

THE DEAD KEEP



WORK IN PROGRESS

CAMPAIGN





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THE DEAD KEEP: PROLOGUE

The Dead Keep promises so much—untold wealth, secrets both arcane and dangerous, and even the possibility of raising those you’ve lost from the dead. Like a lodestone, it brought adventurers to its island for generations. How could it not? Most never come back, but those unfortunate few who do, are reduced to mewling madmen. Yet we kept coming, for The Keep promises to those seeking the sublime or the profane.

Beware adventurer, for what The Keep provides may well become a twisted mockery of your heart’s desires. Your loved ones are not the only ones coming back from the dead. More importantly, will it still be the same person that you once knew? The untold riches are in fact, real, but they are only given out by the one called The Patron. The secrets he holds are enough to fill a library of dusty tomes, but that knowledge could drive even the wisest of mages to the brink of insanity.

While The Keep has much to offer, our goal is rather simple—find the goods The Patron seeks and bring them to him. You will need companions, but bring only those you trust with your life, for The Keep is a place ripe for betrayal. Steel yourself for what is to come. Be prepared. For The Keep is harsher than any winter you have ever experienced.

Remember, adventure always comes at a high price. Embrace it. Overcome The Keep and carve your legends into this very realm!



The Dead Keep is a campaign using the material detailed in this book. A campaign is a series of **Quests** telling a story, and the Adventurers are the heroes. They improve along the way, keeping some Equipment from one Quest to the next, and earning Gold to buy the best crafted weapons and most coveted Talismans.

Facing the growing power of their Enemies as the campaign goes on, the team will make crucial choices at the start of many Quests. Besides their immediate effects, they will have a direct influence over the Campaign’s end. That’s why there are 12 Quests, but you will only play 10 in a full campaign.

Each Quest can also be played by itself without resolving the end of Quest triggers. Players win the Quest upon completing the criteria stated on the Quest.



CAMPAIGN RULES

The Campaign rules detailed in this chapter are meant to be used with The Dead Keep Quests (P. 6).

INCREASING DIFFICULTY

The campaign’s difficulty increases as the Adventurers progress in The Dead Keep. This is reflected in the Enemy decks’ Campaign Levels, from 1 to 5.

From Quest 3 onwards, the lower Campaign Level cards are progressively removed and won’t be used anymore until the end of the Campaign.

REMEMBER: If players empty an Enemy deck, reshuffle only the Campaign Level 5 cards to create a new deck to draw from.

MAKING CHOICES

The Dead Keep is without law. It does not conform to our mortal concepts of good and evil. Yet our mortal concept of such things still has its benefits within The Keep. Just as in the real world, trust begets trust, and, of course, betrayal still earns you enemies. Remember, adventurers, your companions are still mortal, unlike The Keep.

The team faces a choice at the start of most Quests, each with 2 options and a page number. Players should take their time to choose as a group, then refer to the corresponding entry on P. 30 for the results of their choices.



THE INTERMISSION

There is little respite in The Dead Keep. However, The Patron will always welcome you with a feast upon your return. So lay down your arms and have a seat. Enjoy this moment while you still can and claim your rewards.

The Intermission is a new phase, marking the moment between each Quest. The Intermission begins as soon as a Quest is completed, and it ends once the next quest begins. Adventurers heal, replenish their Mana reserve, sell their hard-earned Equipment cards, and buy better Equipment. They may even trade among themselves to get stronger, together for the next Quest!

- During the Intermission, do the following for each Adventurer:
- Heal all their wounds.
 - Set their Mana reserve to 5.
 - Set aside their Adventurer Equipment and Talisman cards. These may also be sold or discarded.
 - Roll a Loot die (see below) for each Necromantic card. Discard the corresponding cards as rolls are made and noted down.

