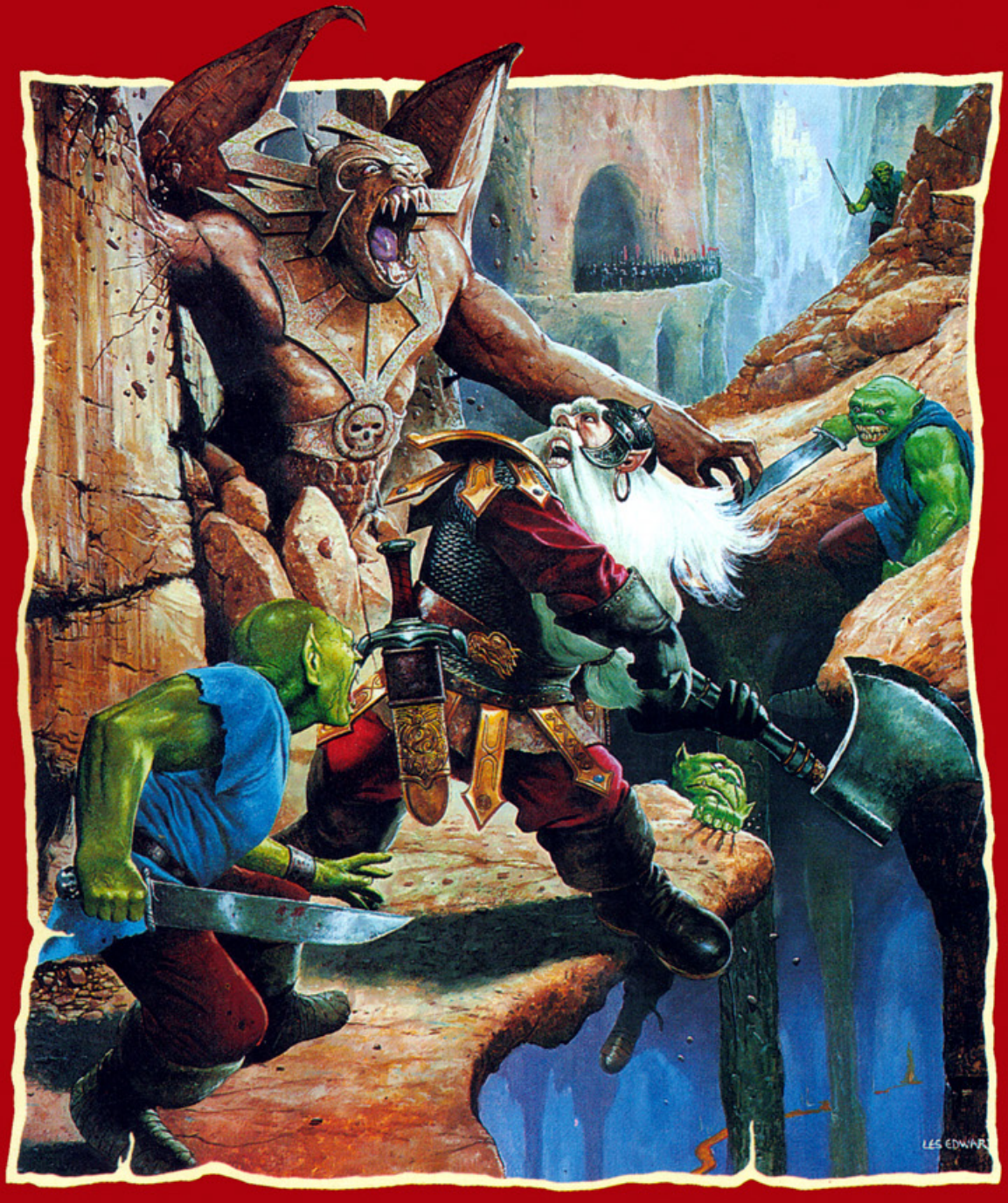
HeroQuest

QUEST BOOK

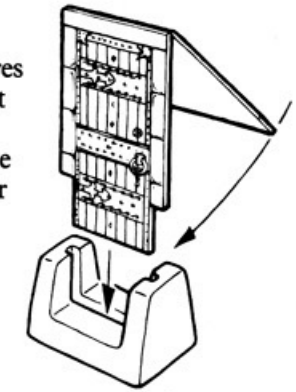


HERO QUEST

KELLAR'S KEEP

Assembly

Before you can begin to play the adventures in Kellar's Keep you must first punch out the new cardboard components from the die-cut sheet. Take two of the open doors and remove the card, but do not throw them away. The new door pieces should then be folded and fitted into two door bases as shown.



Playing Kellar's Keep

The adventures in Kellar's Keep are played in the same way as the adventures in the original game. However, you will notice two main differences:

Firstly, players do not start the adventures on the stairway tile. Instead, they enter via a door on the edge of the gameboard, unless instructed otherwise. The door through which they must enter the gameboard is shown with a white arrow.

Players may only leave the gameboard by locating either another door on the edge of the gameboard or the stairway tile.

The Evil Wizard player should use the new door pieces when placing a door on the edge of the gameboard.

Secondly, as with the last three adventures in the original Quest Book, the adventures in Kellar's Keep fit together. You may play several adventures in a row if you wish. Characters are returned to full strength and may choose new spells between adventures.

"Friends, as you know, the Emperor is besieged in Kellar's Keep, the inner bastion of Karak Varn. The fortress is well defended, but I fear that time is against us. The garrison weakens with starvation, while the enemy grows stronger by the day.

"There is a way in which we can help. The great book Loretome has revealed a secret passage to me, that has long been forgotten. It will be your task to find this passage and bring the Emperor to safety. The passage is known as Grin's Crag and is named after the Dwarf who first discovered the passage. Grin was a loner, his life devoted to the search for a rich vein of gold. He never found one. Yet, whilst searching, he found a narrow footpath running along the edge of an abyss. He explored beyond and found himself in the lower caverns of Kellar's Keep, the inner bastion of Karak Varn (the great Dwarven stronghold that lies within the heart of the World's Edge Mountains). Grin carved a map onto a stone tablet so that he might find the path again. This he gave to his Lord, Belorn.

