranthe and Lothar are in the same Zone as 4 Footmen and 2 Shadowguards. The Undead attack! Each Footman deals 1 Attack (for 1 Damage). Each Shadowguard deals 2 Attacks (for 2 Damage each). Both Adventurers have full health and Lothar is wearing Plate Armor (Armor 4+, 3+ against Shadowguard Attacks).

The players decide how these 8 Undead Attacks are distributed among the Adventurers.

- One of them would try to endure them all. Lothar is the obvious choice as his Plate Armor may cancel Undead Attacks.
- They can also share the Undead Attacks in any way they please to avoid the risk of an unexpected KO.

Players choose this second solution. The 4 Footmen Attacks go to Amaranthe (no Armor). The 4 Shadowguards Attacks go to Lothar.

Amaranthe has no Armor and thus suffers 4 Wounds.

Lothar risks taking 8 Wounds (4 Attacks, 2 damages each) but rolls for Armor (Armor 3+ against Shadowguards), obtaining 3, 4, 5, and 6. 2 successes! 2 Shadowguards Attacks are cancelled. Lothar takes 4 Wounds from the 2 Attacks his Armor failed to prevent. Both Adventurers made it out alive!

Move



It seems our foes have an uncanny ability to sense where we are. No matter how carefully and silently we move, they always find their way to us. It is as if the entire Keep itself is against us. They know exactly where we are and how to reach us. Fortunately, that makes their movements very predictable.

Enemies that have not Attacked use their Action to Move 1 Zone towards Adventurers, following these steps:

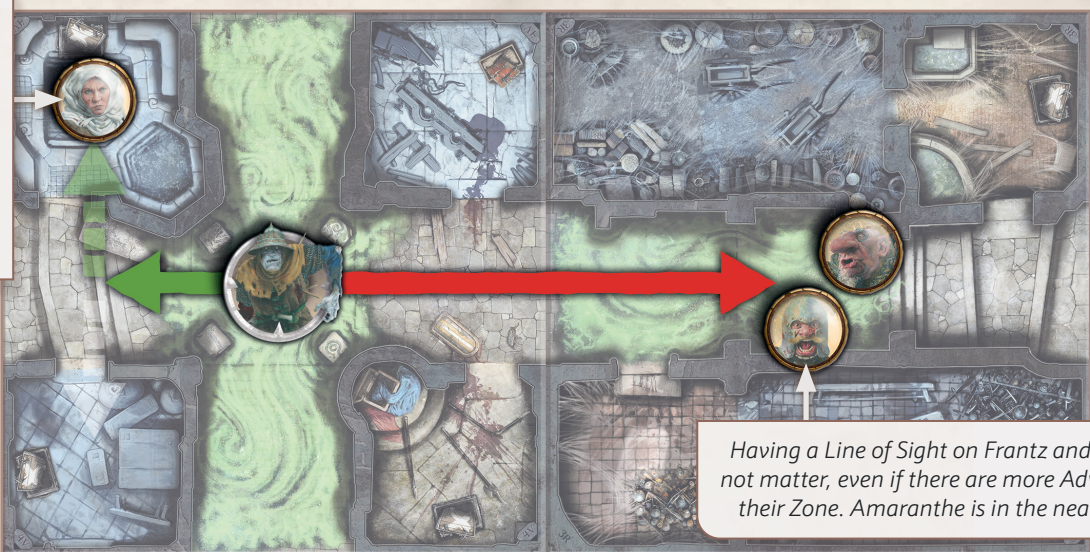
- 1- Enemies select their destination Zone. Enemies choose the nearest Zone containing Adventurers.** No matter the Line of Sight or the number of Adventurers in the Zone, they head for the nearest one. If several Zones are eligible, players choose which direction the enemies go.
- 2- Enemies move 1 Zone towards their destination Zone by taking the shortest available path.** Enemies don't open doors, although they can cross those that have opened by Adventurers. If no path is available, they stay where they are. **If there is more than 1 route of the same length, players choose which way the Enemies go.**



Some Enemies may cross several Zones each time they perform a Move Action (Warhogs cross 2 Zones per Move, for example). Their destination Zone does not change along the way.



The Footman activates. Its destination Zone is the nearest Zone containing Adventurers. The Undead moves 1 Zone towards Amaranthe's Zone.



Having a Line of Sight on Frantz and Knut does not matter, even if there are more Adventurers in their Zone. Amaranthe is in the nearest Zone.

The Footman destination would be Gavin's Zone, as it is the nearest containing an Adventurer. However, Enemies cannot open doors, so the Footman takes the shortest open route to Gavin and moves 1 Zone towards the open door.

Had this door been closed, there would have been no open route to Gavin. In that case, the Footman does not move. Gavin is still the Footman's target, but it cannot reach him.



Having an open and shortest path to Mai Ling does not count. Enemies only consider the nearest target upon activation.





THE DEAD KEEP

Playing Horsemen and Blood Hounds

Your nightmares and your greatest fears become a reality in *The Keep*. Hideous beasts dreamt up in fevered dreams are given flesh. Your mortal mind can conjure nothing worse.



Horsemen have 2 Actions per Activation. Blood Hounds have 3!

Horsemen have 2 Actions per Activation. Blood Hounds have 3 Actions per Activation. After all Enemies (including Horsemen and Blood Hounds) have gone through the Activation Step and resolved their first Action, Horsemen and Blood Hounds go through the Activation step again, using their second Action to attack an Adventurer in their Zone or Move if there is nobody to Attack.

Then, the Blood Hounds repeat the process a third time, using their third Action to Attack or Move.

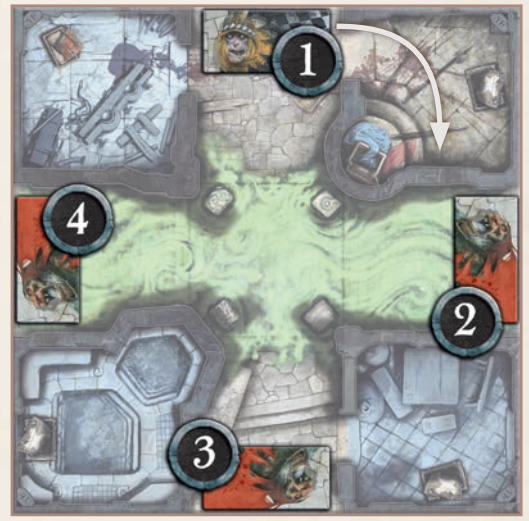
EXAMPLE 1: At the beginning of the Enemy Phase, a Horseman stands in the same Zone as an Adventurer. The Horseman spends its first Action to Attack, inflicting 2 Attacks for 2 Wounds each, for a total of 4 Wounds. Then, it performs its second Action, Attacking again for another 4 Wounds.

EXAMPLE 2: A group of 2 Horsemen and 1 Shadowguard is 1 Zone away from an Adventurer. For their first Action, since they have nobody to Attack in their Zone, the Enemies Move into the Adventurer's Zone. The Horsemen then perform their second Action. Since they now occupy the same Zone as an Adventurer, they Attack. Each Horseman inflicts 4 Wounds, for a total of 8!



ENEMY SPAWN

The heaps of slain Undead lay at our feet, yet an endless horde continues to approach us. It seems the very *Keep* itself births these creatures. But we are ready. Let them come.



Enemy Spawn tokens mark the Spawn Zones' locations. The Spawn Step begins with the Starting Spawn Zone, then proceeds clockwise around the board.

Using Enemy Spawn tokens, the Quest maps show where Enemies appear at the end of each Enemy Phase. These are the **Spawn Zones**.

