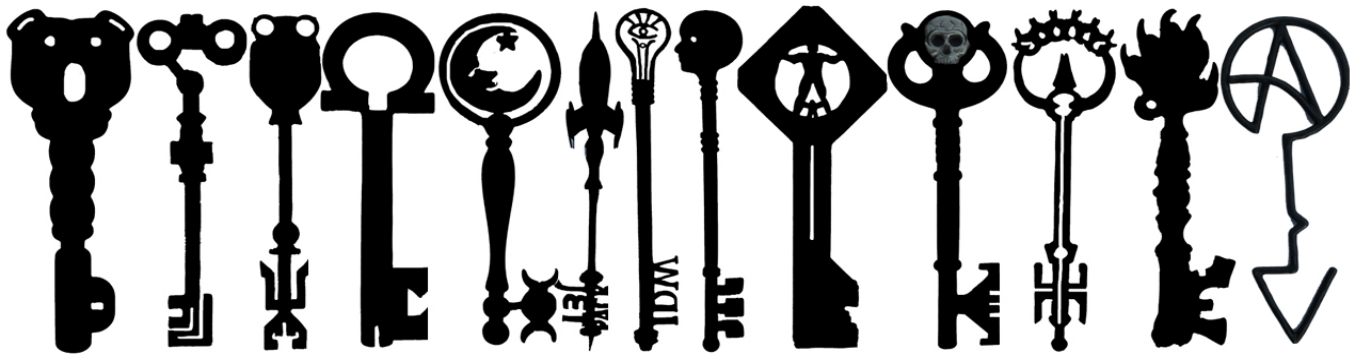


TOP SECRET!

Bode's Journal of Magical
Keys





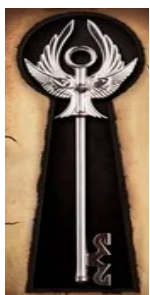
2inch Key

Makes a player roll a 2 for 2 rounds.



Alpha Key

Use to battle and deal a costly blow. Win, and take 50% of their health. (Round up). User takes 1 Death Key if unsuccessful.



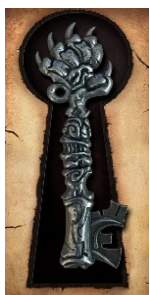
Angel Key

The gift of flight. From The Fountain, fly yourself to Angel's Landing, inside Keyhouse. *No keys required to enter Keyhouse.* However, without the three keys, you cannot leave.



Ankh Key

You hold the power of life, either to give it or to take it. Heal a teammate or yourself, removing all Death Keys. Or deal 2 Death Keys & -1 to their Strength, still removing your own Death Keys. This comes at a great cost, lose a turn after using.



Animal Key

Use this key to add +1 to all Vitality Cards and roll using the D20. Keep +1 to Vitality Cards after use.



Anywhere Key

To use, go to any location on the board and send yourself to any other location. *House Keys are not required to enter Keyhouse.* But will be needed to leave once key has been used.



Biblio Key

Seek the knowledge of forging a magical key of your choosing. Use the Biblio Key to send yourself or another player to The Foundry.



Candy Cane Key

Spread some Christmas cheer! Make a player quote a line from their favorite Christmas show & lose a turn but gain +1 to any Vitality because it's Christmas Theo.



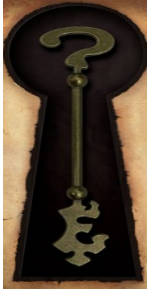
Chain Key

Use to stop a player for one round. Stop them from, taking their turn or rolling die in battle. Use only vitality cards to defend themselves.



Echo Key

Use to send anyone to The Well House, where they lose a turn and -1 to Strength Vitality. (Dodge or Gideon may summon an Echo.)



Enigma key

Use this key to force a player to trade any of their keys for it. Can only be used on once per player. Cannot be used for the Omega Key



Gender Key

Turn into anyone, switch places with anyone on the board. That player -1 to Wisdom Vitality.