"The World's Edge Mountains stretch along the eastern edge of the Empire. Many thousands of years ago the Dwarves made these mountains their home. With their great engineering skills they built vast cities that cut deep into the rock. The cities were connected by tunnels that stretched for miles beneath the mountains. On the eastern side of the mountains the Dwarves constructed huge fortresses to guard against the Dark Lands. The greatest of these was Karak Varn.

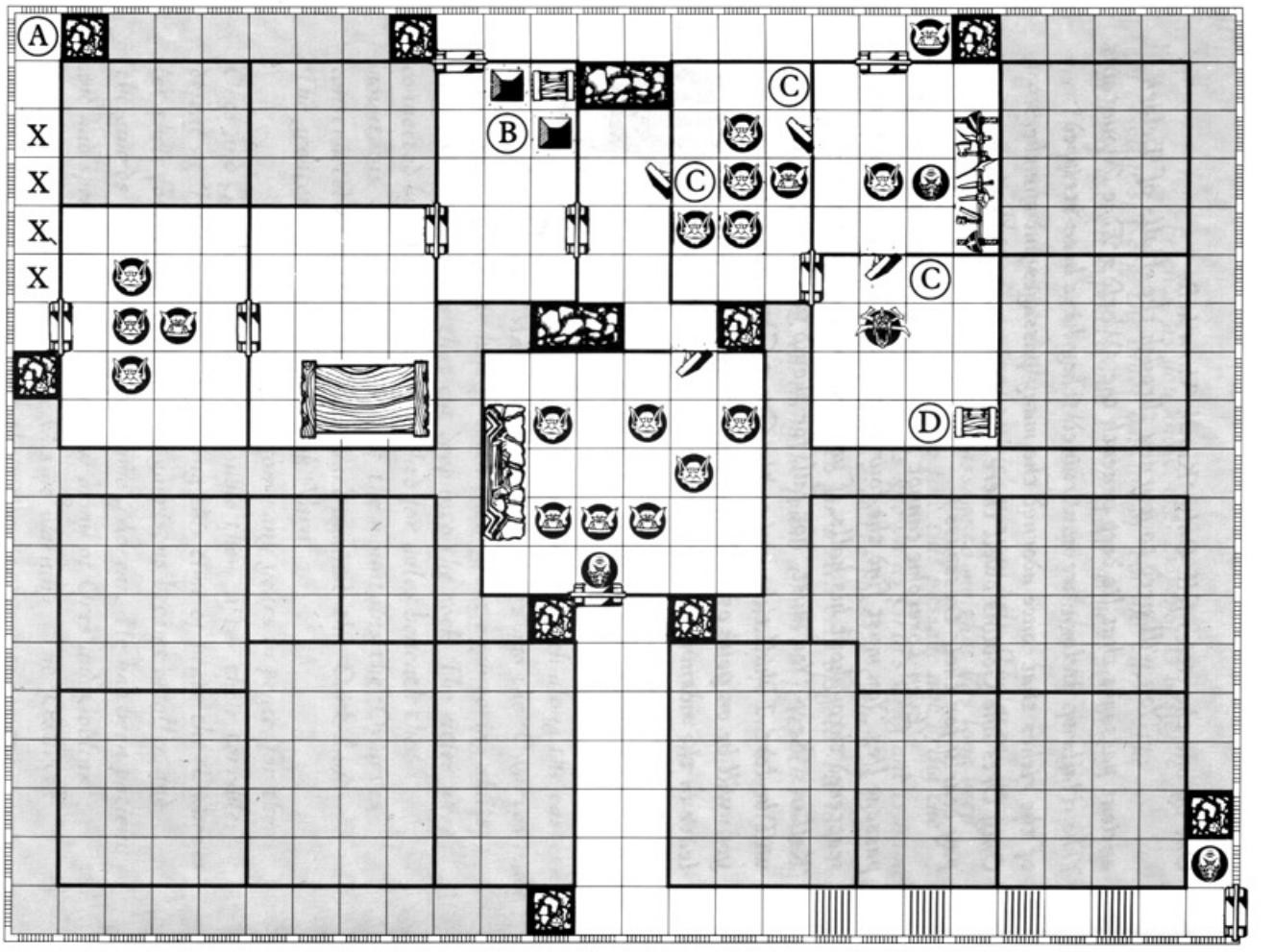
"The Dwarves lived for many years in peace, for the Orcs and Goblins did not dare trouble them after their terrible defeat at Keloth's Tor. But during this time of peace the Dwarves let their fortresses decline. The garrisons became smaller and the guards less vigilant. Then came Morcar. He had been patient and had spent years raising a new army of Orcs and Goblins. When the attack came there was no warning. The Dwarves fought with great valour but their enemies were too many.

One by one the cities fell. Only Karak Varn held.

"You will need to journey through the Halls of Belorn, ancient passages that lie deep beneath the World's Edge Mountains. The Halls of Belorn are now ruined. They have been stripped of the riches that once adorned the many passages and chambers. Only Orcs and Goblins dwell there now. You must make them pay dearly for their tresspass.

"Even Loretome cannot show exactly where the secret passage lies. You must find the four pieces of Grin's map, that are scattered throughout his halls, if you are to locate the path to Kellar's Keep. You must not fail, for should you do so, our cause will be lost. I shall take you to the Great Gate, but from there you will be on your own. Prepare yourselves, for we leave in the morning."





The Great Gate

"This is as far as I may go with you: once beyond these gates you will be on your own. This gateway will lead you into the Halls of Belorn. I shall watch over your progress and aid you, if I can. Carry these crystals with you at all times. If the crystal you are carrying glows red look deep into it. This is how I shall contact you when you are in need."

Notes

A The Characters may start in any of the passage squares marked X.