Starting with the Starting Spawn Zone, draw an Enemy card from the Street Enemy deck. Read the Enemy type and the line that corresponds to the Danger Level of the Adventurer with the highest Adrenaline (Blue, Yellow, Orange, or Red P. 13). Place the indicated number of the corresponding Enemy type in the Starting Spawn Zone.

Repeat this for each Spawn Zone, one after the other, going clockwise.

NOTE: The Zone holding the Starting Spawn Zone token may hold other Enemy Spawn tokens as well. In that case, start with the Starting Spawn Zone token, then resolve the other spawns in the same Zone in any order the players want.




Remember, each Enemy deck is split into 5 Campaign Levels of increasing difficulty (P. 8). The more time goes by, the more Enemies will come and the tougher they will be. Some Quests even require starting from a higher Campaign Level.

Ultimately, if an Enemy deck runs out, reshuffle all the discarded cards from the last (5th) Campaign Level to make a new deck to draw from. Cards from previous Campaign Levels are ignored.




A Building Enemy card is drawn for this first Dark Zone. The Adventurer with the most AP is still at Blue Danger Level, so spawn the number of enemies indicated on the blue line. 1 Shadowguard miniature is placed in this Zone.




2 Footmen spawn here. This is the last card of Level 1. The next card will be a Level 2 Building Enemy card!




As the Level 1 Building Enemy cards have all been drawn, a Level 2 Building Enemy card is drawn for the third Dark Zone. Adventurers are still at Blue Level. Despite the Campaign Level change from 1 to 2, the card is still read at Blue Danger Level. 2 Deadeyes Spawn in this Zone.





THE 3-MONSTER RULE



Use the Monsters' cards to keep track of their characteristics and Wounds. There can be up to 3 Monsters on the board at the same time (not including the Boss).

Enemy cards show the number to spawn according to the Campaign and Danger Levels and the Enemies' characteristics and special abilities. Keep these cards handy to look at them (or see the Enemy Gallery, P. 41).



Monster cards are kept aside, even if other cards are drawn afterwards. These cards are used to keep track of the Wounds the Monsters receive. Once a Monster is eliminated, its Enemy card goes to the discard pile.

Only 3 Monster cards can be kept this way at any time (not including the Boss, since it has its own reference card). **Whenever another Enemy card would spawn a Monster, resolve a Running Out of Miniatures instead.** The corresponding Monster Enemy card is discarded right away.

NOTE: Baba Yagas spawn in pairs and share the same Enemy card. The pair counts as a single Monster for spawn purposes.

RUNNING OUT OF MINIATURES



Running out of miniatures triggers an extra Activation for Monsters and earns an Inactive Boss a Doom token. Cull the Enemy herd at all costs!

Players may run out of miniatures of the indicated type when required to place a Monster or an Undead on the board through spawning. In this case, the remaining Enemy miniatures are placed (if there are any). Then, apply the following effects:

- **If the Boss is Inactive**, all Monsters (except the Boss) immediately resolve an extra Activation. Only 1 extra Activation may happen this way per Enemy card. Then, the Boss gains a Doom token.
- **If the Boss is Active**, all Monsters (including the Boss) immediately resolve an extra Activation. Only 1 extra Activation may happen this way per Enemy card.

The same applies if an Enemy card is meant to spawn a Monster using the same miniature as the Boss. As the Boss already uses the miniature, apply the rules above.

MIST EVENTS

A few Enemy cards, called **Mist Events**, have special game effects that are resolved as soon as they are drawn. Mist Zone rules are detailed on P. 38.



COMBAT

Do not underestimate the rusted blade you pilfered from the foe you have just slain. The magic it possesses might be more potent in combat than the sharpest blades made by an expert smith. Your ill-conceived notions of value have no place in The Keep.

GENERAL COMBAT


In combat scenarios, weapon Equipment cards play a crucial role. They show the available type of Combat Action, Weapon Range, number of dice used, Accuracy value, and the Armor Penetration value of the weapon.

- 
Weapon Range
- 
Dice
- 
Accuracy
- 
Armor Penetration

Resolve the following steps in order when an Adventurer performs a Melee, Ranged, or Magic Action to attack Enemies.

1. Choose if attacking Undead OR a single Monster (player chooses) in the target Zone.
2. Roll as many dice as the Dice value of the weapon used.

Each die that equals or exceeds the Accuracy value of the weapon scores a successful hit. Hits are allocated among targets (the Undead or a designated Monster) in different ways depending on if it's a Melee, Magic, or Ranged Action. See their respective entries, below.

IMPORTANT: A  is always a failure.

- Armor Penetration directly opposes the target Enemy's Armor value.
- If the Armor Penetration is lower, the weapon cannot wound the target.
 - If the Armor Penetration equals or exceeds the Armor value, each hit inflicts 1 Wound to the target Enemy (either the Undead or the designated Monster). If all targets are eliminated, extra hits and Wounds are lost.

The Adventurer earns 1 AP per Wound inflicted.

NOTE: Some game effects allow attacks to inflict several Wounds per hit (instead of 1), like the [Enemy] Killer Skill or the 2 Wound: [Action Skills] (P. 44).

The Broadsword's Armor Penetration (1) is no match for the Shadowguard's Armor (2).



The Mallet's Armor Penetration value (2) is high enough to inflict Wounds on the Shadowguard.



This is an Enemy Wound token. Use them to keep track of the Wounds inflicted upon tough Enemies.

Some of the Undead and all Monsters can endure more than 1 Wound. Use Wound tokens, placing them either next to their miniature or on their Enemy card, to keep track of the total. An Enemy is eliminated as soon as the Wound total equals or exceeds its Wounds value. Remove its miniature from the board.

REMEMBER: Monster Enemy cards go to the discard pile.

DON'T FORGET THE LOOT!

- Defeating the last Undead of any given type (except Crawlers) in a Zone drops a Search token in it. The Zone can now be Searched if there are no other Enemies in it. (P. 23).
- Defeating a Monster (except the Boss) drops an Artifact token in its Zone. It can be taken to get a Necromantic Artifact.

NOTE: Baba Yagas come in pairs, and each drops an Artifact token upon defeat.



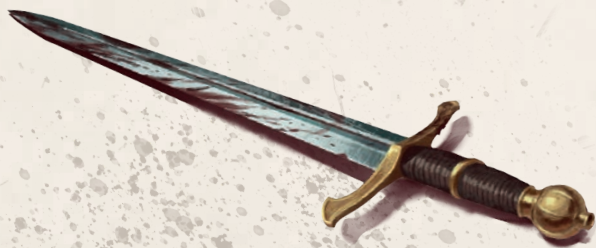
TYPE OF COMBAT ACTIONS

In *The Dead Keep*, there are 4 Combat Actions that Adventurers can perform: Melee Action, Ranged Action, and Magic Action.

Melee Action

An Adventurer holding a Melee weapon in their Hand can attack

You might be the finest archer or the most powerful wizard in the realm. But you can only keep them at arm's length for so long. One thing is for certain: you will inevitably find yourself stuck in close combat one day. Always carry a sword and let's hope you know how to use it.



Melee weapons are marked with the Melee symbol



their designated target (either the Undead or a single Monster) in their own Zone. Each die that rolls equal to or higher than the Accuracy value on the weapon's card is a successful hit. If they choose the Undead, the player divides their hits as they wish among the designated targets in their Zone.

Missed Melee strikes cannot cause Friendly Fire (P. 35).

