

HeroQuest™

Kellar's Keep Redux

Q U E S T



B O O K

Introduction

If it hadn't been for the riot, you would never have escaped the slave camp, nor taken the slave master hostage in the process. In exchange for his life, he allowed you to take all of his belongings, including a box of mostly useless letters.

Only one letter caught your attention: a correspondence from a friend named Grin. It mentioned a rendezvous in the city of Thale, near the World's Edge Mountains. Grin was eager to discuss his discoveries about the "vaults of Kellar's Keep."

Lost on the other side of the world and forced to start your life over, you found the word "vaults" enticing. It suggested money. Hoards of it. So you used the last of your gold to charter a ship, and set course for Thale.

Grin was not pleased to meet unfamiliar faces in the Thale tavern, but a company of former adventurers was just what he needed. Grin was a Dwarf, descendant of the Dwarves who once lorded over the now decrepit Halls of Belorn, a vast sprawl of subterranean cities and tunnels beneath the mountains. On the far east side of the mountains was Kellar's Keep, the stronghold of Grin's ancestors, where untold riches supposedly sat waiting to be claimed.

Many had sought the treasures of Kellar's Keep, but none had returned. All had fallen victim to the perils of Grin's Crag – the only way in or out of Kellar's Keep, a gauntlet constructed by Grin's ancestors.

But Grin was not deterred by legends of ancient peril. He had discovered hieroglyphs in the Halls of Belorn, at the cost of the lives of many friends. His ancestors had constructed a stone map safely navigating Grin's Crag, which was broken into four pieces and hidden throughout the ancient Halls. Grin discovered the location of each piece, but exhausted his resources acquiring these priceless clues.

After much bartering and many ales, you came to an agreement: to brave the perils of the Halls of Belorn, reassemble Grin's Map, and lead the way to Kellar's Keep. In exchange, Grin promised a bountiful share in the treasure of his

ancestors – more wealth than you could ever imagine...if the treasure indeed exists...



The Halls of Belorn

The Heroes can Quest for the map fragments in any order, but can only enter Grin's Crag (Q5) once they have assembled the map. Each area consists of two consecutive Quests which cannot be interrupted by visits to the armory.

The Great Citadel (Q1)

This once magnificent citadel is now the headquarters of a monstrous legion led by the terrible warlord Gragor. He may have already discovered the map fragment hidden here, though whether he understands its value is anyone's guess.

The Dwarven Forge (Q2)

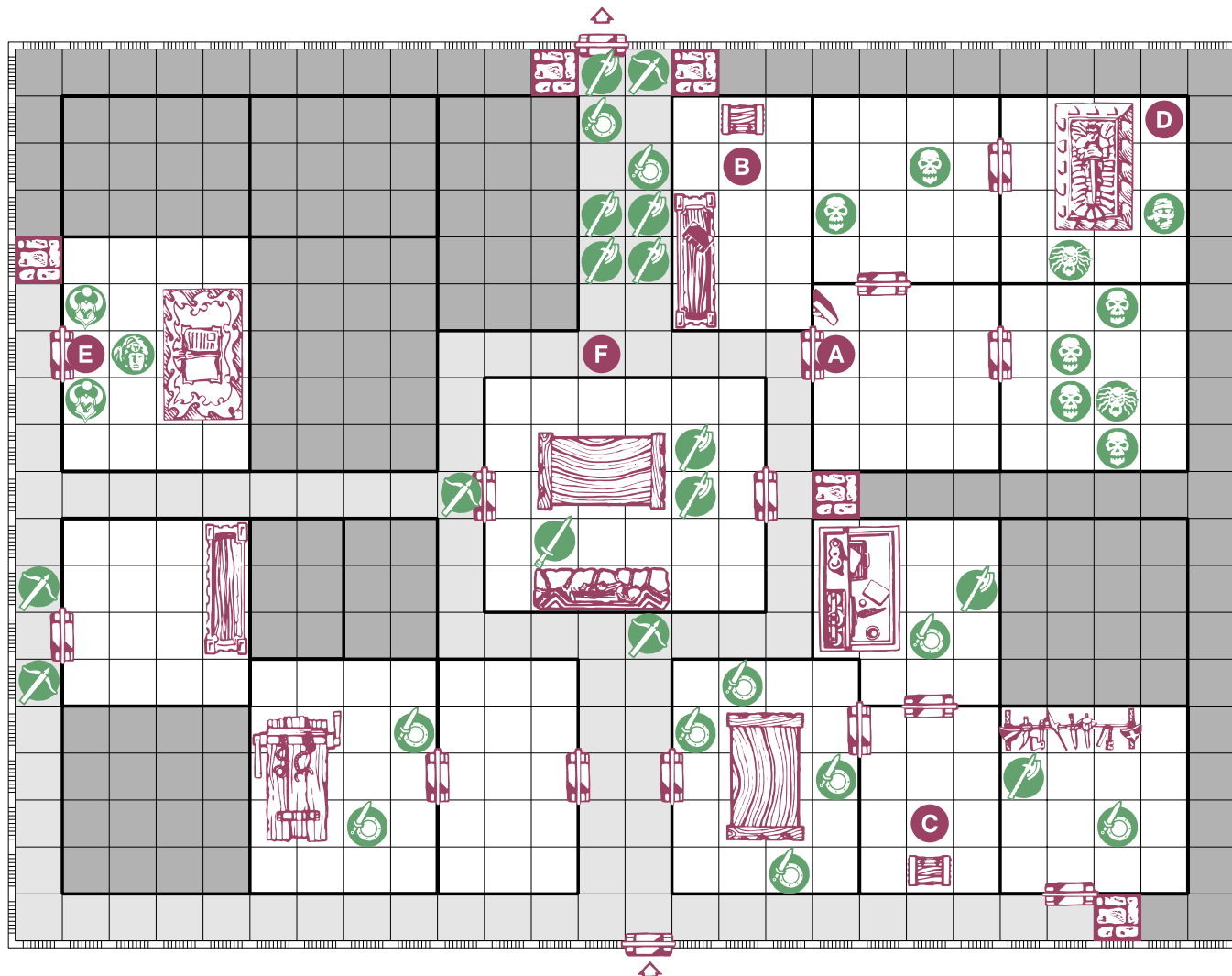
An ancient forge where many legendary treasures were created. It hides the second map fragment, but the forge lies on the other side of the Warrior Halls, the proving grounds for countless Dwarves of legend.

