

HERO QUEST



Cellars of Blood
INSTRUCTION
BOOKLET



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Converted from the Advanced HeroQuest Quest Rivers of Blood by Carl Sargent

This is a rather hard Quest. You might want to save this Quest and play it once the Heroes have acquired some Artifacts and experience. Another idea is to save it for when the players complain that a Quest was too easy.



Special Notes for the Game Master

1. The two levels of this Quest are meant to be played without allowing the Heroes to regain Body Points and/or buy items from the armory or potion shop in between. Make sure the Heroes are aware of this before starting. There is a place where the Heroes can rest and regain Body Points, but do not tell them this before the game. Allow them to find this out for themselves.

2. Instead of getting the same wandering monster each time on a level, use one of the charts below. If you have a 12-sided die, use chart A. If you do not, use two 6-sided dice with chart B. The roll of the dice will determine what type of wandering monster the Heroes will get.

Chart A		
D12	Wandering Monsters	
1-2	2 Giant Rats	
3-4	2 Zombies	
5-6	2 Giant Bats	
7	1 Skeleton & 1 Zombie	
8	3 Zombies	
9	2 Skeletons	
10	4 Giant Rats	
11	1 Skeleton & 3 Zombies	
12	3 Ghouls	

Chart B		
D6	D6	Wandering Monsters
1-3	1-2	2 Giant Rats
1-3	3-4	2 Zombies
1-3	5-6	2 Giant Bats
4-6	1	1 Skeleton & 1 Zombie
4-6	2	3 Zombies
4-6	3	2 Skeletons
4-6	4	4 Giant Rats
4-6	5	1 Skeleton & 3 Zombies
4-6	6	3 Ghouls

3. Locked Doors: Many doors in the Cellars are locked. Many of them can be opened with the Skeleton Key found in location G. If the Hero does not have the Key, he can break it down. The doors are always broken open by a hefty shoulder-charge. When a Hero tries to break open a door, he may suffer damage. Roll a red die, on a roll of 5-6 the Hero suffers 1 Body Point damage. If a Hero has a lock pick he can pick the lock on a roll of 1-4 on a red die.

4. Trapped Doors: Many of the doors in the Cellars are trapped. The trap activates when a Hero tries to open it. Trapped doors can be found if the Hero searches the door for traps. The traps can be deactivated in the normal way. The room descriptions tell if the door entering the room is trapped. Monsters are not affected by Trapped Doors. Below are the trap descriptions:






Fighting Doorknobs – The door has 3 Body Points and 2 Defense dice. It attacks by firing solid iron doorknobs at a Hero up to 8 squares away (3 attack dice). The door can fire one doorknob per turn. When the door's Body Points are down to zero, it can no longer fire doorknobs and is "broken open".

Door Swings – When the door is opened, it immediately flies right back into the face of the Hero who opened it, causing 1 Body Point of damage. The only way to keep the door open is to hammer a spike into it. This must be done immediately upon opening the door.

Screaming Door – The door utters a piercing shriek when opened. The Game Master should immediately roll and place a group of wandering monsters anywhere within the Hero's line of sight, as far away as possible, who rush to attack the characters. If there are monsters inside a room behind the door, these extra wandering monsters won't appear inside the room (have them hurtle down a passage outside to pincer the Heroes!).

Acid Spurt – When the door is opened, a jet of corrosive acid spurts from a secret compartment built into the door. Any character standing on a square next to the door must roll 1 red die. On a roll of 3-6 the Hero fails to dodge the acid and suffers 2 Body Points damage. If a Hero is hit and any of his equipment is metal, it may also be affected. The Game Master should roll another red die. On a roll of 1-2 the Hero's armor is affected, 3 his helmet, 4-5 his shield, and 6 his weapon. If the Game Master rolls something that either the Hero does not have or that is not metal, then the object is not affected. Armor,

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ghoul		5	3	3	1	0
Giant Bat		10	2	1	1	1
Giant Rat	-	8	1	1	1	1
Wolf		7	3	2	3	1
Undead Champion	-	8	4	4	3	0
Count Von Bleistift		8	2/3	4	7	8
Sven Widerlich		6	5/2	5	4	0