EXAMPLE 1: Astrid is in the same Zone as a Shadowguard, a Footman, and 2 Baba Yagas. Astrid's Elven Sword is not strong enough (Armor Penetration 1) to hurt either the Shadowguard or the Baba Yagas (Armor 2). It can kill the Footman (Armor 1), though, so she decides to attack the Undead, rolling and against an Accuracy of 3+. 1 hit! Astrid allocates her hit to the Footman, inflicting 1 Wound (and earning 1 AP). It is enough to kill the Footman and remove its miniature from the board.

EXAMPLE 2: Amaranthe stands in the same Zone as Astrid, along with the remaining Shadowguard and 2 Baba Yagas. She wields a Master Mallet (Armor Penetration 2), and thus can deal Wounds to these Enemies.

Amaranthe selects the first Baba Yaga as the target of her first Action. She rolls 2 hits, dealing 2 Wounds to the Monster. That's enough to kill it. Amaranthe earns 2 AP.

With her second Action, Amaranthe chooses to attack the other Baba Yaga. Being a Crusher, she spends 2 Mana to add 2 dice to her Melee roll and rolls 3 hits total. 2 Wounds are enough to kill the Baba Yaga; Amaranthe earns 2 AP. The third hit and the corresponding Wound are wasted.

With her third Action, Amaranthe hits the remaining Shadowguard. She rolls only a single hit, dealing 1 Wound. The Shadowguard can suffer up to 2 Wounds before being eliminated. It takes an Enemy Wound token and Amaranthe earns 1 AP.

Ranged Action

For those who do have the vision of a hawk, arrows and bolts will serve you well. You can strike foes further with an arrow, but it might not be enough to pierce their armor. A bolt might do the trick, but is it worth the risk getting closer? Bring the tools you need. The Keep won't offer any assistance.



Ranged weapons are marked with the Ranged symbol



An Adventurer holding a Ranged weapon in their Hand can shoot at a Zone within the weapon's Range and in Line of Sight (P. 11).

Adventurers shoot at Zones, not Actors. This is especially important for Targeting Priority Order (P. 34).

The Range of a weapon, indicated by the Range value on its card, is the number of Zones it can shoot across.

The first of the two values shows the minimum Range. **The weapon may not shoot at Zones closer than the minimum.** In some cases, it may be 0, meaning the Adventurer can shoot at targets in the Zone they currently occupy (it is still a Ranged Action).



The second value shows the maximum Range of the weapon. A weapon cannot fire at Zones beyond maximum Range.

Ignore any Actors in the Zones between the shooter and the target Zone. Adventurers may shoot through occupied Zones without danger to either fellow Adventurers or Enemies. An Adventurer can even shoot at another Zone while there are Enemies in their own Zone!



The Longbow has a Range of 1-3, which means it can shoot up to 3 Zones away but cannot be used to fire at the same Zone as the Adventurer.



The Tome of Thunder has a Range of 0-1. It can shoot in the Adventurer's Zone and up to 1 Zone away, no more.

Magic weapons are marked with the Magic symbol

The Adventurer uses a Magic weapon they are holding in Hand to attack the Undead or Monsters. This attack follows the same rules as Ranged Actions, except it is a Magic Action.

ENCHANTMENT ACTION

Wounds are easily mended by magic. But the pain will always remain fresh in your mind.



Talismans with the Enchantment Action keywords require an Action to be activated.

The Adventurer uses a Talisman with the Enchantment Action keywords. Resolve the game effects described on the card.

- Enchantments are cast at target Actors or Zones within the Adventurer's Line of Sight (P. 11).
- If the target is an Adventurer, the caster may target themselves or another Adventurer.
- Each Enchantment may only be cast by an Adventurer **once** per turn. The same Enchantment can be cast several times in a Game Round if Adventurers trade it and cast it as their Turns go by.



REMEMBER:

- In Building Zones, Line of Sight is limited to the Zones that share an opening and are just 1 Zone away.
- In Street Zones (including Mist Zones, P. 38), Line of Sight goes in a straight line parallel to the board's edge until it meets a wall or the board's edge.
- Missed shots can cause Friendly Fire (P. 35), so carefully consider the risks!



Magic Action

The strength of a sword arm and the indomitable will of a warrior are invaluable assets in combat. However, a sharp mind is an equally powerful tool. A mage's power seems incomprehensible to outsiders, but given the godly forces they wield, perhaps that is for the best.





TARGETING PRIORITY ORDER

When using a Ranged or Magic weapon (even at Range 0), the Adventurer performing the Action does not choose the targets hit by successful rolls, depending on which Enemy type they selected before rolling the dice (P. 31):

- **If the Adventurer chose to target a single Monster, all hits are assigned to it.** If the Monster is eliminated, extra hits are lost (not assigned to anyone, even another Monster).

~~~~~

**NOTE:** Monsters are not subject to Targeting Priority Order. Players choose one in the target Zone and roll the dice.

~~~~~

- **If the Adventurer chose to target the Undead, hits are assigned according to the Targeting Priority Order:**

- 1- **Armor 2 Undead:** Shadowguards, Horsemen, and Count.
- 2- **Armor 1 Undead:** Bishop, Countess, Crawler, Deadeye, Houndmaster, Blood Hounds, and Footmen.

Hits are assigned to targets of the lowest Priority until they have all been eliminated, then to targets of the next Priority until they too have all been eliminated.



If several targets share the same Targeting Priority Order, players choose the targets hit among them.



EXAMPLE: Armed with a Wyrmslayer crossbow, Thurkal performs Ranged Actions at a Zone with 1 Shadowguard, 2 Footmen, 1 Swamp Troll, and 1 Minotaur. He spends 1 Mana for each Ranged Action to roll more dice.

He chooses to target the Undead first.

- Thurkal rolls and for his first Action. Hits are obtained with 4 or more, which means 3 hits. Following the Targeting Priority Order, the first 2 hits are assigned to the Shadowguard, eliminating it (Armor Penetration 2 and 2 Wounds to eliminate). Then, the third hit is assigned to a Footman, killing it.
- Thurkal rolls and with his second Action, obtaining 2 hits. The last Footman is eliminated. The second hit cannot be allocated to Monsters, since the Undead were targeted. The last hit is lost.
- For his third Action, Thurkal chooses to target the Minotaur. He rolls and obtaining 2 hits. The Minotaur suffers 2 Wounds. 2 Enemy Wound tokens are placed on its card (the Minotaur needs 3 to be eliminated).
- For his last Action, Thurkal chooses to target the Minotaur again. He rolls and obtaining 3 hits. The first hit is enough to eliminate the Minotaur, but since it was the target of this last Attack, the remaining 2 hits can't be attributed to another target, even if it's a Monster like the Swamp Troll. They are wasted. Too bad!

Armor 2 Undead are first in the Targeting Priority Order and are immune to Armor Penetration 1 weapons. It means they can protect Armor 1 Undead in their Zone from all Armor Penetration 1 Ranged or Magic Actions, as they need to be removed first.



FRIENDLY FIRE


Caught up in the whirl of a melee, it's easy to aim for a foe but end up with your friend catching the bolt in the back instead.



An Adventurer can't hit themselves with their own Combat Actions. However, emergency situations can call for Ranged or Magic Actions aimed at a Zone where a teammate is stuck (remember, Friendly Fire doesn't apply to Melee Actions).

In that case, misses on the Attack roll automatically hit Adventurers standing in the target Zone. Assign these Friendly Fire hits in any way players want.


Armor rolls are allowed with successes cancelling Friendly Fire hits on a 1-to-1 basis. Each remaining Friendly Fire hit inflicts the Adventurer with the usual number of Wounds.

Wounding an Adventurer earns no AP.