Ghost key

Turn yourself into a ghost for 2 turns. You are immune to all attacks. You may not use any special powers or use any Omega, Key, Battle, or Roll Again, spaces on the board.



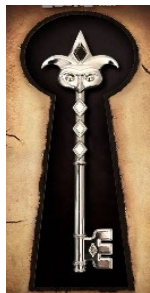
Giant Key

Use the D20 to roll. Good for 2 turns. +1 to Courage Vitality.



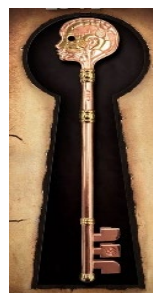
Grindhouse Key

Use on a player inside a Key Room. Player takes a death key, -1 Courage, and loss of turn.



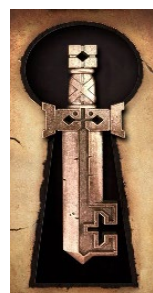
Harlequin Key

Use to open the Harlequin Chest. Remove any 1 key of your choice, except for the Omega Key.



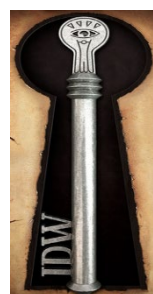
Head Key

Put a player in someone else's head. Place both players' together on the board. Player will spend their turns rolling 6 or higher to leave. The other player is not affected by this. **Cannot be used on the same player more than once.**



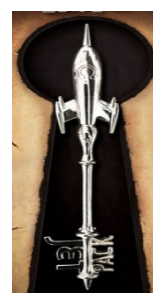
Hercules Key:

When used, Vitalities are maxed and double any roll. Vitalities are returned to previous levels after use.



IDW Key

Let there be light! Use to stop any Shadow Key attack against you. +1 Courage Vitality.



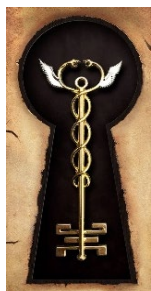
Jet Pack Key

Use from anywhere outside of the house to anywhere outside of the house. No locations needed. May only go to the top of the stairs to the Cave of the Black Door.



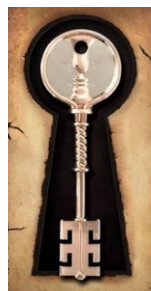
Matchstick Key

Use to clear any “Thorn Key” obstacle or create a barrier of fire. Barriers lasts one round. +1 to Wisdom Vitality. Keep +1 after use.



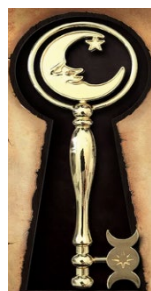
Mending Key

Use to remove up to 3 Death Keys and remove any loss of turn.



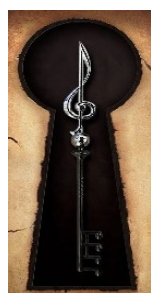
Mirror Key

Trap a player from using their turn until they roll a 6 or higher. That player cannot be attacked during this time.



Moon Key

Send a player to the Cemetery. Have a chat with Chamberlin Locke and family. Take a player's vitality of your choice and add it to yours. (Example, they have 3 Courage, +3 to you). Also give a Death Key.



Music Box Key

Say players name, have them battle for you and let them take the damage or have them take an Omega Card for you. Perhaps tell them where to go on their next roll. Up to you, have fun!



Omega Key

Opens the Black Door. While in possession of this key, all Vitalities are maxed +2 (10). Vitalities return to previous levels when key is lost.



Orchestra Key

Pick a song from the Locke & Key Symphony List. All Vitalities are temporarily max level for the duration of the song.



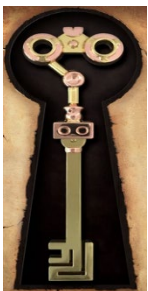
Owl Key

Summon the mighty owl to steal a player's Savior Card. Must have all 3 Vitalities 5+ to use.



Oz Key

Send a player to The Land of Oz, there they must defeat the Wicked Witch using the percentage die. One roll per turn until 100% has been calculated.