Hall of the Dwarven Kings (Q3)

At the end of a deadly spiral passage is the resting place of King Belorn and his descendants. Here the third map fragment has been buried with these bygone Heroes, whose valor is formidable even after death.

The East Gate (Q4)

This gate once guarded against intruders who would dare enter the mountains from the eastern shores. The final map fragment lies here, between two insurmountable perils. On one side, the skaven warlord Ograk and his marauders, hiding from the Emperor's noose. On the other, the guardian of the East Gate itself, a beast so terrible no one can describe it.



Quest 1-B

The Great Citadel

"The Great Citadel lies at the center of the Halls of Belorn. This is where the savage warlord Gragor has established his headquarters and hoards his ill-gotten loot. Supposedly the first map fragment was stored here in a heavy iron chest.

Hopefully Gragor hasn't yet realized the fragment's value. Avoid him if you can. I hear he dabbles in the dark arts as a hobby, and loves to practice his new spells on his victims."

NOTES:

When the Heroes exit the Quest with the stone map fragment, they have won the Quest. If they flee without the fragment, they must return later and try again.

A This door has been sealed for many years. To open it, a hero must stand next to it and roll 2 red dice. If he rolls LESS than his starting number of Body Points, the door will open with a deafening groan. If he fails to open the door, his turn ends.

B The first Hero to search for treasure will find 2 Potions of Healing inside the chest. Each will restore up to 4 Body Points.

C There is a heavy iron chest in this room just as Grin described. The first Hero to search for treasure finds the following inside the chest: a Spell Scroll containing a random spell, a Magic Throwing Dagger, and the first stone map fragment!

D The tomb in this room contains the skeletal remains of a great Hero. The first Hero to search for treasure will discover a sturdy crossbow among the bones.

E Gragor is in this room, scouring an ancient Dwarven tome for new spells. When the door opens, he glances back at the intruder and says, "How did THAT get in here? Don't just stand there, you idiots! KILL them!"

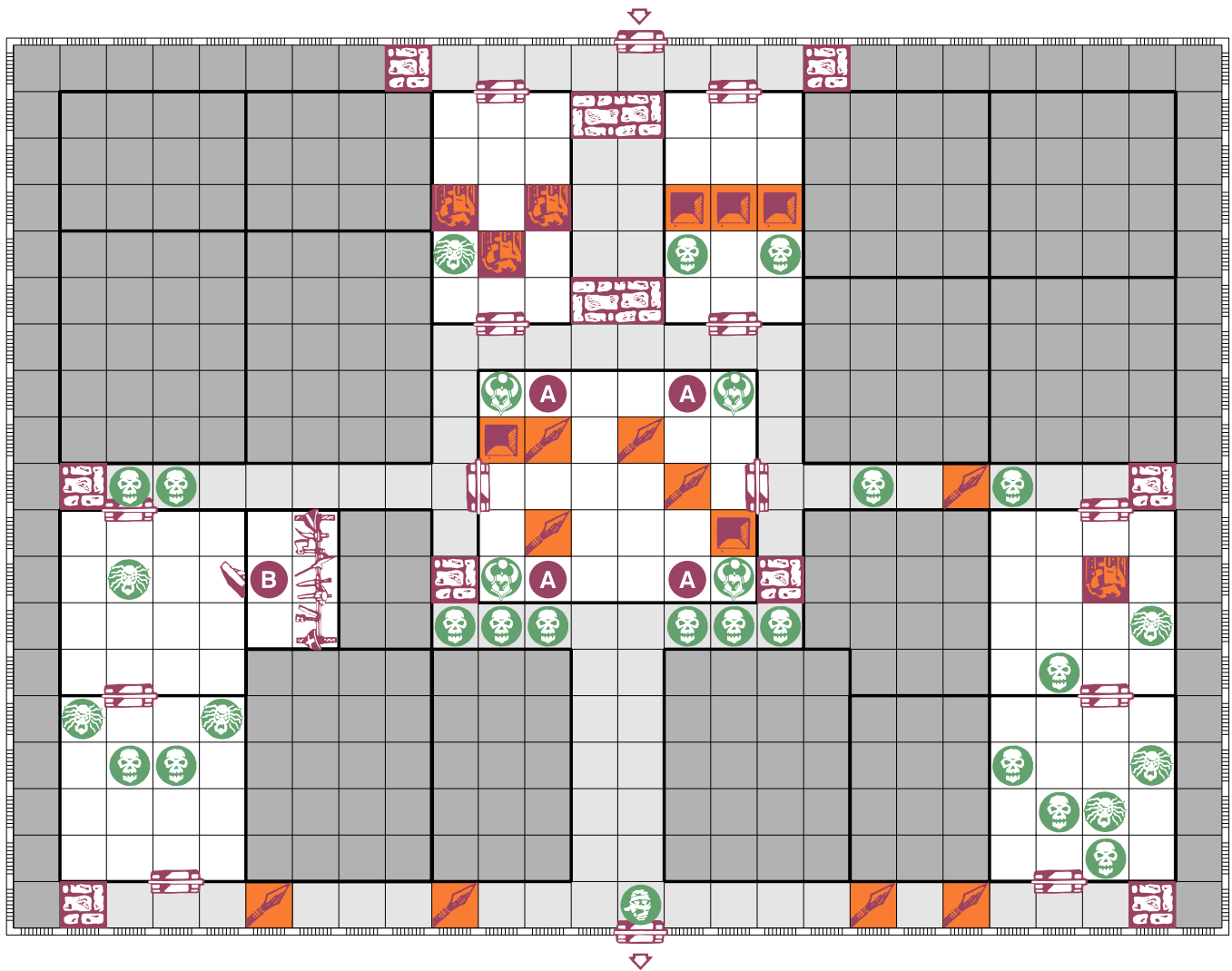
Gragor has the same stats as a Chaos Warrior, but wields the following spells: Summon Orcs (summons random henchmen instead), Fear, Rust, Ball of Flame, and Lightning Bolt.