EXAMPLE 1: Mai Ling shoots with a Longbow at a Zone containing Theron and a Footman. Rolling , Mai Ling obtains a miss. The miss hits Theron instead, dealing 1 Wound.

EXAMPLE 2: Thurkal shoots with the Wyrmslayer at a Zone with Amaranthe and a Footman. He rolls  and , 2 successes! 1 is enough to kill the Footman. The other success is lost. Only missed shots are assigned to Adventurers, so Amaranthe is safe.

ENEMY COMBAT CHARACTERISTICS



The Minotaur card features the following characteristics:

- ARMOR:** 2 (represented by a shield icon)
- MAXIMUM WOUNDS:** 3 (represented by a heart icon)
- NUMBER OF ATTACKS:** 2 (represented by a sword icon)
- DAMAGE:** 5 (represented by a lightning bolt icon)

Enemy cards feature each Enemy's combat characteristics.



Armor: The minimum Armor Penetration value required to inflict Wounds on the Enemy. If the minimum value is not met, no Wounds are inflicted to the Enemy. *The Minotaur is immune to weapons with Armor Penetration 1 but takes Wounds from weapons having Armor Penetration 2 or higher.*

Maximum Wounds: Each hit on the Enemy deals 1 Wound and awards 1 AP to the Adventurer dealing it. Use Enemy Wound tokens to keep track of the count! The Enemy is eliminated upon enduring its last Wound. Wounds dealt beyond this point are ignored. *The Minotaur can endure up to 3 Wounds.*

NOTE: Some game effects, like the [Enemy] Killer Skill or the 2 Wounds: [Action] Skills (P. 44), allow Adventurers to deal several Wounds with a single hit. In that case, the Adventurer earns 1 AP per Wound inflicted.

Attacks: The number of Attacks the Enemy makes each time it activates. These Attacks are distributed among Adventurers in the target Zone in any way players see fit. Look out for any Armor or Shield the Adventurers can wield. Some of these Attacks may be cancelled by Armor rolls (P. 26). *The Minotaur makes 2 Attacks per Activation.*

Damage: The number of Wounds the Enemy inflicts per Attack landing successfully. *The Minotaur inflicts 5 Wounds per Attack. 2 Attacks x 5 Wounds = 10 Wounds total!*



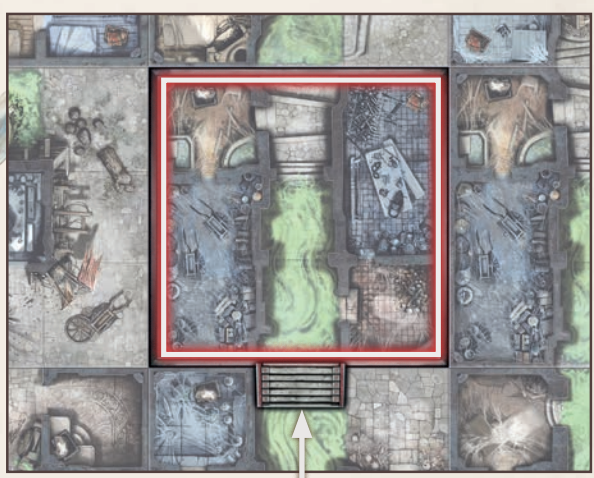
PASSAGE TOKENS

Passage tokens are placed on the board during Setup. Each of them creates an opening in a wall, allowing passage from one Zone to the next.

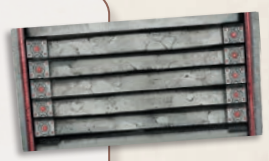


This is a Passage token.

TOWER TILE



The Tower Tile is placed on top of the tile raiser, elevating and providing special rules to it. Stairs allow Actors to move back and forth through limited access.



SPECIAL LOCATIONS

The Dead Keep is a fortified city built by unknown beings. For what purpose, nobody knows. A magical mist floods the labyrinth, allowing anyone, from the mightiest wizards to the crudest barbarians, to gather mana. In turn, they can wield the ancient, magical weapons that can be found strewn across The Keep. In some places, mana is so thick it condenses itself into a liquid, pouring from fountains across The Keep. Yet, understanding the flow of mana within The Keep barely scratches the surface. Its true origins and all its secrets may be well beyond our reach. And yet I search. I yearn for more knowledge, hoping that one day I can catch even a glimpse of what truly lies within The Keep.

The Tower Tile represents a fortified point in the area the Quest is played upon. The chosen Quest often has special rules for it. The Tower Tile is hard to access and is often where the Boss is found.

The Stairs act like an open passage between the Tower Tile and adjacent tiles. Performing a Move Action through them is the only way to access or leave the Tower Tile.

NOTE: Actors cannot jump or teleport (P. 45) from a standard tile to the Tower Tile until it can be accessed. This Quest's will describe when the Tower Tile can be accessed.

No Line of Sight can be traced from standard tile Zones to the Tower Tile's Zones. That means no Ranged or Magic Actions!

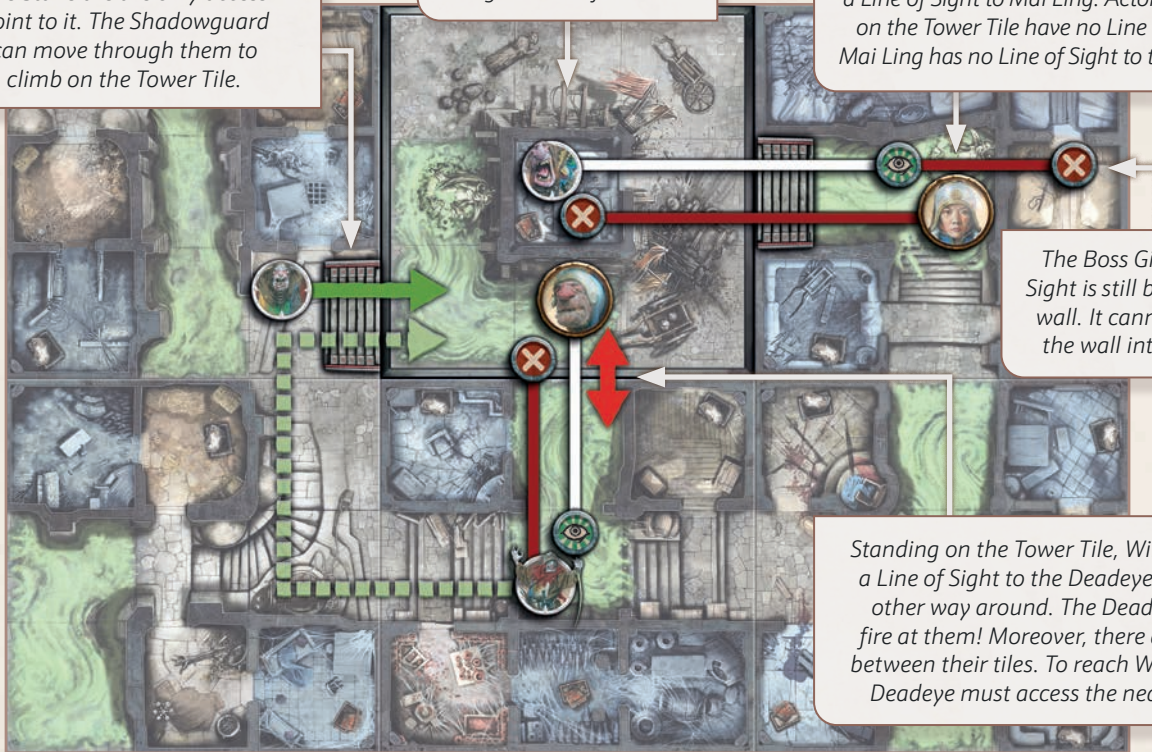
On the other hand, Line of Sight can be traced normally from the Tower Tile's Zones to the standard tile Zones as if they were on the same level.