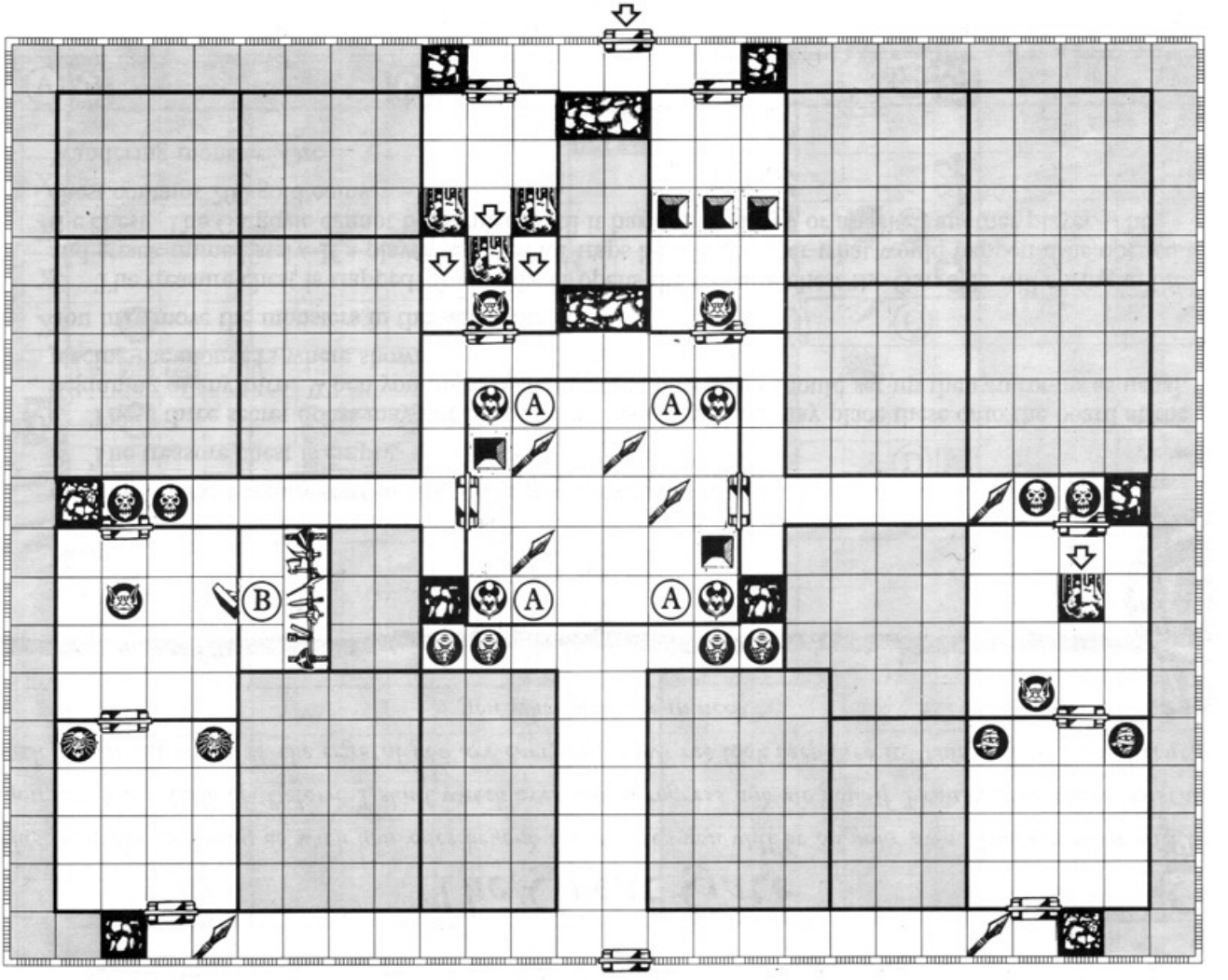
B The treasure chest is empty.

C These three secret doors may not be found by searching. You may place these onto the board at the beginning of any turn. When you place them onto the board you should set up the two rooms as usual, placing the monsters where shown.

You may move the monsters in the same turn.

D The treasure chest is trapped. If any player opens the treasure chest the Gargoyle will spring to life and attack immediately. If a player searches for traps he will discover what would happen if he opened the chest. The Gargoyle cannot be harmed until it has either moved or attacked another player. The chest contains 200 gold coins.

Wandering monster: Orc



The Warrior Halls

Another great door lies before you. The crystal Mentor gave you glows red. You look into it and see him. "Beyond lay the Warrior Halls, ancient halls wherein all the great Dwarven warriors are honoured. Each has his deeds carved into the walls, so that none may forget their valour. Tread carefully, for these halls were designed to test the bravest and most cunning of the Dwarven warriors. The halls are full of traps and magical opponents."