The first Hero to search the room for treasure will find 2 random Spell Scrolls on Gragor's table.

F If Gragor is killed before these enemies are revealed, remove half of them from the map: the rest are looting what they can and fleeing the Halls of Belorn, as the sound of battle convinced them the Orcs have invaded their stronghold.



Wandering Monster in this Quest: Halberdier



Quest 2-A

The Warrior Halls

Beyond the great iron door you step into the Warrior Halls, ancient passageways where all the great Dwarven warriors were honored. Testimony to their great deeds is carved into every wall from floor to ceiling so that none may forget their

valor. You remember Grin's warning to tread carefully, as these halls were also designed to test the bravest and most cunning of dwarves. To reach the Dwarven Forge, you'll have to brave the proving grounds...

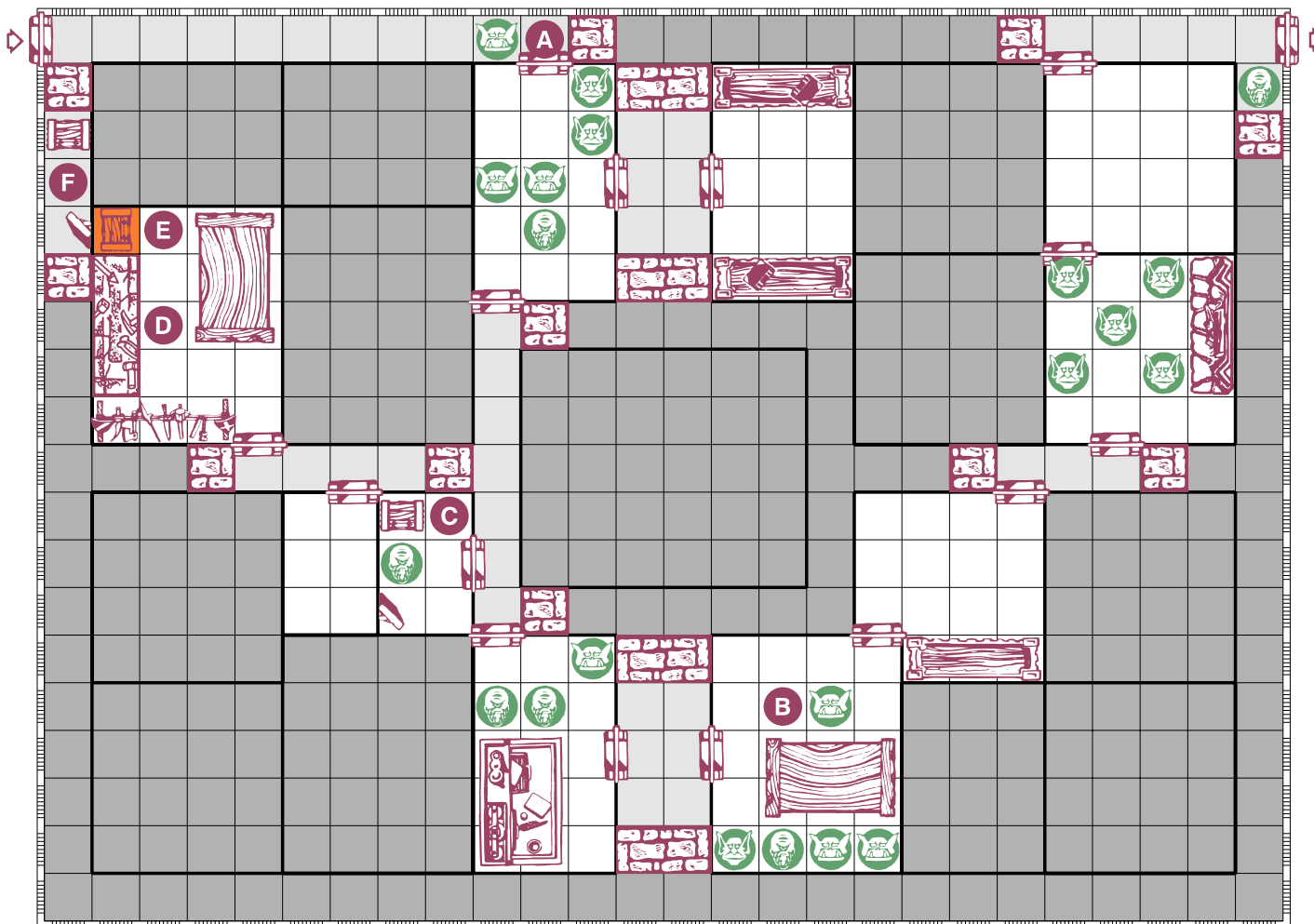
NOTES:

When the Heroes exit through the wooden exit door, they continue to Quest 2-B. They cannot visit the Armory yet.

- A** The Chaos Warriors in this room are enchanted suits of Dwarf armor, used centuries ago to test the fighting skills of Dwarven warriors. When the Heroes reveal this room, place 1 Chaos Warrior per Hero, one to each corner if possible; place all four if the Heroes need a real challenge.
- B** A secret Dwarven armory. The first Hero to search for treasure finds 4 hand axes.



Wandering Monster in this Quest: Fimir



Quest 2-B

The Dwarven Forge

This area is infested with Orcs and other greenskin monsters – the toughest you've ever laid eyes upon. Seems they braved the Warrior Halls just as you did, and have begun scouring the area for the Dwarven Forge, where the next map fragment was

hidden. You aren't sure if they seek the map fragment or mythical weapons, but in either case you have a fight on your hands.

NOTES:

When the Heroes exit the Quest with the stone map fragment, they have won the Quest. If they flee without the fragment, they must return later and try again.

- A** If the Heroes fail to kill this Orc before his first turn, he opens the door and calls for backup, activating all the monsters in the room beyond.
- B** The Fimir in this room wears exquisite spiked armor, and is clearly the leader of the greenskin brigands. He gets two attacks per turn.

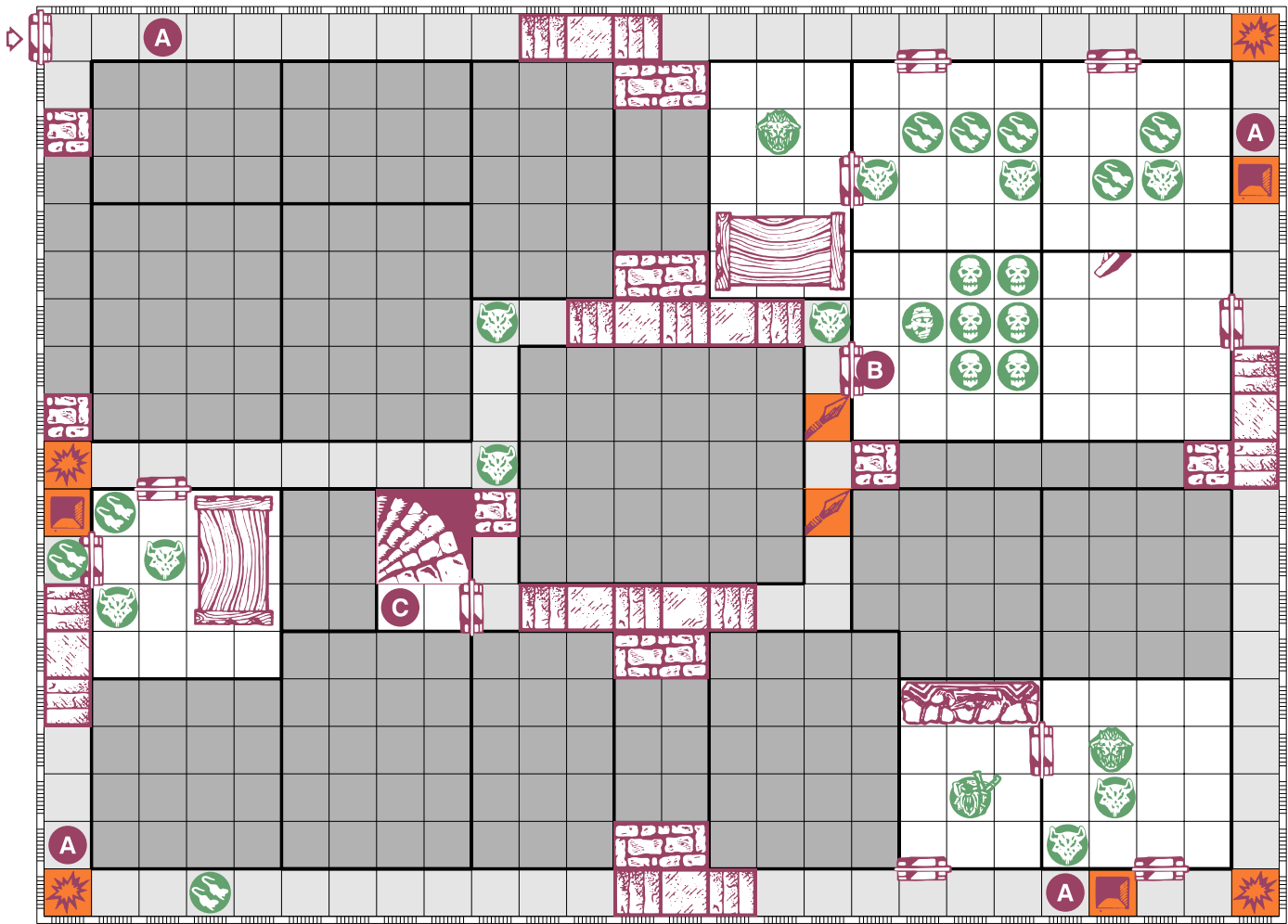
The first Hero to search for treasure finds a beautiful fire opal under the table worth 200 gold coins.
- C** The first Hero to search for treasure finds a Fire Ring in the chest. It renders him immune to fire damage while it is worn. When the wearer exits the Quest, he suddenly finds the ring has vanished.
- D** This is the fabled Dwarven Forge of Belorn. The heat from the forge is intense, for the embers burn with a magic fire brought from the depths of the