Tile 6R is the Tower Tile in this Quest and stands on the tile raiser. The Stairs are the only access point to it. The Shadowguard can move through them to climb on the Tower Tile.

The Tower Tile is elevated, altering the Line of Sight to and from it.

Actors on the Tower Tile consider other tiles as being at the same Level. The Boss Giant has a Line of Sight to Mai Ling. Actors who are not on the Tower Tile have no Line of Sight to it. Mai Ling has no Line of Sight to the Boss Giant.



The Boss Giant's Line of Sight is still blocked by this wall. It cannot see above the wall into this room.

Standing on the Tower Tile, Will & Ned have a Line of Sight to the Deadeye, but not the other way around. The Deadeye cannot fire at them! Moreover, there are no Stairs between their tiles. To reach Will & Ned, the Deadeye must access the nearest Stairs.





MIST ZONES



This is a Mist Zone. It can be used to Gather Mana.

Mist Events affect Mist Zones. Read the card to know the game effect to apply.



Mist Zones are filled with a strange, crawling mist.

- Mist Zones are Street Zones.
- Adventurers may gain **2 Mana** by performing the Gather Mana Action (P. 22) in Mist Zones, up to 10 Mana.
- Mist Events triggered by Enemy cards are likely to happen in Mist Zones (read below).



Blinding Mist



No Enemies appear in the designated Zone. Instead, for the next Game Round, no Line of Sight can be traced from, to, or through Mist Zones. All Actors are affected! The only way to see what's in a Blinding Mist Zone is to stand in it. Keep the card next to the board as a reminder until the next Round's End Phase.

Mist Burn



No Enemies appear in the designated Zone. Instead, each Adventurer standing in a Mist Zone gains 2 Mana (up to 10, the maximum), then suffers 1 Wound. No Armor roll allowed.

Footmen in the Mist!



No Enemies appear in the designated Zone. Instead, spawn the indicated number of Footmen in each Mist Zone on every tile with Adventurers.

If players don't have enough Footman miniatures to fill them all, choose the Mist Zones to receive the remaining miniatures, then apply the **Running Out Of Miniatures** rule. Monsters receive an extra Activation.



A Footmen in the Mist card is drawn! At Blue Level, 1 Footman spawns in each Mist Zone on every tile with 1 or more Adventurers.



1 Footman spawns in each Mist Zone on tile 8R, where Tessara is, and tile 7R, occupied by Malteo. Spreading the team to cover more field is always risky!



When players draw a *Footmen in the Mist!* Building Enemy Spawn card, place the indicated number of Footmen in all Mist Zones **on every tile with an Adventurer on it**. Then, resume spawning in the Building.

TREASURE ZONES



Treasure Zones hold Treasure tokens, revealing either Necromantic Artifacts or Health Potions.

Each Treasure Zone gets a random Treasure token during Setup (P. 7). These tokens can be picked up and revealed using the Take/Activate a Token Action (P. 24).

- Two of these Treasures are **Quest Artifacts**. The token is discarded and the Adventurer immediately earns a random Necromantic Artifact. They can then reorganize their inventory for free.
- All other Treasures are **Health Potions**. The token is kept on the Adventurer's Dashboard. It does not take up a slot in their inventory and can be traded like an Equipment card. A Health Potion can be discarded at any time (even during another Adventurer's Turn) to:
 - Heal 3 Wounds (up to the starting total) from any Adventurer in their Zone, including themselves.
 - Revive a KO'ed Adventurer (P. 25) in the same Zone. The revived Adventurer heals 3 Wounds and resumes their place in the Turn order.

NOTE: A KO'ed Adventurer cannot revive themselves. However, the KO'ed Adventurer can be interacted with. Other Adventurers may spend an action to take a Health Potion in the KO'ed Adventurer's inventory if they have one.

REMEMBER: The game is lost whenever there are more KO'ed Adventurers on the board than Health Potions in Adventurers' inventories.



MANA FOUNTAIN ZONE



Mana Fountains are the source of the magical mist.

- Mana Fountain Zones are Street Zones **AND** Mist Zones.
- Adventurers may gain **5 Mana** by performing the Gather Mana Action in Mana Fountain Zones, up to 10 Mana.



This is the Mana Fountain token.

The Mana Fountain Token may be placed on the board during Setup. Its Zone becomes a Mana Fountain Zone. However, if it is placed in a Building Zone, this Mana Fountain Zone will be considered a Building Zone and a Mist Zone, but not a Street Zone.



THE DEAD KEEP



EQUIPMENT TRAITS

The Dead Keep overflows with weapons and magical items. However they are bound to its premises. Whatever gives them power quickly dissipates upon leaving the island.

This section details specific Equipment rules.

EQUIPMENT SKILL



Some weapons grant a potent Skill when being used.

Some Equipment cards have their own Skill. The Adventurer benefits from the indicated Skill when performing a Combat Action with such a weapon.



Other Equipment cards mention that the user gains a Skill as long as they are equipped. In this case, the weapon does not have to be used to benefit from the Skill. It simply has to be in a Hand Slot.

SPECIFIC ENEMY IN THE TARGET ZONE



Some weapons unlock specific Skills if at least 1 Enemy of the designated type stands in the target Zone. The bonus applies even if hits are not allocated to the designated Enemies.

STANDING IN A TYPE OF ZONE



Such Equipment can only be used when the Adventurer stands in a Zone of the indicated type.



ULTRARED MODE

The broken bodies of your enemies will fuel your primal savagery.

Ultrared Mode allows Adventurers to gain Adrenaline Points beyond the Red Danger Level and pick up additional Skills. This mode is great for reaching amazing body counts and completing very large Quests.

Ultrared Mode: When an Adventurer reaches the Red Level, move the Adrenaline pointer back to 0 and add any AP gained past the minimum required to hit the Red Level. The Adventurer is still on the Red Level and keeps their Skills. Count additional AP as usual and gain previously unselected Skills upon reaching Danger Levels again.

When all the Adventurer's Skills have been selected, choose a Skill from the list (P. 44) upon reaching Orange and then Red Level again.

EXAMPLE: Theron just earned his 43rd Adrenaline Point, getting to the Red Level. He has the following Skills: Iron Hide (Blue), +1 Action (Yellow), Sprint (Orange), and +1 free Combat Action (Red Level).

The player moves the Adrenaline pointer back to 0 as the Quest continues. Theron is still at Red Level and keeps on earning Adrenaline Points as he inflicts Wounds to the Enemies.





Theron doesn't get an additional Skill upon reaching the Blue and Yellow Levels for the second time since he has all available Skills for these Levels. Upon reaching the Orange Level again, he gains +1 free Melee Action, his second Orange Level Skill.

Reaching the Red Level again, the player chooses a new Skill among the 2 remaining ones for this Level and goes for +1 to Dice Roll: Melee. The Adrenaline pointer returns to 0.

During his third time through the Adrenaline bar, Theron doesn't get any new Skill at Blue, Yellow, or Orange Level, as he already has them all. Upon reaching the Red Level for the third time, he earns the last Red Level Skill: 1 +2 Dice Melee. The Adrenaline pointer goes to 0 again.

From now on, Theron still earns Adrenaline Points and gains a player-chosen Skill every time he reaches the Orange Level, and then another upon reaching the Red Danger Level.



