
THE DEAD KEEP
WORK IN PROGRESS
GOBLIN CHAOS
RULES AND QUESTS
CMON

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GAME COMPONENTS

21 ENEMY MINIATURES



Goblin Lord



20 Goblin Minions

7 ADVENTURER MINIATURES



Clotaire *Childebert* *Bathilde*



Clodomir *Pascal* *Thibert* *Sigebert*

ABILITIES SHEET



111 CARDS

7 ID CARDS



5 ENEMY CARDS



15 TREASURE CARDS



10 DIFFICULTY SELECTION CARDS



10 QUEST SELECTION CARDS



6 BOING! REFERENCE CARDS



38 RED OBJECTIVE CARDS



20 COLORED OBJECTIVE CARDS



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GOBLIN CHAOS

Legends of The Dead Keep have spread across the lands, luring adventurers in with promises of untold riches and eternal glory. Many have dared its grim halls, but none with the audacity of The Patron. Some whisper that only a madman would seek to claim the Keep's dark secrets for themselves.

Every adventurer who ventures to The Keep becomes entangled in The Patron's schemes, toiling over his trivial tasks in hopes of earning a meager reward. But while they chase his empty promises, we, however, see an opportunity—our chance to seize the fame and fortune they can only dream of, while they remain blinded by their own ambition.

If you have the courage to break away from the herd and carve your own path, join us among the rogues. Together, we will claim what others are too afraid to grasp.



NEW ADVENTURERS: GOBLINS

Dismissing goblins for their small stature would be a grave mistake. This hardy race has survived against countless tribulations. Despite the many attempts to wipe them out, they have endured. The secret to their survival remains a mystery—even to the goblins themselves.

This symbol represents Goblin Adventurers.

Goblin Adventurers share the same Classes and Class Abilities as *The Dead Keep*'s Adventurers. However, they possess these additional rules:

- Puny: Goblin Adventurers can only endure 7 Wounds (instead of 10 for standard Adventurers).

- Boing! A Goblin Adventurer may use Boing! when enduring Wounds **from Enemy Attacks** and **after** any Armor roll. Roll a die:

1-3: Apply Wounds as usual.

4-6: Boing! Cancel all Wounds the Goblin Adventurer would receive. Then the player **must** move their Goblin Adventurer 1 Zone, in the direction of their choosing, ignoring any enemy in their starting Zone. Enemies ignore the Goblin Adventurer for all game effects until the Goblin Adventurer's next Action or the End Phase, whichever comes first.

You may lay the Goblin Adventurer's miniature on its side to help you remember they are currently under the Boing! effect.

EXAMPLE*: Thibert stands in a Zone with 3 Undead Footmen as the latter activate. The Footmen should inflict 3 Wounds to Thibert. However, the Thibert is wearing Leather Armor (Armor 5+), which he can use to prevent them. He rolls ⚄, ⚄, and ⚃. 1 Wound is cancelled. The other 2 remain. Most Adventurers would endure 2 Wounds after the Armor roll.*

However, Thibert is a Goblin and can now go Boing! to avoid these 2 Wounds. He rolls ⚄, successfully dodging and canceling both remaining Wounds. Then, he moves immediately 1 Zone, ignoring the Footmen in his starting Zone, in any direction of the player's choosing. Thibert could even Move to a Zone with other Enemies!

Enemies ignore Thibert for all game effects until the Goblin's next Action or the ensuing End Phase, whichever comes first. Until then, Thibert's miniature is laid down as a reminder he's under the Boing! effect.

NEW ENEMIES: UNDEAD GOBLINS

Many goblins, emboldened by their knack for surviving the harshest of dangers, often grow overconfident and recklessly venture into The Keep. Their bravado often leads them to joining the ranks of The Keep's cursed undead, doomed to wander its halls for all eternity. While a lone undead goblin may seem like a minor threat, even to a novice adventurer, their true danger lies in numbers. When gathered in hordes, they can quickly overwhelm even the most seasoned party, turning a simple expedition into a desperate fight for survival.

Goblin Chaos comes with Undead Goblins, new Street Enemies to face in The Dead Keep. Undead Goblins come in 2 types: Goblin Minions, and their Notable, the Goblin Lord. **Goblin Minions do not spawn on their own. They all spawn alongside the Goblin Lord.**



Adding Undead Goblins to the game is simple. Add the Goblin Lord's cards in the Street Enemy decks of the corresponding Campaign Levels.

Special Rules:

Goblin Minions deal 1 Wound per 2 Attacks, rounded down. Yes, a single Goblin Minion is not strong enough to deal Wounds!