earth. Burning embers blast out of the forge, threatening any hero in the room except the wearer of the Fire Ring. Any Hero who ends his move in this room must roll a combat die and lose 1 Body Point on a skull (if the Hero is a Dwarf, he loses 1 Body Point on a white shield instead).

- E** The chest is rigged with a poison dart trap: if a Hero searches for treasure before disarming it, the dart buries its fang in his hand for 2 Body Points and 1 Mind Point of damage. The second map fragment is inside.
- F** The first Hero to search for treasure in this room finds 300 exquisite gold coins in the chest, covered in Dwarven runes.



Wandering Monster in this Quest: Orc



Quest 3-A

The Spiral Passage

"It seems those who journey through these passages are forever going down and around into the very heart of the mountain," said Grin with a laugh. "I don't envy you this task. My legs are too short and rickety for that sort of trip. But as you descend

endlessly into the darkness, remember that at the end of this dank, concrete rainbow is the tomb of King Belorn himself, and all the riches he was buried with. That ought to motivate you, eh?"

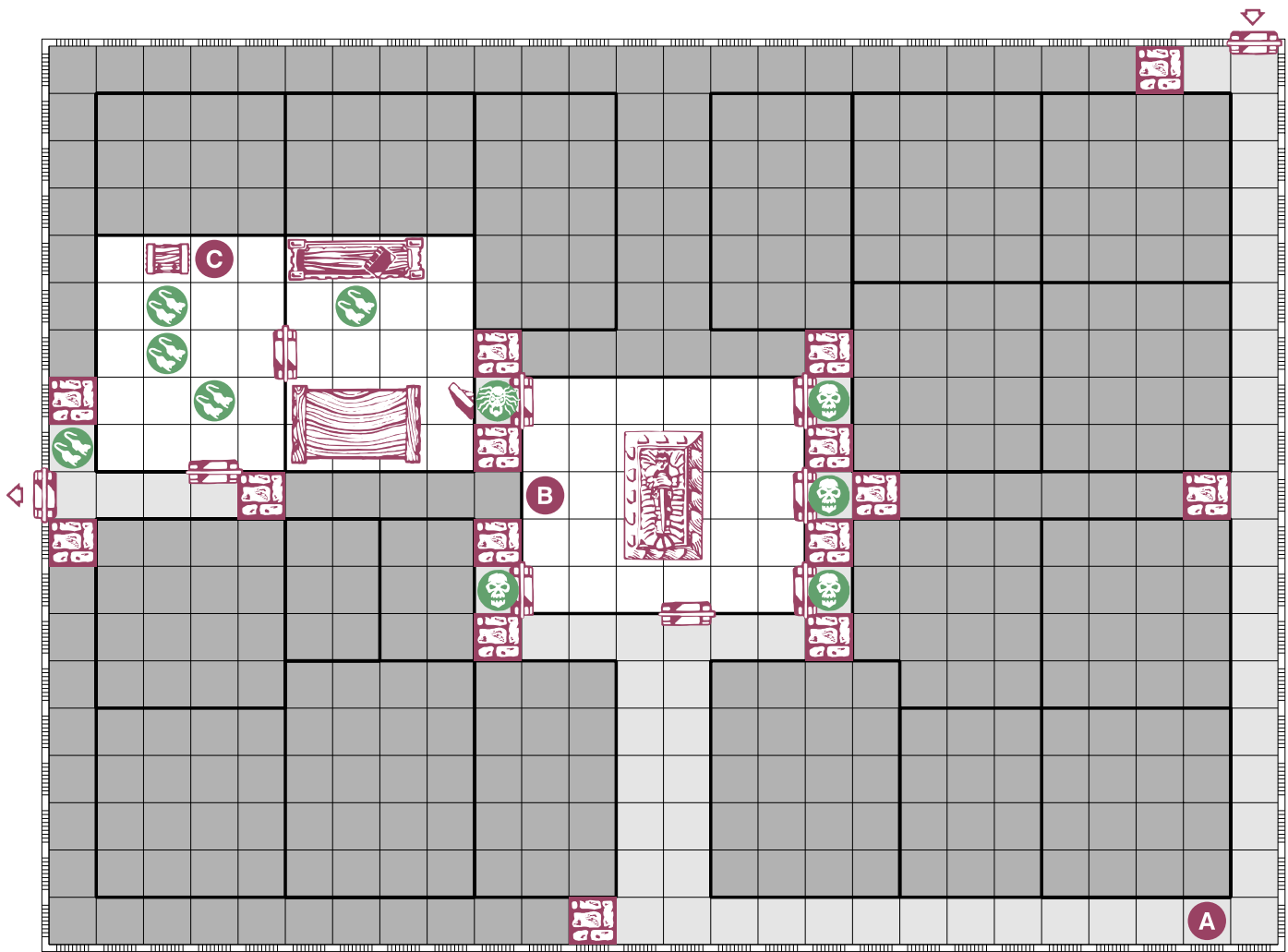
NOTES:

When the Heroes exit via the stairway tile, they continue to Quest 3-B. They cannot visit the Armory yet.