EXAMPLE: Theron ends a Quest with:
 1 Adventurer Equipment: Boar Spear
 2 Necromantic Equipment: Night Bolt and Light's Bane
 2 Necromantic Artifacts: Vlad's Vengeance and a Storm Hammer.
 1 Adventurer Talisman: Shieldbreaker

Theron keeps the Boar Spear and Shieldbreaker for the next Quest as they have the Adventurer and Talisman keywords. Theron performs Loot Rolls for the Night Bolt, Light's Bane, Vlad's Vengeance, and Storm Hammer as they have the Necromantic keyword. Then, they are discarded.

Loot Rolls

There is no haggling. There is no dispute. The Patron's valuation of your goods is final. Take what is offered or watch it turn to dust, as do most things that leave The Keep.

Loot Rolls simulates what The Patron is offering in exchange for the Necromantic Equipment and Artifacts each Adventurer may find.

Roll a die for each **Necromantic Equipment** the Adventurer has at the end of the Quest.

A Loot die is also rolled for each Necromantic Artifact, but add 1 to the result (the max result is still 6).

- to : The Adventurer earns an amount of Gold corresponding to 10 times the Loot roll result. Write down the total amount the Adventurer has on an extra sheet of paper that is keep from one game to the next.
- : The Adventurer gets a random Talisman, drawn from the Talisman deck.

EXAMPLE: Theron is selling his Equipment cards to The Patron. Loot Rolls are made for the Necromantic Equipment cards:
 - A first roll is made for Night Bolt, getting a . Theron earns 20 Gold coins.
 - A second roll is made for Light's Bane, getting a . A random Talisman card is drawn. Theron gets a Healing Talisman! Theron now sells his Necromantic Artifacts: the Loot Roll's result gets +1 (the max result is 6).
 - The Loot Roll for Vlad's Vengeance is a turning into a with the bonus. 50 Gold coins are added to Theron's previous 20, for a total of 70.
 - The Loot Roll for the Storm Hammer is a natural , the maximum result. Theron gets another Talisman from the Talisman deck!



Intermission Inventory

An Adventurer may keep a fixed amount of Equipment from one Quest to the next. They are set the following way:

- **Adventurer Equipment cards** are set on the Adventurer's Dashboard, using the Inventory rules, and ready to start the next Quest. There is no additional reserve.
- An Adventurer can own up to 10 **Adventurer Talisman cards**, choosing 3 among them at the start of each Quest. The other Talismans are set apart and cannot be used until the next Quest.

In both cases, excess cards should be discarded, sold to The Patron, or traded with another Adventurer before the next Quest (see below).

A COOPERATIVE GAME

Each Equipment card in *The Dead Keep* is unique. Players win and lose the game as a team, so buy, sell, and trade accordingly!

Buying and Selling Equipment

The Patron offers items for sale that are of use in The Keep, and only in The Keep. He made his wealth there and keeps his word. Do the same.

BUYING AND SELLING PRICES

Adventurer cards (Equipment and Talismans) are bought and sold using the values indicated on their card. **The first value is the buying price. The second is the selling price.**

These prices cannot be bargained when buying or selling to The Patron (the game itself).

However, players may adjust these prices if they decide to trade among themselves during the Intermission!



During the Intermission, any Adventurer can spend Gold to buy new Adventurer Equipment and/or Adventurer Talismans.

- **Adventurer Equipment cards are chosen.** The player may look through the Adventurer Equipment deck and spend Gold to buy any Equipment the Adventurer wants and can afford.
- **Adventurer Talisman cards are random.** First, the Adventurer spends 300 Gold. Then, they draw a random Adventurer Talisman card from the Talisman deck. Good luck!

Equipment cards can be sold to The Patron at any time during the Intermission at their selling price. They are returned immediately to the bottom of their corresponding deck. Equipment cards in excess of the Adventurer's Inventory can be sold this way, even if the Adventurer could not store them.

NOTE: Shuffle the Talisman deck after returning a Talisman to it.