EXAMPLE 1: *Childebert is attacked by 3 Goblin Minions. Being Goblin Minions, they deal 1 Wound per 2 Attacks, rounded down. Childebert endures 1 Wound.*

EXAMPLE 2: *Bathilde and Sigebert are attacked by 2 Goblin Minions. The players distribute 1 Attack to each Adventurer. As 2 Attacks are required to deal 1 Wound, Bathilde or Sigebert endure no Wounds.*

EXAMPLE 3: *Clodomir and Clotaire are attacked by 4 Goblin Minions. The players distribute 3 Attacks to Clodomir, and 1 to Clotaire. Clodomir endures 1 Wound (1 Wound per 2 Attacks, rounded down) and Clotaire endures none.*

Had all Attacks been attributed to Clodomir, he would have endured 2 Wounds!



NOTABLE: GOBLIN LORD



The Goblin Lords, even in undeath, retain a surprising degree of intelligence. Though they lack brute strength, they more than compensate with their ability to command an endless horde of undead goblins.

Special Rules:

1. When resolving a Move Action, Goblin Lords move up to 2 Zones.

2. At the beginning of the Spawn Step, before the First Spawn Zone activates, spawn a number of Goblin Minions corresponding to the current Danger Level in the Goblin Lord's Zone:
   - **Blue:** 2 Goblin Minions
   - **Yellow:** 3 Goblin Minions
   - **Orange:** 4 Goblin Minions
   - **Red:** 5 Goblin Minions

UNDEAD: GOBLIN MINIONS



Special Rules:

Goblin Minions are Undead, and fall under the same Undead type as Footmen. As such, they are affected by skills like the Ironclad: Footmen.

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GOBLIN CHAOS RULES

Meant to be played with any Adventurers, the Quests featured in *Goblin Chaos* are designed to be highly modular and replayable. A dedicated set of cards and random Quest creation make each game unique.

Goblin Chaos Quests can be played in 2 ways: as one-shot adventures using cards to randomize as many parameters as possible, or using the core box's Campaign rules to chain all of them into a campaign.

Playing a Goblin Chaos Quest is done following 3 steps:



Quest Selection cards help you pick or randomize the Quest you'll play!

1. **Choose a Quest.** Use the Quest cards. Players can either pick one of their choice or draw one at random. Each Quest comes with main objectives and special rules (see P. XX).



Difficulty Selection cards help players to keep track of the Boss, Stage card, Doom tokens, and starting Campaign Level.

***CAMPAIGN RULES:** Set aside the Quest Selection cards used in previous Quests. Each Quest is only played once.*

2. **Choose difficulty.** Use the Difficulty Selection cards to choose the challenge level. The higher the level, the harder it will be! If the players are in a Goblin mood, they may also randomize it, at their own risk. The chart is a summary of the Difficulty Selection cards. It shows who the Boss is, along with the number of Doom tokens and Stage cards it starts with. It also indicates the Campaign Level deck to start with.

DIFFICULTY LEVEL	BOSS	STARTING STAGE CARDS	STARTING CAMPAIGN LEVEL	STARTING DOOM TOKENS
1	Boss Elder Troll	0	1	0
2	Boss Minotaur	0	1	2
3	Boss Wyvern	1	2	0
4	Boss Ogre	1	2	2
5	Boss Minotaur	2	3	0
6	Boss Elder Troll	2	3	2
7	Boss Giant	3	4	0
8	Boss Wyvern	3	4	2
9	Boss Ogre	4	5	0
10	Boss Giant	4	5	2

***CAMPAIGN RULES:** The Quests in a campaign may be randomized, but the Quest difficulties should be played in ascending order, from Level 1 through 10.*

3. **Use the Goblin Chaos decks.** *Goblin Chaos* comes with 3 new card decks: Red Objective cards, Colored Objective cards, and Treasure cards. Shuffle each deck and place them near the board during Setup. These decks are explained on the next page.

GOBLIN CHAOS DECKS

The Goblin Chaos decks are designed to be used with the Goblin Chaos Quests detailed in this chapter. They introduce random events, side objectives, and various surprises, making every game unique.

Red Objective Cards



Red Objective cards are drawn when taking a Red Objective.

Draw a Red Objective card each time an Adventurer takes a Red Objective. They introduce random events, good and/or bad, into the Quest.

Colored Objective Cards

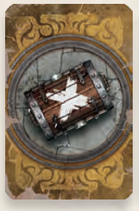


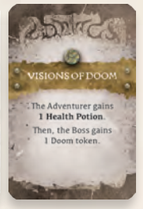
Colored Objective cards are drawn when taking a Blue or Green Objective.

Draw a Colored Objective card each time an Adventurer takes a Blue or a Green Objective. Colored Objective cards always provide AP to the Adventurer taking them. They also introduce **optional** game objectives for the ongoing Quest.

The Adventurers' team does not need to reach these secondary objectives to win the game, but they can get nice rewards if they do!