Giant Bat



Giant Rat



Wolf



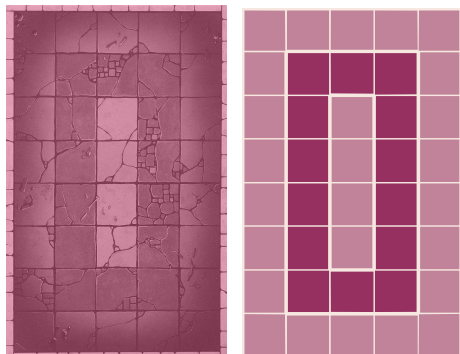
Skeleton Key



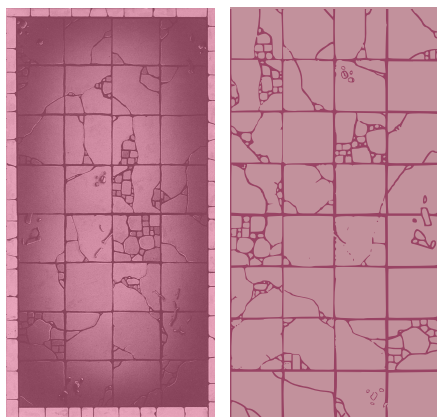
Death Mist



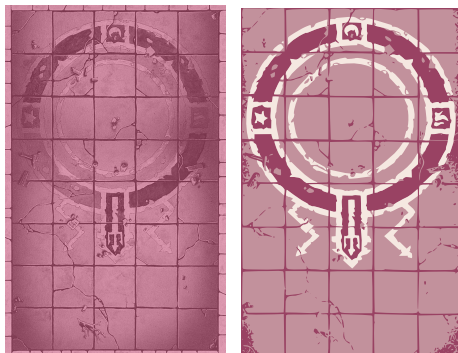
Square Room



Large Room 1



Large Room 2



Helmets, and Shields lose 1 point of effectiveness (subtract 1 from the defense dice they add) and Weapons lose 1 Attack die. Make an equipment roll for every Hero affected by the acid.

Shock – When the door is opened, a powerful shock is sent through the body of the Hero. Roll three Attack dice for damage. If the hero is wearing any metal armor, roll six attack dice. The Hero does not roll any defense dice.

5. Besides the regular items that the armory sells, it also sells rope and iron spikes for this quest. A 20" coil of rope costs 25 gold coins, and 10 iron spikes cost 30 gold coins. Once a spike is used it cannot be recovered. Rope may be reused, though. The Alchemist's Shop sells a Potion of Regeneration for 300 gold coins. This potion may be drank anytime, and allows the Hero to regain 1 Body Point per turn as long as the Hero is in combat with monsters. As soon as all the monsters in the room or passage are destroyed, the effects of the potion wear off. If the Hero is forced to leave the room because of a Fear roll, he is still considered in combat as long as there are monsters in the room he just left.

Be sure to make the Heroes aware of the new items for sale in the shops.

6. Fearsome Monsters: The Undead Champions and Count Von Bleistift are Fearsome Monsters. Anytime a Hero starts his turn in the same room as one of these monsters, he must make a "Fear" roll at the start of his turn. The Hero rolls 1 red die, and on a roll of 5-6 he has become afraid and must move as far as possible from the monster, even if it means leaving the room. The Hero may not make any attack that turn, even against another monster, but can defend. If a Hero enters a room with a Fearsome Monster during his movement turn, he must make a Fear roll immediately. The fear only lasts one turn, but the Hero must make a Fear roll every turn he is in the same room as a Fearsome Monster.

7. Count Von Bleistift is a very dangerous and complicated character. Make sure you familiarize yourself with him thoroughly. His stats are shown in the Monster Chart or on the appropriate Monster Card.

Count Von Bleistift can attack twice per turn, once with his claws and once with his fangs.

In addition to this, the Count has these traits:

Fearsome Monster: See #6 above for rules about Fearsome Monsters.

Regenerating Monster: Count Von Bleistift heals one Body Point every turn, but cannot heal past his maximum of 7.

Invulnerable Monster: Count Von Bleistift can only be damaged by spells or artifacts. Regular weapons cause him no harm.

Hypnosis: Count Von Bleistift can Hypnotize one Hero each turn. The Count gazes at the Hero with his glowing, bloody red eyes. The Hero must roll a 1-3 on a red die. If he fails, he is hypnotized and cannot attack and defends only feebly with 2 fewer defense dice than normal, but with no fewer than 1 Defense die. The effects of hypnosis last only one turn.

Flying: Count Von Bleistift can fly any time during his movement phase. He can pass over a Hero or monster, but cannot end his turn on these squares. He may attack the Heroes while he passes over them, but if he lands next to them he cannot attack a second time.

Count Von Bleistift is a powerful mage, and can cast each of these special spells twice during the game:

Fireball – A ball of black fire with yellow and blue flames licking at the edges hurtles from Count Von Bleistift's fingertips toward the chosen target. The fireball can be cast up to 12 squares away, and does 5 Attack dice worth of damage.

Flesh Flaying – Count Von Bleistift points at a Hero, and the Hero immediately loses 1 Body Point of damage as his flesh begins to bubble and blister, and the skin starts to fly away from his body. The Hero also loses one attack die on all subsequent attacks. As long as the Hero is in combat (until no more monsters are in the room or corridor) he must make a saving throw by rolling one red die. On a roll of 3-6, he loses another Body Point and another attack die. If the Hero's attack dice ever get to zero, he cannot attack until he is healed. The loss of Attack dice last until the player is healed, either by spell, potion, or by resting in the chamber dedicated to Morr (location L). If the Hero rolls a 1 or a 2, he suffers no more wounds from the spell, but losses suffered previously from the spell are not undone. The pain of the Flesh Flaying Spell is so severe that a Wizard or Elf cannot cast spells until he makes the saving throw or combat is finished.