Philosophoscope Key

Use to see the Key inside a room before trying to roll for it.



Reali Key

+1 to Wisdom. Turn an Omega Card red, read and decide to take it or give to another player.



Sandman Key/The Key to Hell

Choose how many players and who gets -1 to their Strength, who takes a Death Key, and whose roll is reduced to a one for 2 rounds.



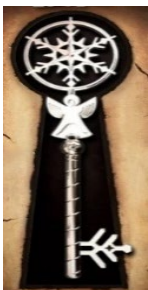
Shadow Key

Use to attack multiple players at once. Your roll counts against all those you attack. +1 to Strength Vitality, +2 to your roll. Keep +1 Vitality after use.



Small World Key

Use to open Keyhouse without needing the 3 keys. Once used, you will no longer need the three House Keys.



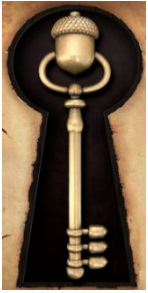
Snow Angel Key

Use to lock down Keyhouse. Keep anyone from trying to enter or leave. Keyhouse is locked in the snow globe for one round.



Splody Key

Use to clear any Thorn/Flame/Snow Globe obstacle or use to add +5 to any battle roll.



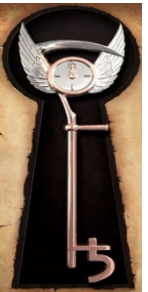
Squirrel key

Control the squirrels! Send someone up Duncan's Tree, once there they must roll 3 times to protect all their vitalities. With D12, roll 6+ to fend off or -1 to that Vitality.



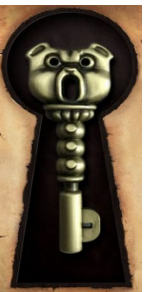
Stamp key

Mail a player away from the action. Stick them in a mailbox at the Gates. Buh-bye!



Tempus Fugit key

Send a player to The Fountain. However, they receive +1 Courage and -1 Courage to anyone within 2 spaces of that player.



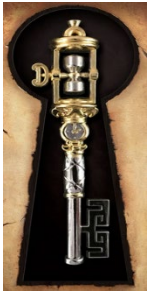
Teddy Bear key

Inside Keyhouse, chase a player out of a room to a Battle Space of your choice (Inside the house). There, the player must roll 6+ to ward off the Teddy Bear attack. One roll per turn.



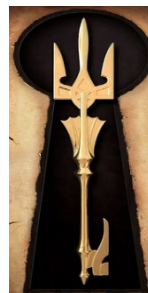
Thorn key

Use to block any door, room, or location with thorny brush. Barriers last one round. +1 to your Strength Vitality.



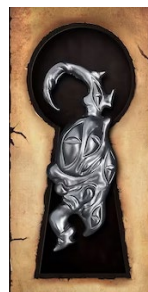
Time Shift Key

Use to redo any battle, remove a Death Key, or use the :30 hourglass to keep rolling to get the desired number before the sands empty. (In the case of Gideon Expansion, use to bring Dodge from the past)



Trident key

Choose any player and send them to the Sea Cliffs, either +1 or -1 to each Vitality, for each tip of the Trident.



Whispering Iron

Mysterious iron from behind the Black Door. Used to forge magical keys. +1 Courage Vitality. Cannot be used to forge the Omega Key. Keep +1 after use. (Must have Locke Blood to use.)

Places of Possibilities

The Keys to:

Atlantis ~ Coming Soon

Dracula's Castle ~ Coming Soon

El Dorado ~ Coming Soon

Hundred Acre Wood ~ Coming Soon

Neverland ~ Coming Soon

Land of Oz ~ *Open Now*

R'Lyeh ~ Coming Soon

Wonderland ~ Coming Soon



Hall of Fame

The Ankh Key sponsored by George De Vasto

More Keys to find.

More Keys to fight.

More Keys to fear.

What magic are you willing to unlock?

Foxy did th!s.com 