

overview

Into the keep is a dice and card rogue-like attack resolution game. It can be attempted solo or with six players, (three heroes and three variable monsters). As the heroes explore the vastness of the keep, they will encounter monsters, horrors and traps. Certain death lurks in every passage and around every corner. Only the most steadfast, valiant, and luckiest will triumph. Battle through the merciless enemies, discover powerful runs and items, and free the keep from an ancient evil!

how to win

Victory is achieved when one or more heroes is able to defeat the final boss and has one or more health remaining.

setup

- Players decide their roles – (hero or monster).
- Heroes select their champions.
- Remove the Ancient Door card and set it aside.
- Separate the monster cards by floor level, (1, 2, 3, 4, and Boss).
- Shuffle item cards and add three to each floor deck.
- Add the Ancient Door card to the first floor deck and shuffle.
- Into the keep is now ready for play!
- The Ancient Door needs to be moved to the next floor after the level is complete.
- Use something to keep track of your hero's health... like the free android companion app.

play

Heroes place their cards in front of them, an equal number of floor cards are dealt. Heroes and monsters now roll simultaneously to determine damage/effects/outcome. Continue until all the monsters have been defeated. Battle continues until the Ancient Door card is revealed. Heroes may choose to continue deeper into the keep or take the door and battle the floor boss. Draw a random boss from the boss deck – excluding the Daemon (which is the final boss...spoiler).

See **Bosses & Levels** section for more information.

After the boss is defeated hero health is returned to its starting value. Hero health may not exceed the card listed value. Heroes that died in combat are shuffled into the next floor deck along with the Ancient Door card. Play continues until the final boss has been defeated or all heroes have died.

See **Combat & Death** section for more information.

rules

Combat & Death

When a Hero encounters a monster they must fight; there is no flee option. Both roll dice simultaneously and determine the outcome of each attack. This is repeated until either of the combatants is defeated.

Combat is directional. Monsters will only attack the Hero directly in front of them. If that hero is defeated it attacks the next hero. Heroes may attack any monster in play, call them before you roll. However, not all actions can be used. Block, Dodge, Thorn, and other character perks are not applied against another hero's monster during an assist.

Death is an inevitability in the keep. When no heroes remain, the game is over. However, as long as one hero lives, hope survives! Upon death the hero card is added to the next floor deck. It must be discovered to resurrect the ally. If discovered the hero is restored to full health and can assist with any current combat. If not discovered before the boss encounter, they are moved to the next floor deck.

Status & Effects

Some attacks and items will impart a status effect. Most will be listed on their cards how and when effects happen. In order to impart an effect a hit must be achieved; effects cannot be imposed on a block or dodge.

Slow removes 1 from the dice roll. Stun stops the next attack. Slow will carry to the next encounter if it was the monster's final action. Stun will not carry on, as it would be impossible to move to the next room.

Heavy attacks cannot be dodged but some of the damage may be blocked.

Poison damage does its listed damage on hit and again at the end of the next turn.

Items & Events

Items can be used any time; in or out of combat. After a combat has been resolved, heroes are free to use or equip items. During combat a hero can equip an item at the cost of one turn. The item must be played before the dice roll. The effect of the item is immediate. Picking up an item does not take a turn. A Hero can pick up an item and then assist in combat in the same turn.

Heroes can trade items, with no penalty outside of combat. During combat the sender loses a turn. The receiver loses a turn if the item is used or equipped. Runes do not drop. They are destroyed on Hero death. Hero cannot use items for another Hero. Items drop on player death. They can be collected and used by the remaining Heroes like normal items.

Events are dealt with as a party and require the Heroes to respond before or after combat depending upon the card. For example an Empty Room card cannot be used while a Monster is present.

Ancient Door

The Heroes explore the keep fighting Monsters and collecting Items until the Ancient Door card is discovered. At this point the Heroes may decide to continue to explore the current level or continue on to the next level.

If exploration is chosen, the Ancient Door card is shuffled back into the current Floor Deck. When it is played again, the Heroes must take the door.

Bosses & Levels

When the ancient door is taken a boss fight is initiated. Heroes can use Items as usual. A boss card is drawn at random and its health is calculated.

*(Boss Health = Base Health + (Number of Alive Heroes * Floor))*

IE: Two Heroes draw a Lich boss card while on the third floor. The base health of the Lich is 16; Two active Heroes on the third floor equals 6. The total health for the Lich is 22.

Bosses will attack each Hero one at a time in rounds. The boss rolls as many times as the Heroes combined. At least one Hero must defeat the Boss and have at least one health remaining to proceed to the next floor.

At this point the living Heroes have their health restored to their characters maximum. All of their skills increase by one and the new Floor Deck comes into play.

FAQ

Rules are strait forward, if issues arise, check the website for clarification or updated rules. Otherwise argue amongst yourselves until something happens and you can get back to playing.