ENEMY GALLERY

MONSTERS

Baba Yaga



A witch traveling in a cauldron with legs sprouting out of it. The Baba Yagas never engage their foes alone. They often attack in pairs. While one causes a distraction, the other outflanks you. Their large cauldrons offer them

a great deal of protection from most weapons while they hurl powerful magics at their foes.

Special Abilities:

- When resolving a Move Action, Baba Yagas move up to 2 Zones.
- Baba Yagas attack at Range 0-3 within Line of Sight.
- Upon Spawning, place 1 Baba Yaga in the designated Zone. Then, spawn the other on the Starting Spawn Zone (if the Enemy card was drawn for the Starting Spawn Zone, both Baba Yagas are set in this Zone). If a Baba Yaga Monster card is drawn and there is a single Baba Yaga on the board, it gets an extra Activation.

NOTE: Each Baba Yaga is played as a separate Monster, dropping its own Necromantic Artifact upon elimination (P. 31). However, the pair counts as a single Monster for the 3-Monster cards rule (P. 30).

Trolls

Special Ability: Trolls have the Regeneration Skill. At the end of each Adventurer's Turn, they heal up to 3 Wounds. Wounds dealt with a weapon with the No Regeneration Skill cancel this special rule until the end of the Player Phase.



Swamp trolls may be the most primitive amongst their species, but only a fool would underestimate them. They have feral cunning and unmatched cruelty. They tear their prey's limbs off one by one with an almost gleeful nonchalance.



Warrior trolls possess regenerative abilities that allow them to endure wounds that would kill any adventurer. While they do not have the tactical acumen of adventurers, they have lived through countless battles, allowing them to make up for it with combat experience alone.



Elder trolls have survived long enough to accumulate enough experience to act as leaders and war masters for their kind. An elder troll is a terrifying foe, for not only have they cunning and regenerative ability of their kin, but they also possess a fundamental understanding of battlefield tactics.

NOTE: Trolls do not regenerate after the Duo Class Ability activates (P. 17). This ability is not considered an Adventurer Turn.

Warhog



The Warhog moves swiftly and strikes hard. Its thick armor makes it impervious to most damage. It is not to be trifled with.

Special Ability: When resolving a Move Action, Warhogs move up to 2 Zones.

Wyvern



Wyverns share many traits with dragons, but none of their grandeur. They are as intelligent as dragons, yet they primarily act on instinct. They crave power, yet they lack ambition and foresight. However,

they still possess might that rival dragons, making them formidable foes even for seasoned adventurers.

Special Ability: When resolving a Move Action, Wyverns move up to 2 Zones.

Giant



Giants are far and few between, even in The Keep. Fortunately so, given the sheer might they wield. Be very prepared when you encounter one of them. There is no shame in retreating because

few have survived taking on a Giant.

Special Ability: The Giant can attack at Range 0-1. Target the Zone with the most Adventurers within Line of Sight. If several Zones are eligible, players choose. This Attack can be done from the edge of the Tower Tile to a standard Street Zone next to it!

Minotaur



Fabled creatures that call the labyrinths their home, hunting those foolish enough to enter. They possess the vigor and strength of a bull and the dexterity to wield huge weapons that complement their size. They

may not be the most intelligent creatures, but they make up for it with their ferocity.

Special Ability: None.

Ogre



Ogres are strong and vicious creatures, deadly in their own right. They possess an insatiable hunger for living flesh. Take care to see the ogre before it sees you, otherwise, the last thing you'll see is its foul maw.

Special Ability: When resolving a Move Action while having Line of Sight to an Adventurer (even if they are not their target), Ogres move up to 3 Zones.

UNDEAD

The Bishop (Notable)



Little is known about the Undead we call the Bishop. It appears to possess a greater intellect than the common Footman and is closely guarded by a retinue. We can only imagine the unholy rituals it conducts within The Keep.

Special Ability: At the beginning of the Spawn Step (P. 28), before the Starting Spawn Zone activates, spawn the number of Footmen corresponding to the current Danger Level, in the Bishop's Zone: Blue: 1 Footman / Yellow: 2 Footmen / Orange: 3 Footmen / Red: 4 Footmen.

The Count (Notable)



Once a revered warrior in life, now a powerful leader in death. An entourage of Shadowguards protects the Count, making him a difficult target to bring down. Even without their guards, they are no easy prey.

They still retain their acumen for combat in death, making them worthy adversaries.

Special Ability: At the beginning of the Spawn Step (P. 28), before the Starting Spawn Zone activates, spawn the number of Shadowguards corresponding to the current Danger Level, in the Count's Zone: Blue: 1 Shadowguard / Yellow: 2 Shadowguards / Orange: 3 Shadowguards / Red: 4 Shadowguards.

The Countess (Notable)



The Countess parades about the dreary streets of The Keep. Her band of Deadeyes watch over her closely, ensuring that no intruder imposes on their fair lady.

Special Abilities:

- Like a Deadeye, the Countess doesn't need to be in an Adventurer's Zone to attack them. As long as she has Line of Sight to a target, she may attack at Range 0-3.
- At the beginning of the Spawn Step (P. 28), before the Starting Spawn Zone activates, spawn the number of Deadeyes corresponding to the current Danger Level, in the Countess' Zone: Blue: 1 Deadeye / Yellow: 2 Deadeyes / Orange: 3 Deadeyes / Red: 4 Deadeyes.

The Houndmaster (Notable)



Houndmasters whips their undead minions into a fine frenzy. While they lack the agility of their Blood Hounds, they make it up with their ability to coordinate precise strikes with the various commands they give to their beasts.

Special Abilities:

- Unlike Blood Hounds, the Houndmaster has a single Action per Activation.
- At the beginning of the Spawn Step (P. 28), before the Starting Spawn Zone activates, spawn the number of Blood Hounds corresponding to the current Danger Level, in the Houndmaster's Zone: Blue: 1 Blood Hound / Yellow: 2 Blood Hounds / Orange: 3 Blood Hounds / Red: 4 Blood Hounds.

Deadeye



Deadeyes wield the bow with the same dexterity they did in life. With no need to worry about hitting their allies, they come in great numbers, letting loose a hail of arrows upon friend and foe.

Special Ability: Deadeyes don't need to be in an Adventurer's Zone to attack them. As long as they have Line of Sight to a target, they may attack at Range 0-3.

Crawler



Crawlers are easily dealt with and pose little threat. They prefer to skulk about in the shadows of The Keep, keeping a watchful eye on its intruders and alerting the rest of the horde to their location.

Special Ability: Crawlers generate 1 Doom token (P. 20) upon spawning. They also remove 1 Search token (P. 23) in the Zone where they Spawn.



Footman



The Footmen are the most common Undead. They do not rely on tactics or martial prowess to overcome their foes. They plod forward slowly and predictably on their broken, withered limbs hoping to drown you in a sea of rotting flesh with their numbers.

Special Ability: None.

Blood Hound



Blood Hounds move at speed that your eyes can barely follow. They pursue their prey relentlessly, tearing them apart with their claws and teeth. Keep your eye on them, adventurer, these beasts could be on top of you before you know it.

Special Ability: Blood Hounds get 3 Actions each time they activate.

Horseman



Undead champions on horseback. Their undeath has only made them more resilient to damage. They move just as quickly as they did in life. No longer having to worry about their mortality, they rush blindly into the thick of combat, mowing foes down in a frenzy of hooves and lances.

Special Ability: Horsemen get 2 Actions each time they activate.

Shadowguard



Shadowguards are adorned in heavy armor and wield large weapons that could crush even plate armor. Fortunately, their lack of intelligence only allows them to lumber towards you mindlessly, carelessly swinging their unwieldy weapons.