Treasure Cards





Classic Treasure



Rare Treasure

Treasure cards introduce variety and surprises of all kinds for Adventurers to find during the Quest. The Treasure cards' deck always contains 2 Rare Treasure cards.

The Treasure deck requires special preparation during Setup. **It always contains the 2 cards labelled Rare Treasure and a number of other Treasure cards**, as indicated in the Quest's description. Shuffle the deck, facedown, after assembling it.

Draw a Treasure card each time an Adventurer takes a Treasure token. **The Treasure card replaces the standard Necromantic Artifact or Potion gained from the Treasure token itself.**



NEW SKILLS

In case of a conflict with the general rules, the Skill rules 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 a Adventurer to level up and gain a Skill, that Skill may be used immediately if the Adventurer has any Actions remaining (or the Adventurer may use any extra Actions the Skill grants).

***Boing!* Re-roll —** Each time they roll to Boing!, the Adventurer may spend 1 Mana to re-roll the die. The new result replaces the previous one. This Skill may be used once per Boing! attempt.

***Boing!* 3+ —** The Adventurer goes Boing! on a die result of 3-6 (instead of 4-6). On 1-2, Wounds still apply as usual.

***Boing!* 5 Wounds —** Each time they successfully perform a Boing!, the Adventurer may distribute up to 5 Wounds (in any way they want) among the Enemies in the Zone they are leaving, for free. The Adventurer earns all associated Adrenaline Points.



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GOBLIN CHAOS QUESTS

These Quests are meant to be played with 4 or more Adventurers, **using the Goblin Chaos Quest rules**. Special rules detailed in these Quests supersede general rules and card rules.

QUEST 1

UNCHARTED TERRITORY

We've stumbled into an uncharted expanse of The Keep. Did no one dare venture here, or did those who did find only doom? It matters not; we cannot afford to dwell on that uncertainty. A golden opportunity lies before us, and we must seize it. We have a chance to claim this territory and unearth the treasures within it. Let us act swiftly and boldly!

Objectives

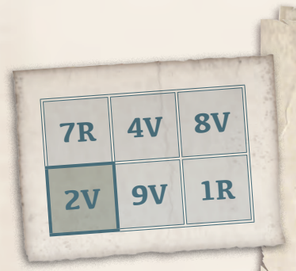
Explore and secure the area. Achieve these Objectives to win the game:

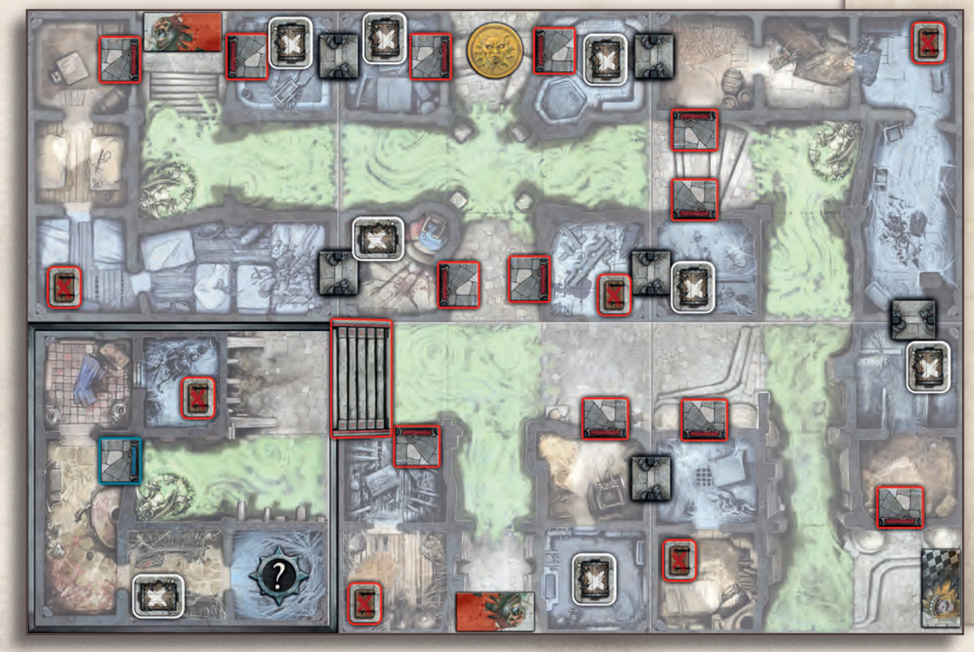
- **Find the Blue and the Green Objectives.** Achieve at least 1 of the Quest Objectives written on the corresponding Colored Objective cards.
- **Eliminate the Boss.**

Special Rules

- **Setup.**
  - Treasure deck: 8 cards (2 Rare + 6 random Treasure cards).
  - Place a Red Objective on Tile 2V (the Boss's Tile). Then place the Blue and the Green Objectives among the remaining Red Objectives, facedown.