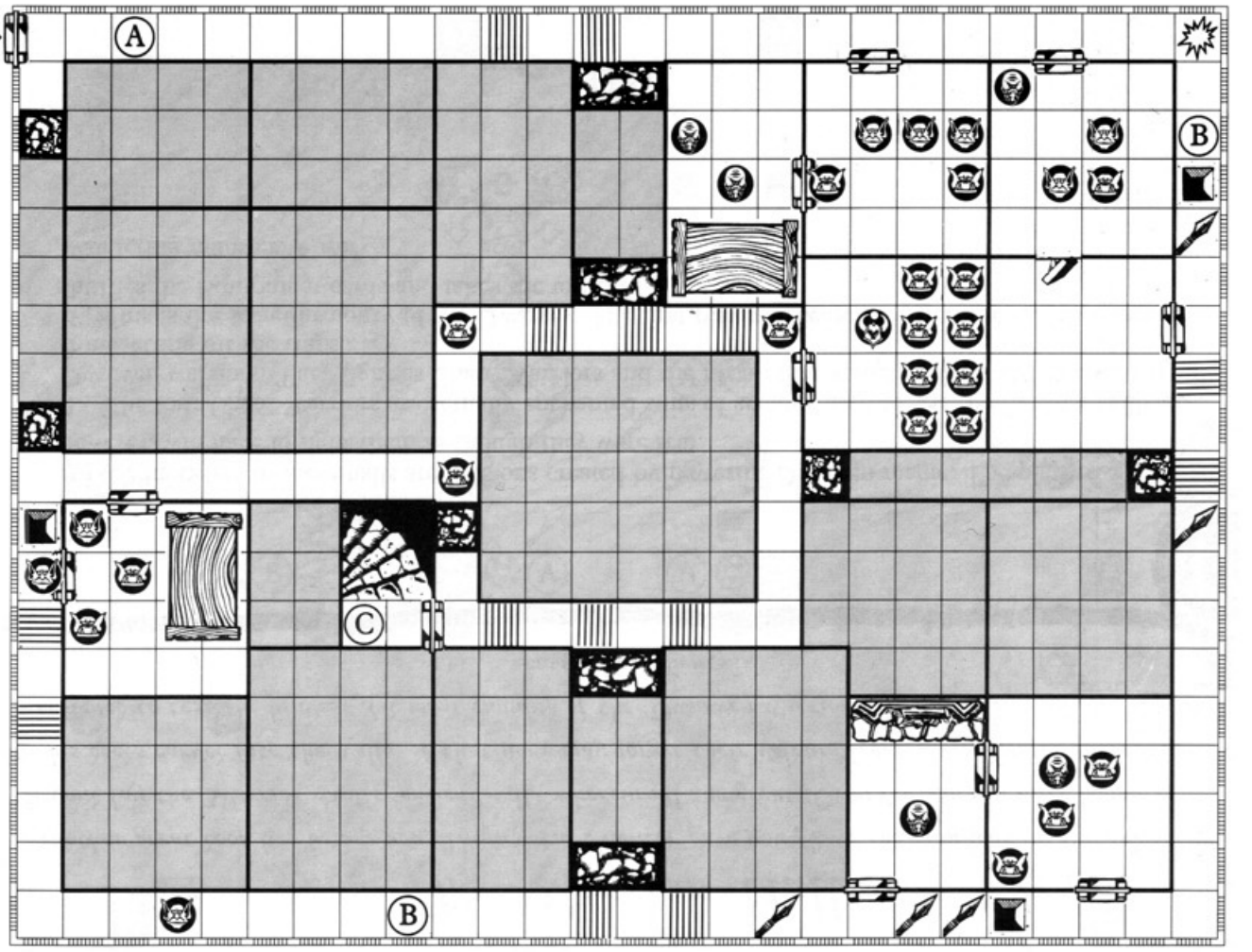
Notes

All the monsters in these halls are illusions created by powerful Dwarven magic. The players, however, will have to fight them as though they were real.

A The four Chaos Warriors are actually enchanted suits of armour used to test the fighting skills of Dwarven warriors. They fight as Chaos Warriors and the magic that animates them also prevents them from setting off the traps.

B This is the secret armoury of the Dwarves. The first player to search for treasure in this room shuffles the Equipment cards and takes the top card.

Wandering monster: Fimir



The Spiral Passage

"The Great Citadel lies deep beneath the mountains. The series of staircases that lead to the Citadel is known as the Spiral Passage. It seems, to those who pass through them, that they are forever going down and around into the very heart of the mountain. The journey down to the main living quarters is a long one. Beware, for the Orcs may have laid traps to guard against attack."

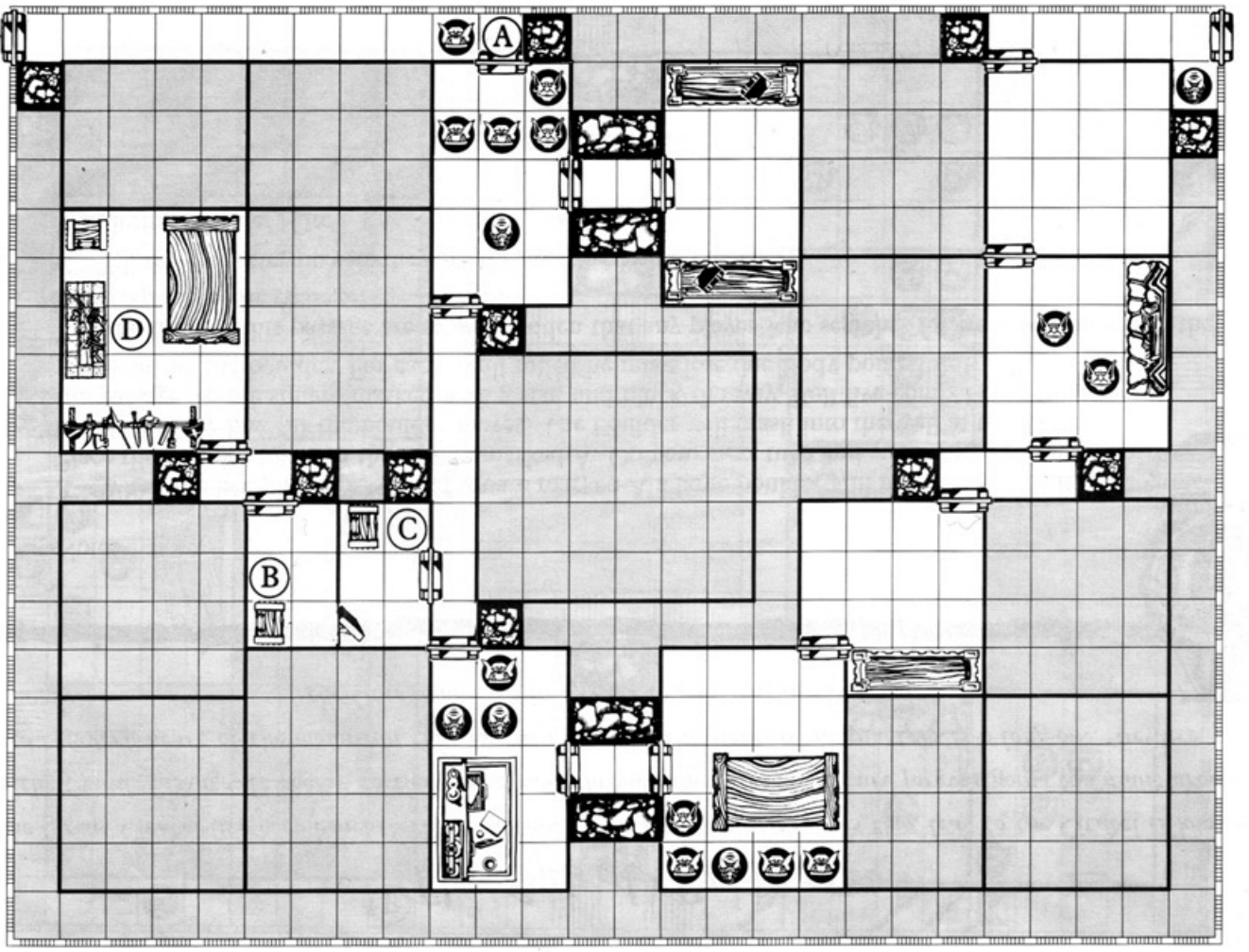
Notes

A When the last player passes the square marked A a large boulder will fall from the ceiling. Place the boulder token in the square marked A. On your next turn and subsequent turns roll two dice to see how far the boulder moves. The boulder will crash into the wall at the end of the passage, in the square marked with a star, and block the way. Roll five combat dice for any player hit by the boulder. For each skull rolled he must lose one Body point.

