

HERO QUEST



Kellar's Keep Redux
INSTRUCTION
BOOKLET



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



Table of Contents

New Rules.....	4
New Tiles and Quest Map Symbols	4 - 5
Monster Chart	6

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.



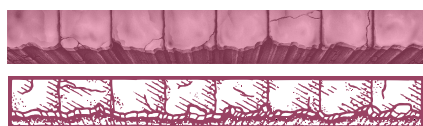
The Weapons Forge

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



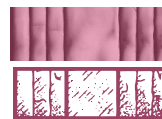
Cliff Corridor

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



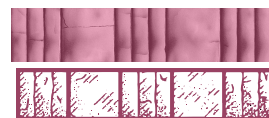
Short Stairway

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.



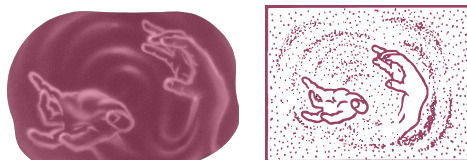
Four-part Stone Map

These pieces fit together to form a stone map.

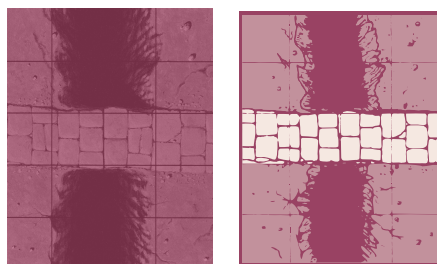


Cloud of Chaos

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



Stone Bridge Room

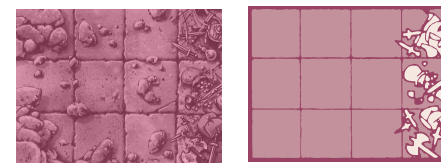


Bottomless Chasm Room

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