Trading During the Intermission

Players may trade cards with each other in any way they want during the Intermission. Players may set your own price, or set no price at all, trade all for nothing, bargain, exchange favors, or even lend each other Equipment.



NOTE: Trading is immediate. Equipment cards in excess of the Adventurer's Inventory can be traded this way, even if the Adventurer could not store them.

KO'ED RULES

Even the most skilled adventurers will fall. A potion of health might just save your life. However, they are a rare commodity. Use them well.

An Adventurer is KO'ed as soon as they endure 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, remaining Adventurers may keep on the Quest and try to revive KO'ed Adventurers. The Quest cannot be completed as long as there are KO'ed Adventurers on the board.

KO'ed Adventurers are ignored for all game rules, except for being designated for Trade Actions and providing them with a Health Potion. They keep their Inventory and AP, but are unable to gain more AP while KO'ed. They don't attract Enemies. Spending a Healing Potion is the only way to revive an Adventurer. Other means to heal Wounds (like the Healing Talisman, for example) cannot be used.

An Adventurer standing in the same Zone as a KO'ed Adventurer may discard 1 Health Potion token. The KO'ed Adventurer is then revived and immediately heals 3 Wounds. Then, they resume their place in the Game Round, playing their Turn in order. So, if their Turn went by before they were revived, they will have to wait for the next Player Phase!



CAMPAIGN: THE DEAD KEEP

These Quests are meant to be played in order, up to Q8. At that point, players make a choice deciding the final fate of the Campaign, leading them either through Q9 and Q10, or Q11 and Q12.

Special rules detailed in these Quests supersede general rules and card rules.

Each Quest features the tiles used to create the board, the minimum number of Adventurers to play with (share them between players as they see fit), along with an estimated difficulty and play time.

The **Campaign Level** shows the starting Campaign Level to use with the Building and Street Enemy cards.

EXAMPLE: If the Quest has a Campaign Level 1 icon, it uses all Enemy cards, from 1 to 5. If it has a Campaign Level 2 icon, it uses Enemy cards from 2 to 5.



Some quests indicate the Quest's Boss Monster in the Quest Map. Set the corresponding miniature in the indicated Zone and the corresponding Boss Reference Card near the board. The Boss may also be random. If so, take a Boss Card at random and use the corresponding Monster.



QUEST 1 A SPECIAL ASSIGNMENT

1 Campaign Level
Easy
4+ Adventurers
60 Minutes

We were invited aboard The Patron's lavish ship. He spoke to us in private about an Elder Troll, wreaking havoc and preying on adventurers as they return from their ventures on the island. He wants the troll to be dealt with, discretely. If we can slay this beast and bring back the purse on its belt, we might earn The Patron's gratitude.

Objectives

- Kill the Elder Troll.** Accomplish the Objectives in this order:
- 1- Take all the Objective tokens.
 - 2- Eliminate the Elder Troll. The Quest succeeds as soon as the Boss is eliminated.

Special Rules

- **Setup.** Place 2 Necromantic Artifacts randomly among the Treasure tokens, facedown.
 - **The Tower Tile.** The Tower Tile can be accessed from the start of the quest.
 - **Loot from past friends.** Each Red Objective gives a random Necromantic Artifact to the Adventurer who takes it. They may then reorganize their inventory for free. If there are no Necromantic Artifacts left, the Objective awards 5 AP instead.
- In both cases, the Boss also gains 1 Doom token.
- **Magic protection.** The Boss becomes active when the blue door is opened. It cannot endure Wounds or be designated as a target until all Objectives have been taken.

Intermission from Q1 to Q2

INTERMISSION

FROM Q1 TO Q2

The Elder Troll lays dead, and we took the purse from its belt. It was filled with curiosities. A green mist spilled forth as we opened it. Peering through the mist, we could see coins and gems. Do we keep the purse for ourselves? Do we take it back to The Patron?

CHOOSE

- Keep the purse for ourselves? **OR** Give the purse to The Patron?
 See Entry A on P.30. See Entry C on P.30.