B The traps in this passage are so well hidden that any player who searches for traps will only find the next trap down the passage.

C Tell the character players they are through the Spiral Passage.

Wandering monster: Orc



The Dwarven Forge

"The greatest of the Dwarven crafts is metalwork. Few can match the Dwarves for their skill and understanding of the metals they work. The weapons they forged at the dawn of time have become legendary: the beauty of their jewels sought by King and thief alike. It is said that, though the Orcs have long since dwelt in the Halls of Belorn, they have yet to find the Dwarven Forge.

Part of Grin's stone map lies here."

Notes

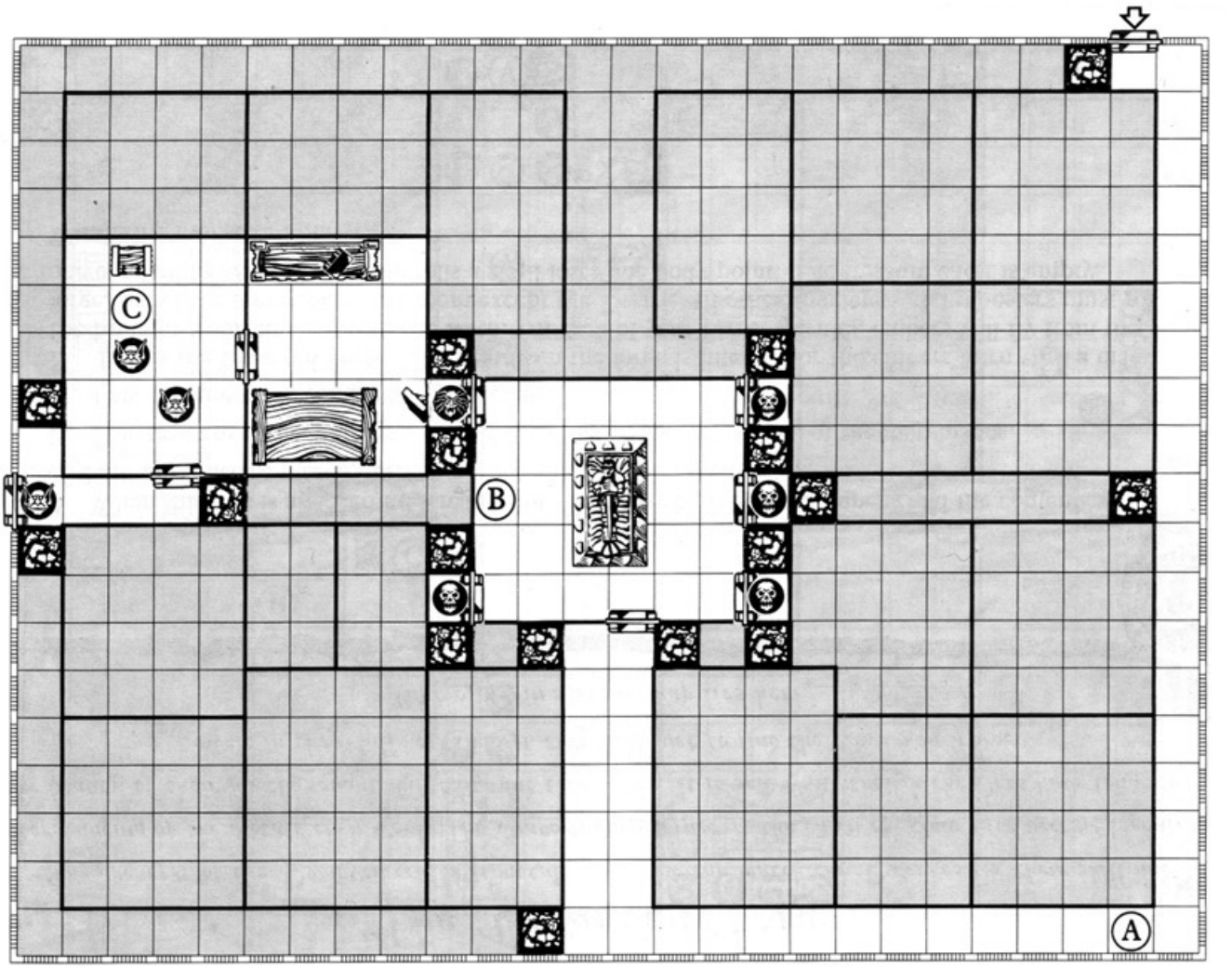
A When this Orc is attacked he screams out. The door he is guarding opens and the contents of the room must be placed out.

B This treasure chest contains a part of Grin's stone map. Take one of the map tokens.

C This treasure chest contains 50 gold coins.

D This is the Dwarven Forge. The heat from the forge is intense, for the embers burn with a magic fire brought from the depths of the earth. On each of your turns, burning embers will fly from the forge, scorching every one in the room except the Dwarf. All other characters and monsters must roll one combat die. Any player who rolls a skull loses one body point. The treasure chest is empty.

Wandering monster: Fimir



Hall of Dwarven Kings

"The Dwarves have had many great Kings. Belorn built the great Citadel and was honoured with a great burial hall. His decendants have all proved themselves, and each is buried alongside his forefathers: Kings such as Holgar, who led his warriors at the battle of Keloth's Hill: and Garin, who fought to the last with his brothers, when Morcar's legions attacked the halls. Let no man say that the Dwarves are without courage, for their valour has no equal. Here you will find another part of Grin's stone map."

Notes

A When the first Character player passes this square read out the following:

"The distant sound of warriors echoes down the passage. There can be no doubt a war party has been sent after you. Hurry, for time is short."

Starting from your next turn roll one die to see how many monsters enter the passage behind the characters. Roll once at the beginning of each turn. You may choose any monsters you wish. The monsters enter by the same door through which the characters entered the passage.