- A** When the last Hero passes a square marked A, a giant stone boulder will fall from the ceiling. Place the boulder tile on this square. On Zargon's next turn, roll 2 red dice to see how far down the corridor the boulder rolls (to the right, toward the Heroes). The boulder will eventually crash against the opposite wall marked with a starburst. Replace the boulder with a falling rocks trap tile. The Heroes may find these trapped spaces with a trap search, but cannot disarm them.
- B** This door has been sealed for centuries, and must be forced open by a Hero who rolls 2 red dice: if he rolls less than his maximum Body Points, he forces the door open and discovers the tomb of King Belorn's elite guards, who animate and attack the intruders. If he fails to open the door, his turn ends.
- C** This stairway leads further into the heart of the mountain, to the tomb of King Belorn...



Wandering Monster in this Quest: Skeleton



Quest 3-B

Hall of the Dwarven Kings

"The Dwarves had many great kings, but none as heroic as King Belorn, who built the Great Citadel and was honored with a magnificent burial hall. His descendants have all proven themselves and each is buried alongside his forefathers. Let no

man say that the Dwarves are without courage, for their valor has no equal and transcends even death! My ancestors supposedly buried a fragment of the stone map here, with King Belorn's treasures."

NOTES:

When the Heroes exit the Quest with the stone map fragment, they have won the Quest. If they flee without the fragment, they must return later and try again.

- A** When the first Hero passes the space marked A, read the following:

The distant sound of a battle echoes down the passage: men battling beast, and man is winning. At first you think Grin has sent reinforcements, but your hope quickly fades when you hear the men's wicked banter. Another group has come seeking the map fragment – a larger, better equipped group which has easily slain the remaining Skaven Clanrats and undead stragglers. Hurry! The bandits will be here any minute!

Zargon, beginning on your turn (and the next five turns), roll 1 red die to see how many henchmen enter the corridor from the iron door. Choose henchmen at random to place in the corridor. After moving the henchmen in the corridor, you may then move any remaining monsters on the board.

- B** When one of the doors with a Skeleton behind it is opened, the other three

doors open at the same time, revealing the monsters hidden behind them. The Zombie groans to life and moves as normal. However, the Skeletons remain dormant, only coming to life when one of the Skeletons is attacked – then on Zargon's turn they will ALL attack. These Skeletons are those of the Dwarven Kings.

Dwarven King Skeleton

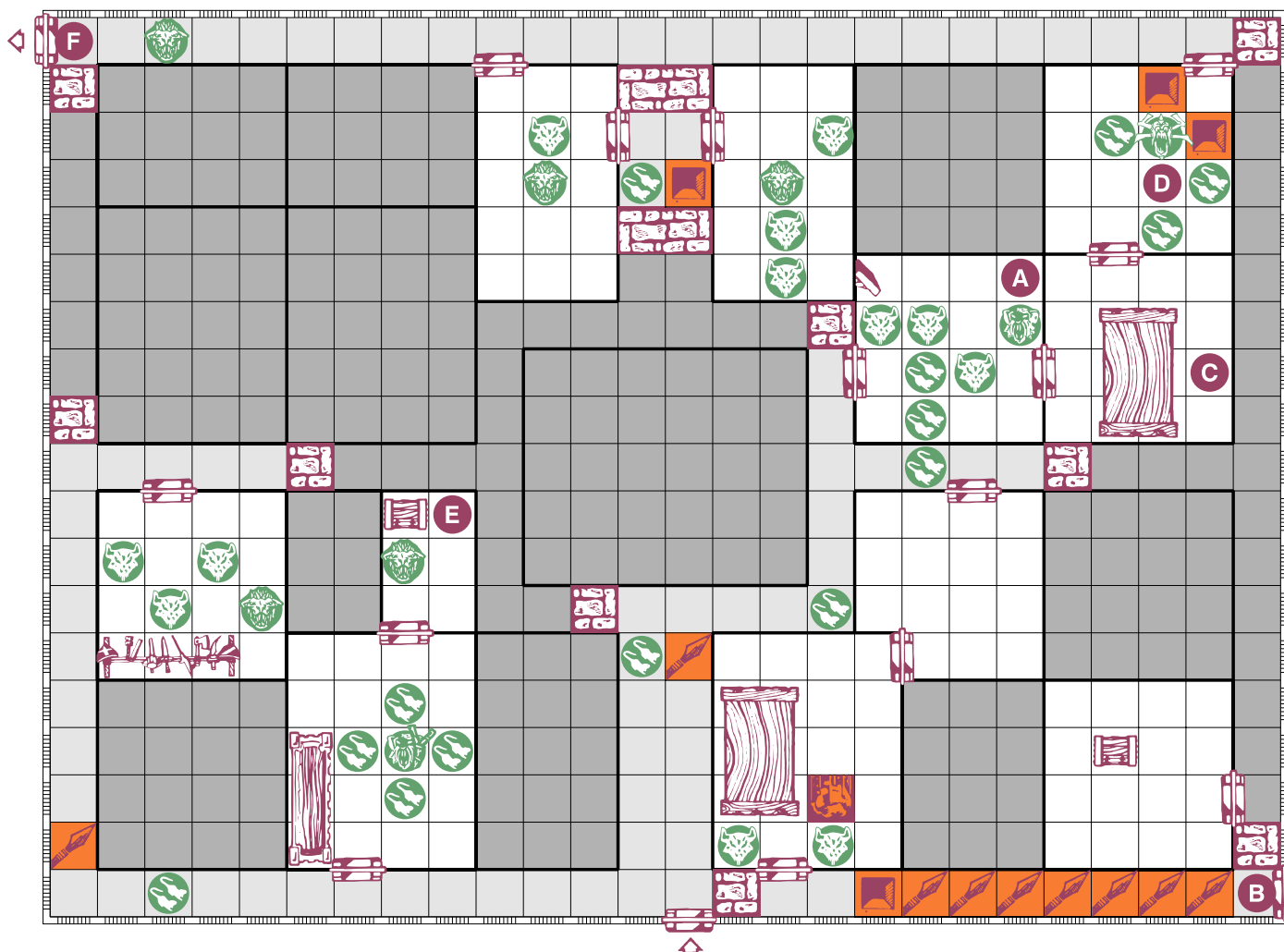
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	2	0

