

# HERO QUEST



Kellar's Keep Redux  
INSTRUCTION  
BOOKLET



# HERO QUEST



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## New Rules

### Large Monsters

When a monster takes up more than one square, that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

### Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

## New Tiles and Quest Map Symbols

### Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



### Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



### Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



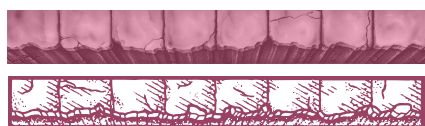
### The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



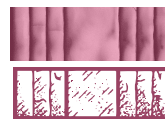
### Cliff Corridor

The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



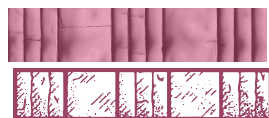
### Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



### Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



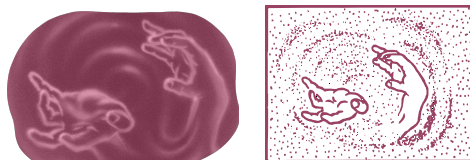
### Four-part Stone Map

These pieces fit together to form a stone map.

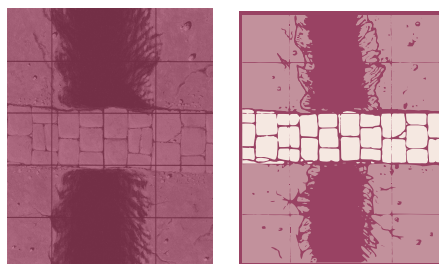


### Cloud of Chaos

When surrounded by this mysterious, purple cloud, Heroes cannot "see" anything.



### Stone Bridge Room

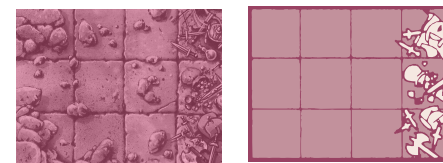


### Bottomless Chasm Room

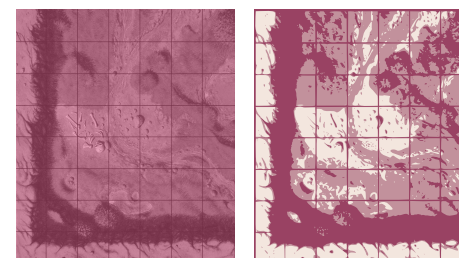
The crevasse that divides this room can be jumped over as a pit, but any Hero who falls into it is lost "forever."











### Ice Gremlin Treasure Room



### Surface



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
The Swordsman		7	4	3	2	3
The Scout		9	2	3	2	3
The Halberdier		7	3	3	2	3
The Crossbowman		8	3	3	2	3
Skaven Clanrat		8	3	2	1	4
Giant Rat		10	2	1	1	2
Rat Ogre		7	4	3	3	2
Skaven White Seer		8	3	3	2	6