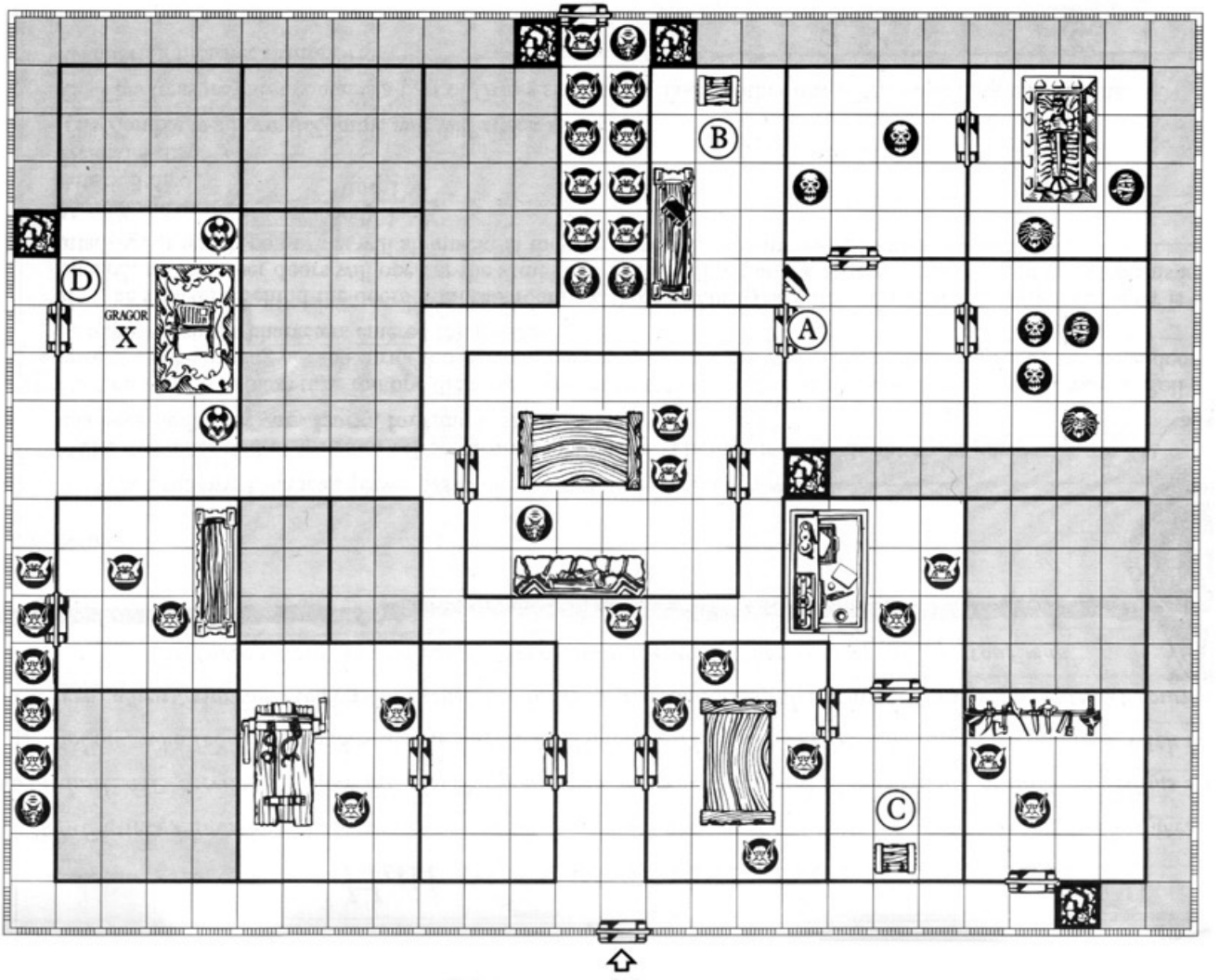
B The skeletons behind the doors from this room are those of Dwarven kings from long ago. When one door is opened, all the other doors will open at the same time. They will not attack or move unless one of the skeletons is attacked, at which point they will all attack. If they are attacked, each moves and fights as follows:

Move 6 squares	Body 1
Attack 3 dice	Mind 1
Defend 4 dice	

The Zombie is a normal Zombie and will attack as usual.

C This treasure chest contains a part of Grin's stone map. Take another one of the remaining map tokens.

Wandering monster: Fimir



The Great Citadel

"The Great Citadel lies at the centre of the Halls of Belorn. This is where most of the orcs now dwell. You will find them here in great numbers, for they are massing for their attack on the Empire. They are led by Gragor, an evil magician. So be warned, the battle will soon be joined. Prepare yourself well, for victory is not certain. The third part of Grin's stone map is to be found in the Great Citadel."