- **The landlord.** The blue door on Tile 2V cannot be opened until the Blue and the Green Objectives have been taken. The Boss becomes active when this door is open.



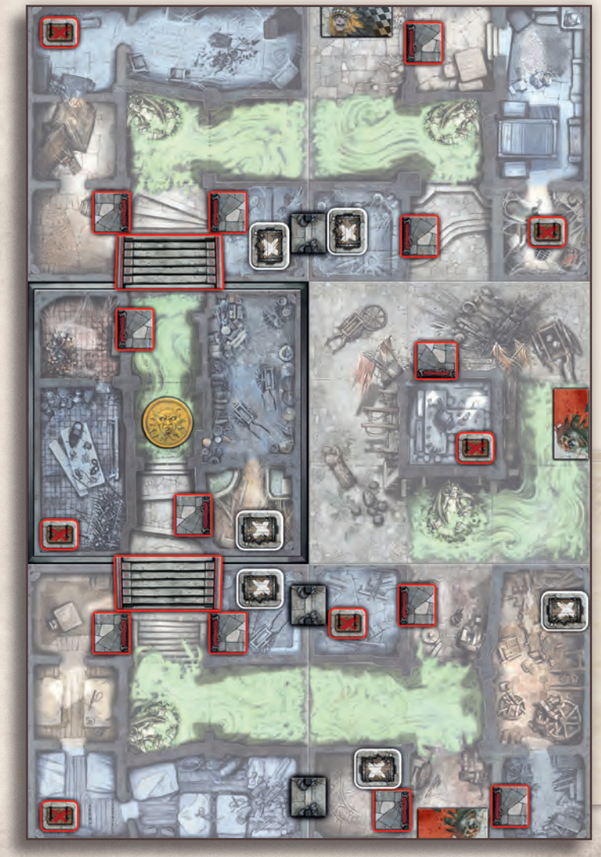


Boss
Adventurer Starting Zone
Objective x6
Treasure x8
Door x13
Passage x6
Spawn Zones x3
Stairs x1
Tower Tile

QUEST 2

THE GUARDIAN

The creatures inhabiting The Keep often defy our expectations, and we've just encountered a prime example. An Elder Troll has been spotted raiding supplies and abducting adventurers under the cover of night. Strangely, it isn't doing this out of hunger; instead, it is nurturing another creature hidden in its lair. It would be in our best interest to address this troubling situation before the beast matures. If not, escaping The Keep alive might pose a far greater challenge.



Objectives

Destroy the Devourer. Accomplish the Objectives in this order:
1– **Last respects.** Eliminate the Boss Elder Troll.
2– **Fel the beast.** Eliminate the Devourer.

Special Rules

- **Setup.**
  - Treasure deck composition: 6 cards (2 Rare + 4 random Treasure cards).
  - Place the Blue and the Green Objectives among the Red Objectives, facedown.
  - This Quest features 2 Bosses, played one after the other: a Boss Elder Troll and the Devourer (the Boss defined by a Difficulty Selection card). Neither of them are on the board at the start of the game. Set aside their miniatures. They cannot be played until they become Active.

The Boss Elder Troll gets the starting Doom tokens.

Set the starting Stage cards apart, as they are meant for the Devourer.

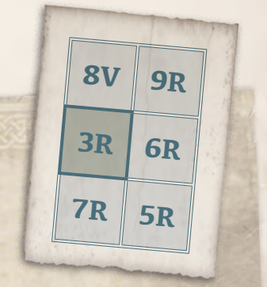
If a Boss Elder Troll is drawn to play the Devourer, players discard this card and draw another.

- **The Guardian.** At the start of the game, the Boss Elder Troll is considered to be the Quest's Boss, accumulating Doom tokens and Stage cards. Place it on the board, in the first colored Objective's Zone, as soon as the Objective is taken.

- When the Boss Elder Troll is defeated, keep on accumulating Doom tokens and Stage cards for the Devourer until it becomes Active.

- **The Devourer.** Taking the second colored Objective defines the Zone where the Devourer, the second Boss, will appear. Leave the token in the Zone to mark it until the Devourer spawns.

  The Devourer spawns in the second colored Objective's Zone as soon as the Boss Elder Troll is defeated.



Adventurer Starting Zone
Door x12
Passage x3
Objective x6
Treasure x6
Spawn Zones x3
Tower Tile
Stairs x2

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 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:**

Melee Action:	*Ranged Action:*	*Magic Action:*
Equipped Melee weapon required.	*Equipped Ranged weapon required.*	*Equipped Magic weapon required.*

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

- **TAKE OR ACTIVATE AN OBJECTIVE** in the Adventurer's Zone.
- **DO NOTHING:** All remaining Actions are lost.

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, player 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, going 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 •

The next player receives the First Player token (play clockwise).

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).