Objectives

- Mana samples.** Accomplish the Objectives in the following order:
 1- Fill as many vials as possible. See Special Rules.
 2- Kill the Wyvern. The Quest ends as soon as the Wyvern is eliminated, no matter the number of vials the Adventurers have already filled.

If no vials were filled, the Quest fails.

In all other cases, check the number of filled vials for the next Intermission.

Special Rules

- **Setup.** Place 2 Necromantic Artifacts randomly among the Treasure tokens, facedown.
- **The Tower Tile.** The Tower Tile can be accessed from the start of the Quest.
- **Artifacts.** Each Red Objective gives a random Necromantic Artifact to the Adventurer who takes it. They may then reorganize their inventory for free. If there are no Necromantic Artifacts left, the Objective gives 5 AP instead.

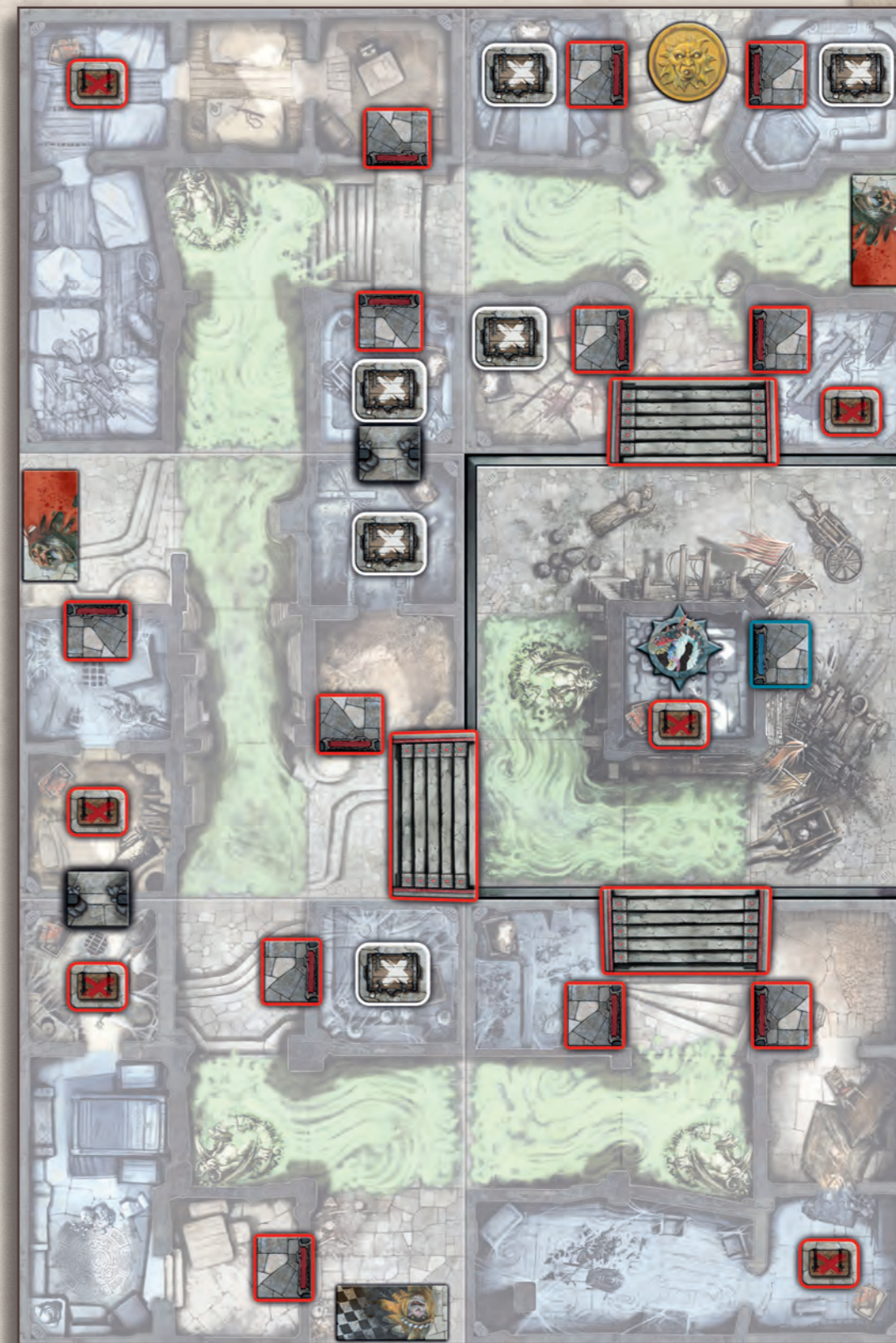
In both cases, the Boss also gains 1 Doom token.