Special Ability: None.

SKILLS



Each Adventurer in *The Dead Keep* has specific Skills with effects described in this section. In case of a conflict with the general rules, the Skill effects have priority.

The effects of the following Skills and/or bonuses are immediate and may be used the Turn in which they are acquired. This means that if an Action causes an Adventurer to level up and gain a Skill, that Skill may be used immediately if the Adventurer has any Action remaining (or the Adventurer may use any extra Actions the Skill grants).

REMEMBER: A on a die is always a miss.

NOTE: The Adventurer earns 1 AP per Wound inflicted.

+1 Armor Penetration: [Action] — Each time they resolve an Action of the specified type (Combat, Magic, Melee, or Ranged), the Adventurer may spend 1 Mana to add 1 to the Armor Penetration value of the weapon they use. This Skill can be used once per Action.

1 Re-roll Armor — Each time they perform an Armor roll, the Adventurer may spend 1 Mana to re-roll any dice. The new result replaces the previous one. This Skill can be used once per Armor roll.

+1 Free [Action type] Action — Once during each of their Turns, the Adventurer may spend 1 Mana to receive 1 extra free Action of the specified type (Combat, Enchantment, Gather Mana, Magic, Melee, Move, Ranged, or Search).

+2 Dice: [Action] — Each time they resolve an Action of the specified type (Combat, Magic, Melee, or Ranged), the Adventurer may spend 1 Mana to receive +2 dice for the weapon they use. This Skill can be used once per Action of the specified type.

+2 Wounds: [Action] — Each time they resolve an Action of the specified type (Combat, Magic, Melee, or Ranged), the Adventurer may spend 1 Mana to inflict 2 Wounds (instead of 1) per hit.

Ignore Armor Value — Each time they resolve a Combat Action, the Adventurer may spend 1 Mana to ignore the Armor Value of the Enemies they hit. Consider it to be 0.

[Enemy] Killer — The Adventurer inflicts 5 Wounds (instead of 1) with each hit inflicted to the designated Enemy type.

1 Re-roll: [Action] — Each time an Adventurer performs an action of the specified type, they may re-roll all dice. The new result replaces the previous one. This Skill can be used once per Action of the specified type (Combat, Magic, Melee, or Ranged).

2 Class Ability Uses per Turn — The Adventurer may use their Class Ability up to 2 times during each of their Turns.

2 Wounds: [Action] — The Adventurer inflicts 2 Wounds (instead of 1) with each hit when they resolve the specified type of Action (Combat, Magic, Melee, or Ranged).

+1 Action — The Adventurer has an extra Action they may use as they please.

+1 Armor Penetration: [Action] — Each time they resolve an action of the specified type (Combat, Magic, Melee, or Ranged) the Adventurer may add 1 to the Armor Penetration value of the weapon they use. This Skill can be used once per Action.

+1 to Dice Roll: [Action] — The Adventurer adds 1 to the result of each die they roll with Actions of the specified type (Combat, Magic, Melee, or Ranged). The maximum result is always 6.

+1 Die: [Action] — Each of the Adventurer's weapons rolls an extra die with Actions of the specified type (Combat, Magic, Melee, or Ranged).

+1 Free [Action type] Action — The Adventurer has 1 extra free Action of the specified type (Combat, Enchantment, Magic, Melee, Move, Ranged, or Search).

+1 Free [Class Ability Use] — The Adventurer may use their Class Ability for free once during each of their Turns. This Skill does not provide extra uses of the Class Ability.

+1 Max Range — The maximum Range of Ranged weapons the Adventurer uses is increased by 1.

+2 Mana per Turn — Once during each of their Turns, at any time, the Adventurer gains 2 Mana, up to their maximum of 10. They don't need to be in a Mist or Mana Fountain Zone to use this Skill.

Barbarian — When resolving a Melee Action, the Adventurer may substitute the Dice number of the Melee weapon(s) they use with the number of Enemies standing in their Zone. Skills affecting the Dice value, like +1 Die: Melee, still apply.

Bloodlust: +1 Armor Penetration — This Skill is used when the Adventurer uses the Bloodlust Class Ability. The weapon used to resolve the free Melee Action gets +1 Armor Penetration.

Bloodlust: +2 Dice — This Skill is used when the Adventurer uses the Bloodlust Class Ability. The weapon used to resolve the free Melee Action gets +2 dice.

Born Leader — During the Adventurer's Turn, the Adventurer may give 1 free Action to another Adventurer to use as they please. This Action is used immediately. Then, the Born Leader Adventurer resumes their Turn.

Class: [Class] — The Adventurer now belongs to the indicated Class in addition to their starting Class. They earn the corresponding Class Ability (P. 17).



Consume: +5 Mana — The Adventurer earns 5 Mana (up to their maximum of 10) each time they discard an Equipment card.

Crush: +1 to Dice Roll (Melee) — This Skill is used when the Adventurer uses the Crush Class Ability. They add 1 to the result of each die they roll for the Crush Action. The maximum result is always 6.

Duo: +1 Free Combat Action — This Skill is used when the Adventurer uses the Duo Class Ability. They may resolve a free Combat Action following the rules of the Duo Class Ability.

Duo: +1 to Dice Roll (Combat) — This Skill is used when the Adventurer uses the Duo Class Ability. They add 1 to the result of each die they roll during the corresponding Action(s). The maximum result is always 6.

Escalation: [Action] — The Adventurer gains 1 extra die to roll for subsequent Actions of the specified type (Combat, Magic, Melee, or Ranged). The bonus is cumulative and applies until the end of the Adventurer's Turn. The bonus is lost whenever the Adventurer performs another kind of Action.

EXAMPLE: An Adventurer with the Escalation: Ranged Skill spends their first Action performing a Ranged Action with a Hunting Crossbow (Dice 1). Their second Action is also spent for a Ranged Action, adding an additional die thanks to the Escalation Skill (Dice 2). The third Action is spent for a Move Action, so the Escalation bonus is lost.

Ghost Sight — The Adventurer can trace Lines of Sight through obstacles, like doors, walls, Blinding Mist, etc. Their Line of Sight is also unlimited through Buildings. Ghost Sight cannot be used to target Zones on the Tower Tile.

Hit & Run — The Adventurer can use this Skill once during each of their Turns, just after they resolve a Magic, Melee, or Ranged Action resulting in a least 1 Enemy being eliminated. They can then resolve a free Move Action. The Adventurer does not spend extra Actions to perform this free Move Action if Enemies are standing in their Zone.

Ironclad: [Enemy] — The Adventurer ignores all Wounds coming from Enemies having the indicated keyword in their name. Ironclad: Footman works with any Footman, for example.

Iron Hide — The Adventurer can make Armor rolls with a 5+ Armor value, even when they are not wearing armor on their Body slot. When wearing armor, the Adventurer adds 1 to the result of each die they roll for Armor rolls. The maximum result is always 6.

Iron Rain — When resolving a Ranged Action, the Adventurer may substitute the Dice value of the Ranged weapon(s) they use with the number of Enemies standing in the targeted Zone. Skills affecting the Dice value, like +1 die: Ranged, still apply.


Jump — The Adventurer can use this Skill once during each of their Turns. The Adventurer spends 1 Action. They move 2 Zones into a Zone they have Line of Sight to. Ignore everything in the intervening Zone, except walls and closed doors. Movement related Skills (like +1 Zone per Move or Slippery) are ignored, but Movement penalties (like having Enemies in the starting Zone) apply.