Strengthen Undead – Count Von Bleistift flings



grave dust into the air and whispers an incantation. As he does so, a baleful moaning rises up in the room (or passage) he is in. All Undead creatures, including Count Von Bleistift, gain one extra Attack die, one extra Defend die, and one extra Body Point. The effects on Count Von Bleistift last until either he is killed, he leaves the room, or the Heroes flee. The effects on other Undead in the room (or passage) last until they are killed.

Finally, Count Von Bleistift uses Blood Magic. He may cast a Blood Magic spell any time in addition to attacking. The Count starts the game with 6 Blood Points, and can never exceed a total of 8. He gains a Blood Point by successfully biting a Hero with his fangs.

Count's Action	Blood Point Cost
Move at double normal rate 1 for one turn.	1
Negate the effects of any 1 one hand-to-hand blow or missile which struck him during a combat turn.	1
Completely negate the effects 1 of any one spell cast at him during a combat turn.	1
Teleport from any one location 2 within the dungeon to another.	2

If the Count is ever reduced to 0 Body Points, he turns into a cloud of mist and travels towards his great sarcophagus in location W. If you do not have a mist tile, you can use the one provided. The cloud moves 12 squares per turn, and can pass under closed doors. If the cloud leaves the Heroes line of sight, remove it from the board, but keep track of it on the game map in case the Heroes come back in line of sight. The Heroes can try to follow the cloud if they wish. The cloud can pass under closed doors. Within his sarcophagus, the mist re-forms into his body, but the Count is then helpless and can be slain, providing the Heroes have the right tools from the Shrine of Morr to destroy him.

8. The tombs in this Quest can be opened. You may have to hint this to the Heroes. If the Heroes have not figured it out, you may have to tell them when they search in a room with tombs. For instance, you could say: *"You find no traps, but the tomb may deserve a closer look."*

Monsters Found in Cellars of Blood

There are more monsters found in this Quest than come with the basic set. If you do not have enough of a certain monster, replace it with any other undead character.

There are several new monsters – Giant Bats, Giant Rats, Ghouls, Undead Champions, Wolves, and a Vampire. Counters for the Giant Bats, Giant Rats, and Wolves are included if you do not have these monsters. If you do not have Ghouls, you can either mark some Zombies in a special way to show they are Ghouls, or just substitute another undead monster for the Ghoul. You can use a Chaos Warrior figure for the Undead Champions. The Vampire found in this Quest is Count Von Bleistift, and you can use the Chaos Warlock for him.

Giant Bat

Giant Bats flutter around their enemies, trying to bite them. If a Giant Bat ever rolls skulls on both of its hit dice, it has "latched on" to its enemies neck. On that turn plus all following ones it will suck one Body Point of blood from the victim. It stays latched on and does not roll further attack dice until either it or the victim dies. When a bat latches on to a Hero, that Hero goes into shock. As long as the bat is latched on, the Hero cannot attack and only rolls half his normal Defense dice (round down, but give the Hero at least one Defense die) against attacks made by other monsters. If other bats attack the Hero, they too may latch on. The only way to remove latched-on bats is:

- The victim dies. In this case all latched on bats fly off in search of other victims.
- Another Hero may try to kill the bat. He rolls 1/2 his normal attack die (round down, but the Hero always gets at least 1 Attack die) because he is trying to be careful not to hurt his ally. Heroes cannot use spells or missile weapons against latched on bats.

Giant Rat

These large carnivorous Rats think nothing of making a meal of a helpless Hero.

Ghoul

These undead creatures are closely related to Zombies but are less rotted and decayed. Ghouls prefer to attack in large numbers, and are often found roaming the countryside in packs.



Undead Champion

Undead Champions are the remains of great Chaos Warriors. They were brought back to life to serve chaos yet again. Their countenance is so fearsome that any Hero in the same room with an Undead Champion must roll a red die each turn. On a roll of 5-6 the Hero is overcome with fear and must flee without attacking.

Wolf

Wolves are strong, fierce, and cunning. They will relentlessly pursue a fleeing opponent, bringing him down with their strong canine teeth.



New Trap

The Wandering Monster traps do not have tiles.



Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



New Tiles and Quest Map Symbols

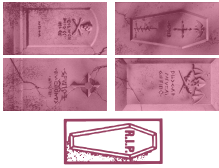
Locked Door

These doors are locked and might require a key to be opened.



Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Lever



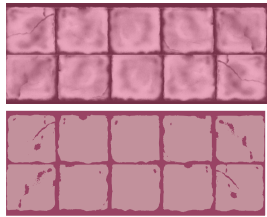
Stairs



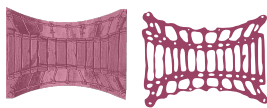
Fireball



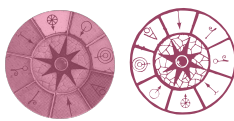
Corridor 2x5



Rope Bridge



Spell Circle



Pool