- **Filling the vials.** An Adventurer standing in a Mana Fountain Zone may spend 1 Action to fill a vial. Place an unused Objective token on the Mana Fountain to mark it's already been sampled (the Objective cannot be taken back). A Mana Fountain can be sampled only once.

The Adventurer gains 5 AP and the Boss gains 1 Doom token.

- **Guardian Wyvern.** As long as the Boss is Inactive, the blue door cannot be opened. The Boss becomes Active when 1 of these conditions is met:
 - It gets its second Stage card.
 - All 4 Mana Fountains have been sampled.

Then, the blue door opens.



7R	4V
1R	6R
9R	8V

- Adventurer Starting Zone
- Treasure x6 Objective x6
- Passage x2 Doors x13
- Boss: Wyvern
- Spawn Zones x3
- Tower Tile Stairs x3

QUEST 2

MANA DROPS

1 Campaign Level Easy 4+ Adventurers 60 Minutes

After our first victory, The Patron has bestowed another important quest upon us. His well-manicured fingers unfurled an old map and pointed to a location on The Dead Keep's coast. We were tasked to obtain vials of liquid mana from the fountains found there. He handed us four enchanted vials which he produced from his voluminous pockets. We just needed to fill one, but if we could get more, he'd be pleased. Once again, there was no mention of a reward, but we know what to expect by now.

SPECIAL ABILITIES



WARHOG

When resolving a **Move Action**, this Monster moves up to 2 Zones.



BABA YAGAS

Spawn 1 Baba Yaga in the designated Zone, then spawn the other on the Adventurer Starting Zone.
When resolving a **Move Action**, these Monsters move up to 2 Zones.
They **attack** at Range 0-3, within Line of Sight.



BISHOP

Spawn the indicated number of Footmen in the Bishop's Zone during each ensuing Spawn Step.

- +4
- +3
- +2
- +1



HOUND MASTER

Spawn the indicated amount of Blood Hounds in the Hound Master's Zone during each ensuing Spawn Step.
Blood Hounds have 3 Actions per Activation.

- +4
- +3
- +2
- +1

Undead
BLOOD HOUNDS



OGRE

When resolving a **Move Action** while having a Line of Sight on an Adventurer (even if they are not its target), this Monster moves up to 3 Zones.



COUNT

Spawn the indicated number of Shadowguards in the Count's Zone during each ensuing Spawn Step.

- +4
- +3
- +2
- +1



COUNTESS

Spawn the indicated number of Deadeyes in the Countess' Zone during each ensuing Spawn Step.
Deadeyes and Countess **attack** at Range 0-3, within Line of Sight.

- +4
- +3
- +2
- +1



WYVERN

When resolving a **Move Action**, this Monster moves up to 2 Zones.



GIANT

Reach: Giant can attack at Range 0-1.
Select 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 Street Zone next to it!



TROLLS

Regeneration: at the end of each Adventurer's Turn, they heal up to 3 Wounds.
Wounds dealt with a weapon with the No Regeneration Skill cancels this special rule until the end of the Player Phase.