Use the Dragonstrike Skeletons to represent the Dwarven Kings if able.

- C** The first Hero to search for treasure finds the third stone map fragment inside the chest, sitting atop a pile of gemstones worth 200 gold coins.



Wandering Monster in this Quest: Skaven Clanrat



Quest 4-A

The Eastern Passage

The moment you step through the iron door, you turn around to find solid brick behind you where the door ought to be. The Eastern Passage was indeed designed to defend against intruders...by trapping them like rats.

Ograk's ratmen know you're here, but that's fine by you. You know the Skaven Warlord has what you need, and you'll take his head along with it if you have to.

NOTES:

When the Heroes exit through the wooden exit door with the map fragment, they continue to Quest 4-B. They cannot visit the Armory yet. They cannot leave without the final map fragment.

- A** The leader of these Skaven is Ograk, the evil Skaven Warlord who led his forces on regular raids inside the imperial borders. He is a terrifying warrior with the same stats as a Chaos Warrior, and wields the terrible magic of a White Seer.

On any of Zargon's turns, Ograk may reveal and move through the secret door in this room. When he has lost 3 Body Points, Ograk may cast Escape and vanish in a plume of foul-smelling smoke, escaping to the next Quest.

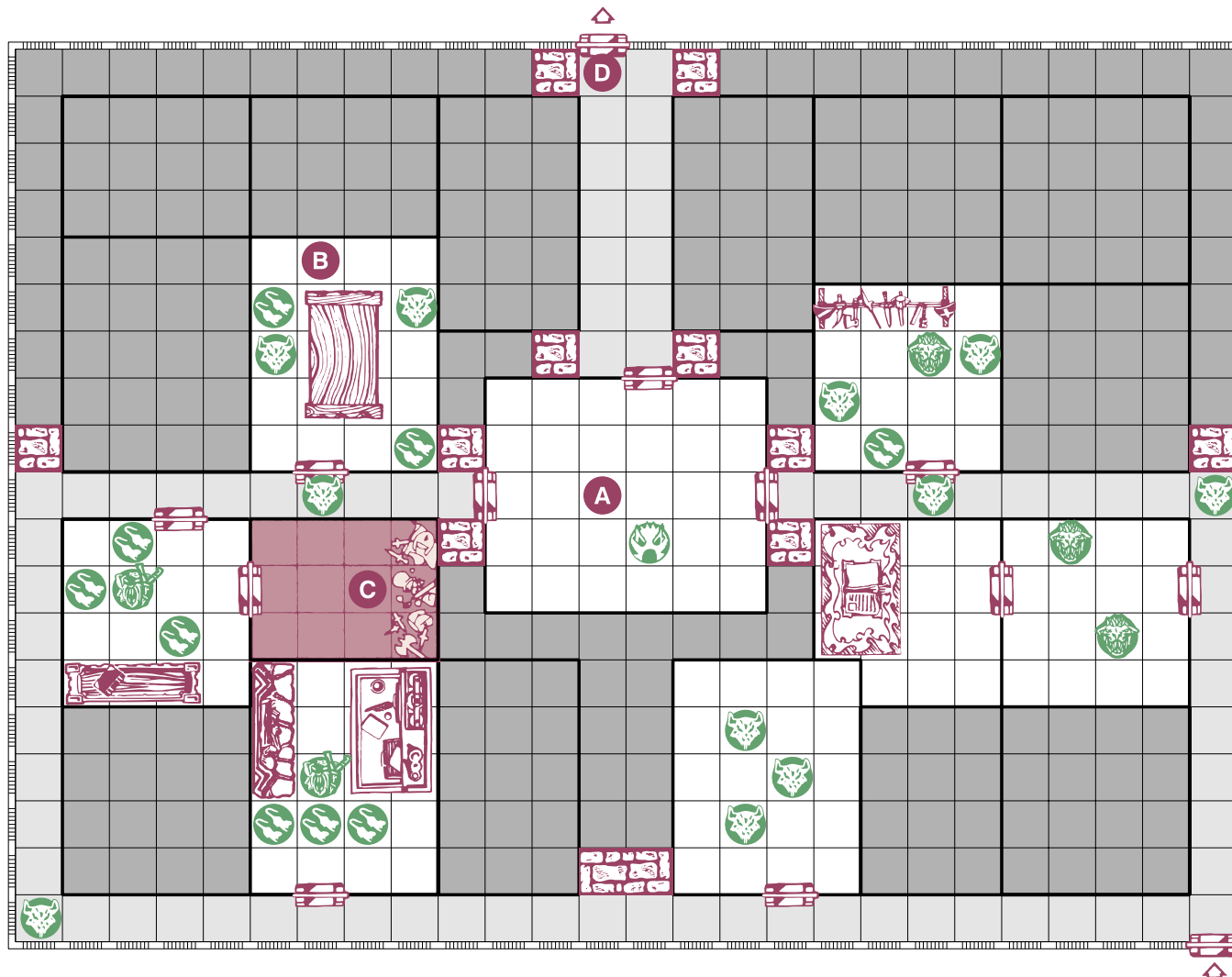
- B** When a Hero tries to open this door, the handle clicks and triggers a massive mechanism inside the walls. Move the stone block two spaces north to reveal the hidden door.

