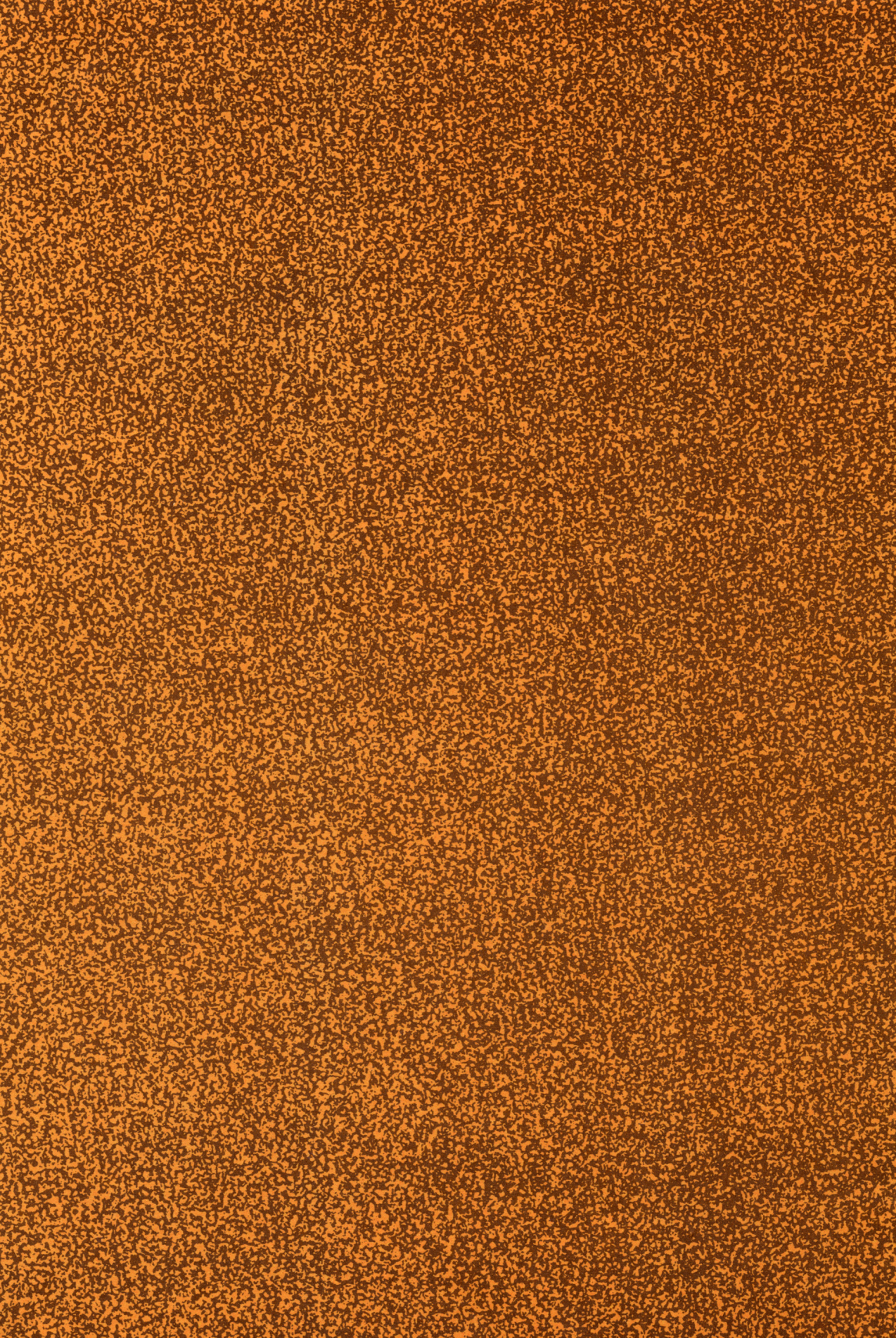


HERO QUEST



Adventure 5 – Kellar's Keep 2
Beyond Grin's Crag

INSTRUCTION
BOOKLET





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.



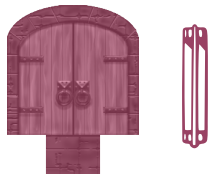
Locked Door

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



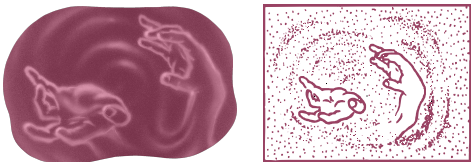
Double Door

When opened, replace the closed big door with the open big door.



Cloud of Chaos

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



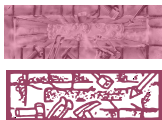
Giant Stone Boulder

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.



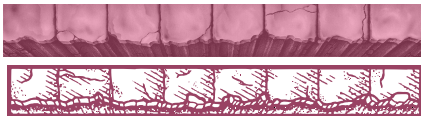
Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



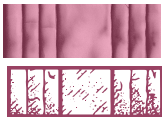
Cliff Corridor

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.



Key

This key comes in different colors on the Quest map. They unlock the doors with the same color.



HERO QUEST



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Words for Zargon

To play Kellar's Keep 2 you will need the items from the first 4 adventures.

This adventure introduces a new Hero, Captain Kenaron. We made a card for him. You can use a Chaos Warrior figure if you do not have an extra figure.

Have a couple of pennies available so that when a Hero picks a cursed coin from the Treasure Cards, they can place it on their status sheet. This is a good reminder.

We hide a lot of monsters around the corners in the hallways. Use them to come up behind the Heroes.







Zargon, you will need to be inventive, because of the Wizard's spells. Be fair and generous. Keep your Heroes happy.

After room is cleared of monsters, have Heroes draw Treasure Cards if they want to and after they play them out, then tell the Heroes about anything else that is in the room.

A helpful tip for the Heroes is to stick together. Line up in front of the doors before opening it, getting that first attack is so important. Don't wear plate armor; a Hero needs those two red dice for movement.

To make the giant ledge more exciting. When Heroes step onto the ledge their dice roll is divided by 3. So a rolled 7 would mean that the Hero moves only 2 spaces as long as he is on the ledge. If a Hero rolls a 2 on the dice, then he slips on the ledge. He then rolls one white dice, if he rolls a black shield, that Hero just fell to his death. Zargon if this happens, then it's up to you to give your players a replacement Hero. They can find him chained to the wall in a room. Give him beginners' stats, and build him up quickly to replace the lost Hero.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Uruk-hai		8	6	6	6	3
Iron Skeleton		5	5	5	5	0
Hobgoblin		12	2	2	2	1
Mountain Orc		7	3	3	3	3
Big Gargoyle		6	4	5	8	4
Ghoul		5	2	3	2	0
Warlock	X	10	4	4	6	6