Lucky — For each Action (or Armor roll) the Adventurer takes, the player may choose to re-roll any dice an additional time. The new result replaces the previous one. This Skill stacks with the effects of Equipment that allows re-rolls.

Mana Rain — When resolving a Magic Action, the Adventurer may substitute the Dice value of the Magic Weapon(s) they use with the number of Enemies standing in the targeted Zone. Skills affecting the Dice value, like +1 Die: Magic, still apply.

Marksman — The Adventurer may freely choose the targets of all their Ranged and Magic Actions. Friendly Fire is ignored.

Mist: +1 Armor Penetration — The Adventurer's weapon gets +1 Armor Penetration whenever they stand in a Mist Zone.

Mist: +1  Per Turn — The Adventurer earns 1 Mana (up to their maximum of 10), any time during each of their Turns, and as long as they are standing in a Mist Zone.

Mist Affinity — As long as they are standing in a Mist Zone, the Adventurer does not need to spend Mana to use the boosted stats of a Necromantic Equipment or to use a Necromantic Artifact.

No Regeneration — Enemies being dealt Wounds by the Adventurer cannot use Regeneration until the End Phase.




Point-Blank— The Adventurer can perform Magic and Ranged Actions in their own Zone, no matter the minimum Range. When resolving a Magic or Ranged Action at Range 0, the Adventurer freely chooses the targets and Friendly Fire is ignored.

Reaper: [Action] — Each time a successful attack of the specified type (Combat, Magic, Melee, or Ranged) eliminates at least 1 Undead, 1 more Undead of the same type is eliminated in the same Zone. This skill has no effect on Monsters. Only a single additional Enemy can be eliminated per Action when using this Skill. The Adventurer gains the Adrenaline for the Wounds needed to eliminate this additional Enemy.

Roll 6: +1 Armor Penetration [Action] — The weapon used gets +1 Armor Penetration for each 6 rolled during an Action of the specified type (Combat, Magic, Melee, or Ranged).

Roll 6: +1 Die [Action] — An additional die can be rolled for each 6 rolled during an Action of the specified type (Combat, Magic, Melee, or Ranged). Keep on rolling additional dice as long as they keep getting 6. Game effects that allow re-rolls must be used before rolling any additional dice for this Skill.

Roll 6: +1  — The Adventurer earns 1 Mana (up to their maximum of 10) for each 6 they roll during a Combat Action.

Roll 6: 2 Wounds [Action] — When resolving an Action of the specified type (Combat, Magic, Melee, or Ranged), rolling at least one 6 inflicts 2 Wounds (instead of 1) per hit.

Roll 6: Ignore Armor Value — Any Combat Action rolling a 6 ignores the Enemies' Armor Value.

Search: 2 Cards — Draw 2 cards when Searching with the Adventurer.

Shove — The Adventurer can use this Skill once during each of their Turns. Select a Zone at Range 1 from the Adventurer. Both Zones need to share a clear path. All Enemies standing in the Adventurer's Zone are pushed to the selected Zone. This is not a Move.

Slippery — The Adventurer does not spend extra Actions when they perform a Move Action out of a Zone containing Enemies. The Adventurer also ignores Enemies when performing Move Actions (including those allowing them to cross several Zones, like with the Sprint Skill for example).

Spellbook — All Magic weapons in the Adventurer's Backpack are considered equipped in Hand. With this Skill, an Adventurer could effectively be considered as having several Magic weapon cards equipped in Hand.

Spellcaster — The Adventurer gains 1 free Action during each of their turns that may be used for a Magic Action or an Enchantment Action.

Sprint — The Adventurer can use this Skill once during each of their Turns. Spend 1 Move Action with the Adventurer: they may move 2 or 3 Zones instead of 1. Entering a Zone containing Enemies still ends the Adventurer's Move Action.

Taunt — The Adventurer can use this Skill once during each of their Turns. Select a Zone in the Adventurer's Line of Sight. All Enemies standing in the selected Zone immediately gain an extra Activation where they try to reach the taunting Adventurer by any means available. Taunted Enemies ignore all other Adventurers. They do not attack them and leave the Zone they are standing in if needed to reach the taunting Adventurer.

Teleport [X] Zones — The Adventurer can use this Skill once during each of their Turns. They spend 1 Action, check the Zone they currently occupy, and remove their miniature (along with any tokens they may have) from the board. Then, place their miniature back on the board, up to X Zones away from the Zone they occupied as if they made Move Actions ignoring Enemies, walls, and any obstacle. Teleport is not a Move Action and cannot be used to enter a closed Building (open one of its doors first!)

NOTE: *The Tower Tile (P. 36) cannot be accessed as long as the conditions listed in the Quest are not met.*

Tough — The Adventurer can use this Skill once during each of their Turns. The Adventurer ignores 1 hit (and the corresponding Wounds).





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GAME ROUND SUMMARY

EACH ROUND BEGINS WITH THE • *PLAYER PHASE* •

The First Player activates all of their Adventurers, one after the other, in any order. When they're done, the next player begins. Play proceeds clockwise. Each Adventurer has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

- **OPEN A DOOR:** Free Action. Flip the Door token and Roll a die. or : +1 Doom token.
Doom token x5: +1 Stage card, spawn the indicated Enemies on each Spawn Zone.
- **MOVE:** Move 1 Zone (+1 extra Action per Enemy in the starting Zone).
- **SEARCH:** In Zones with a Search token and no Enemies. Draw a Necromantic Equipment card. The Adventurer may then reorganize their inventory for free.
- **REORGANIZE/TRADE:** Exchange Equipment with another Adventurer in the same Zone. Trade doesn't have to be equal.
- **COMBAT ACTION:** Equipment that allows the corresponding Action must be equipped.

• **Melee Action**

• **Magic Action**

• **Ranged Action**

Add 1 Search token in a Zone each time all Undead of the same type are eliminated in the Zone.

- **TAKE OR ACTIVATE A TOKEN:** The Adventurer takes an Objective, Artifact, or Treasure token in their Zone.
- **DO NOTHING:** All remaining Actions are lost.
- **GATHER MANA:**
 - Gain 2 if standing in a Mist Zone.
 - Gain 5 if standing in a Mana Fountain Zone.

WHEN EVERY PLAYER HAS FINISHED THEIR TURN:

• *ENEMY PHASE* •

■ **STEP 1** **ACTIVATION: ATTACK OR MOVE**

All Enemies spend 1 Action doing 1 of these things:

- Enemies in the same Zone with at least 1 Adventurer Attack them.
- All Enemies who didn't Attack, move instead.

Enemies move towards the nearest Adventurer. Choose the shortest path. If several paths share the same length, players choose.

Horsemen have 2 Actions to spend. Blood Hounds have 3.

■ **STEP 2** **SPAWN**

- Spawn Undead in the Notables' Zone.
- Then, draw Enemy cards for all Spawn Zones, proceeding clockwise from the Starting Spawn Zone.
- Use the highest Danger Level among the Adventurers.
- **No more miniatures of a specified type:** Place the remaining ones. Then, all Monsters (and the Boss, if Active) receive an extra Activation. If the Boss is Inactive, it receives a Doom token instead.
- If 3 Monsters are already on the board, when drawing more, all Monsters (and the Boss, if Active) receive an extra Activation. If the Boss is Inactive, it receives a Doom token instead.

• *END PHASE* •

Pass the First Player token clockwise to the next player.

TARGETING PRIORITY ORDER

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first. Choose:

- **UNDEAD:** First, Armor 2 Enemies, then Armor 1 Enemies.
OR
- **MONSTERS:** 1 Monster (no matter its Armor Value).