The first Hero to search the hidden room for treasure finds 3 random potions inside the chest.

- C** The first Hero to search for treasure finds an Elixir of Life on the table among the discarded bottles and trash.
- D** The Gargoyle in this room is a stone statue that cannot harm anyone and cannot be harmed. The first Hero to search for treasure realizes its eyes are large rubies which can be removed easily: each is worth 150 gold coins.
- E** The first Hero to search for treasure finds 3 random potions inside the chest.
- F** The door leads to the East Gate. It is covered in Dwarven runes: any Dwarf can read them as danger signs.



Wandering Monster in this Quest: Skaven Clanrat



Quest 4-B

The East Gate

As you enter the dankness of the East Gate, your blood runs cold. It is quieter here, as though few of Ograk's followers are brave enough to enter. You recall Grin's cryptic mention of a terrible guardian no man could describe. You have seen many

strange things on your adventures, but the creature must be the stuff of fairy tales. Surely nothing could live for centuries in these ancient, lifeless halls...?

NOTES:

When the Heroes exit the Quest with the stone map fragment, they have won the Quest. If they flee without the fragment, they must return later and try again.

The Hero who slays Ograk receives an additional 150 gold coins as a reward on his return to the city.

- A** When the Heroes approach the northern door, the creature of legend manifests out of the floor in the center of the room: a hideous mass of translucent, pulsing, worm-like tentacles twisting together to form the shape of a Fimir.

This beast is a shapeshifter. Every time it is killed, shuffle the monster cards and take the top card: this is the new shape the monster takes. The monster can only be permanently killed if the new card drawn matches the monster's most recent form. Do not inform the Heroes of this.

- B** This is where Ograk has retreated to from the previous Quest. The first Hero to search for treasure finds a Spell Ring on the table.

- C** The first Hero to search this room for treasure finds 3 random potions and 50 gold coins.

- D** The East Gate was sealed by Dwarven magic centuries ago and is not easily opened. Any Hero who attempts to open the gate must roll a red die for each Mind Point: the gate opens if he rolls double 6's.



Wandering Monster in this Quest: Skaven Rat Ogre

Grin's Stone Map

Once the map is assembled, the Heroes may study it to earn clues on what to do during the final Quest.

Each piece of the map represents one corner of the Grin's Crag quest map. One Hero elects to help Grin decipher the map. For each map fragment, have that Hero roll a red die for each of his Mind Points to study that portion of the map in relation to the others; he may re-roll any or all dice once for each ally in the party, including Grin himself. If he rolls three or more 6's, he discovers a clue about that portion of the quest map.



Upper-Left Fragment:

Atop the first flight of stairs you recognize a Dwarven danger symbol shaped like a skull crossed with axes. This room undoubtedly contains unnecessary dangers to be avoided.

Lower-Left Fragment:

This part of the map has been worn by the sands of time, but depicts what could be a bridge. The south door appears to be the correct path to Grin's Crag: all other paths lead to death.

Lower-Right Fragment:

An ominous pair of hands encircles a screaming skull in the center of the largest room. It is a dead end of the worst sort, perhaps blighted by some unholy magic to trap unwary travelers.

Upper-Right Fragment:

The path ends at a great chasm cut into the stone. On the other side of the chasm is an ornate door, warded by a symbol you cannot decipher. You see many heads, arms, stinging tails, and insectoid legs cohabiting a single body, but cannot make out what the thing is supposed to be. A god or family crest? Or perhaps some kind of warning?

NOTES continued:

F

The exit door is magically sealed and only opens when the Guardian of Grin's Crag is destroyed. After the last Hero has passed through the door, read the conclusion on the following page.

Conclusion

The inner sanctum of Kellar's Keep almost seems unreal: white marble pillars with gold highlights, gold-plated candelabras and furniture untouched for centuries, priceless tapestries and carpets of hues you can't put names to. It all seems so pristine despite the layers of dust.

It will take a legion of pack mules and men to carry it all out, and divine intervention to do it unseen. So after hiring a few maids and a company of loyal guards, you do the next best thing.

You move right in.

In only ten years, the Halls of Belorn become repopulated, not just by Dwarves, but Humans, Elves, and the like. And in time, after other adventures, the Heroes who braved Grin's Crag become known as the Lords of Kellar's Keep.

But that is another story.