Notes

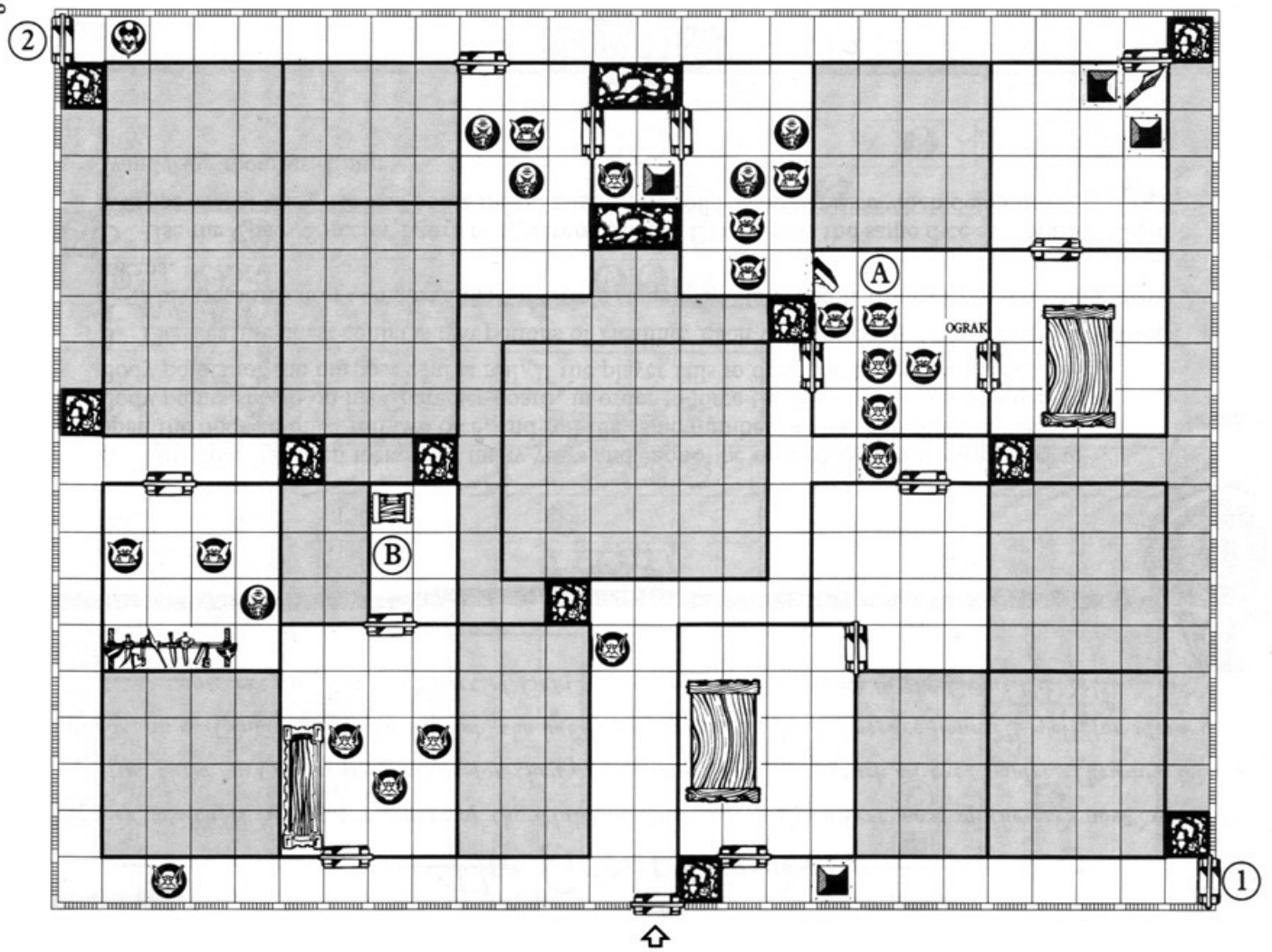
A This door has been locked for many years and cannot be opened. When a player tries to open the door he must roll two dice, and roll the same number or less than the number of Body points shown on his Character board, in order to force the door open. Ignore any lost Body points for the purpose of this roll. If the player fails to open the door his turn ends.

B The treasure chest contains two potions of Healing. Each will restore up to four lost Body points.

C This treasure chest contains a part of Grin's stone map. Take another one of the remaining map tokens.

D Use the Chaos Sorcerer figure to represent Gragor. Gragor rolls the same dice as a normal Chaos Warrior except that, because of his magic armour, he rolls 6 combat dice when defending.

Wandering monster: Fimir



The Eastern Passage

"The East gate marks the end of the Halls of Belorn. But to get there you must first negotiate the Eastern passage. The passage is guarded: take care. The foe will be many, so you must fight your way through to the East Gate. You must enter through the south door. The last part of Grin's stone map is to be found here."

Notes

A The leader of these Orcs is Ograk, an infamous Orc Captain who has, for many years, led his evil marauders into the border provinces of the Empire. Use the Orc with the long sword to represent Ograk.

When it is your turn you may move him through the secret door in the room.

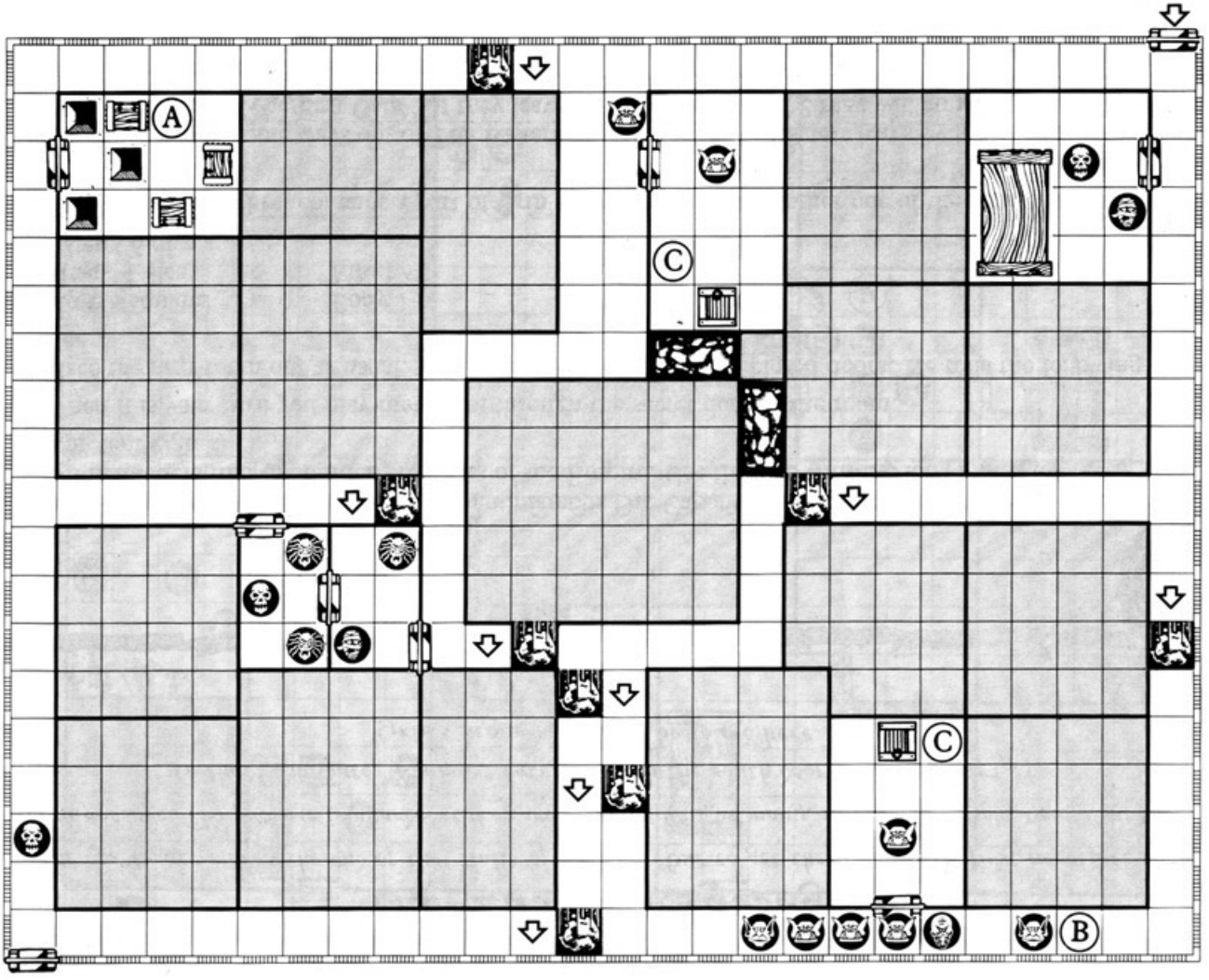
Place the next room out as usual. Ograk may not move through closed doors. He rolls the following dice:

Move 8 squares	Body 1
Attack 4 dice	Mind 3
Defend 6 dice	

B This treasure chest contains a part of Grin's stone map. Take another one of the remaining map tokens.

There are two possible ways out of The Eastern Passage. If the characters leave by the door marked 1 they will go into "The East Gate". If they leave by the door marked 2 they will go into "Belorn's Mine".

Wandering monster: Chaos Warrior



Belorn's Mine

"The Dwarves are expert miners, able to mine through even the toughest rock to reach the rich veins of gold and iron they seek. The Dwarven kingdoms of old were built upon these valuable metals. Within the Halls lies Belorn's mine, an ancient mine that was once the richest of all. Yet take care, for the mine has long since been abandoned and the tunnels are likely to collapse. Orcs often search the mines, hoping to find the gold that legend tells was hidden here in the last days before the Halls fell."

Notes

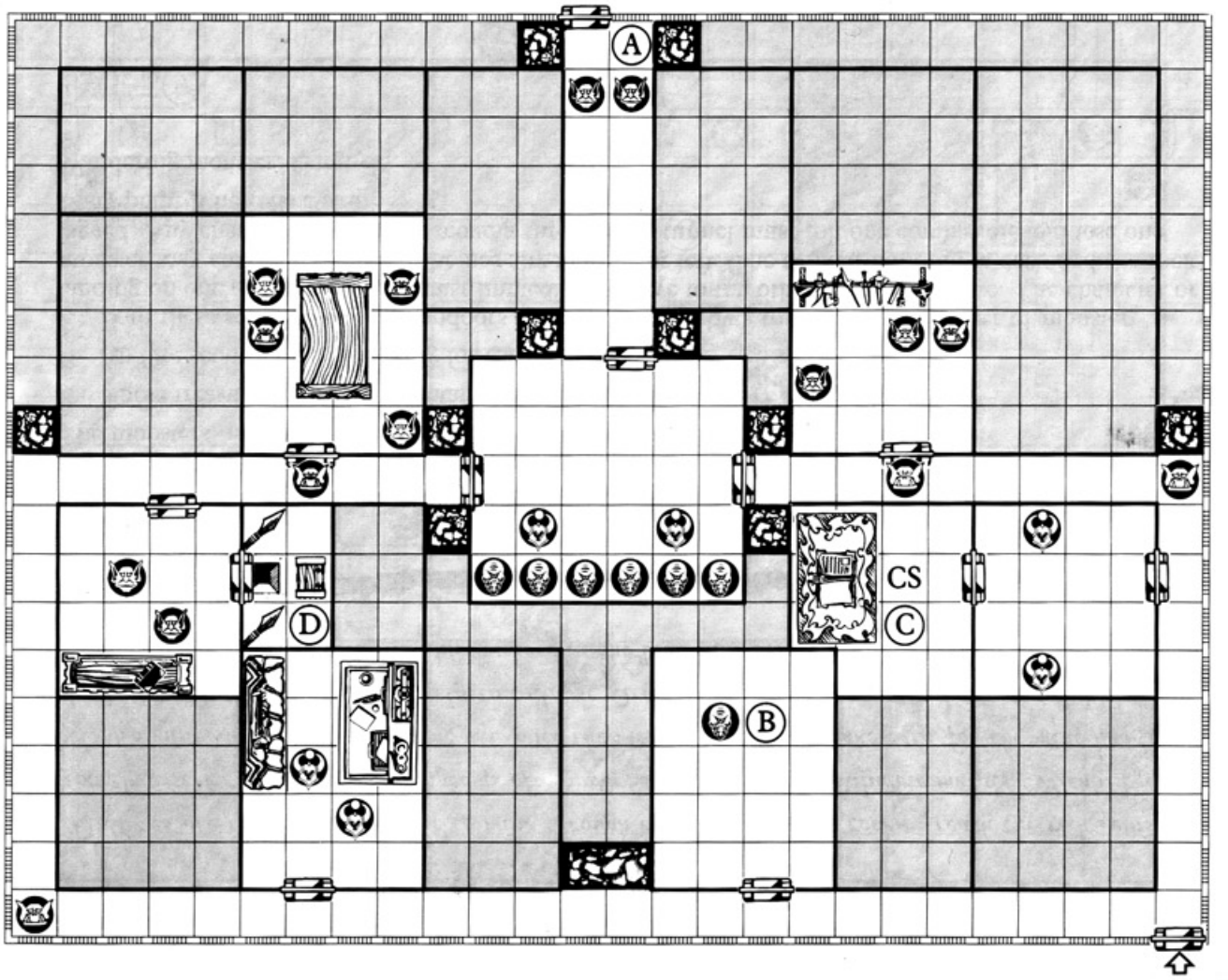
The monsters' movement will not set off the falling block traps.

A These treasure chests each contain 200 gold coins.

B An Orc scouting party looking for the gold.

C Both these squares contain trapdoors which are linked by a tunnel. Any character or monster landing on one of these squares must immediately move to the other trapdoor square. The character or monster may continue to move if he has any movement left. The tunnel, however, is dark and the rock jagged. Any character or monster moving through the tunnel must roll one combat die and lose one Body point if he rolls a skull.

Wandering monster: Gargoyle



The East Gate

"You have journeyed far to reach this point. The East gate must now be passed if you are to reach Grin's Crag and rescue the King. The East gate will undoubtedly be guarded, for you are closer now to the dark lands than you have been before."

Notes

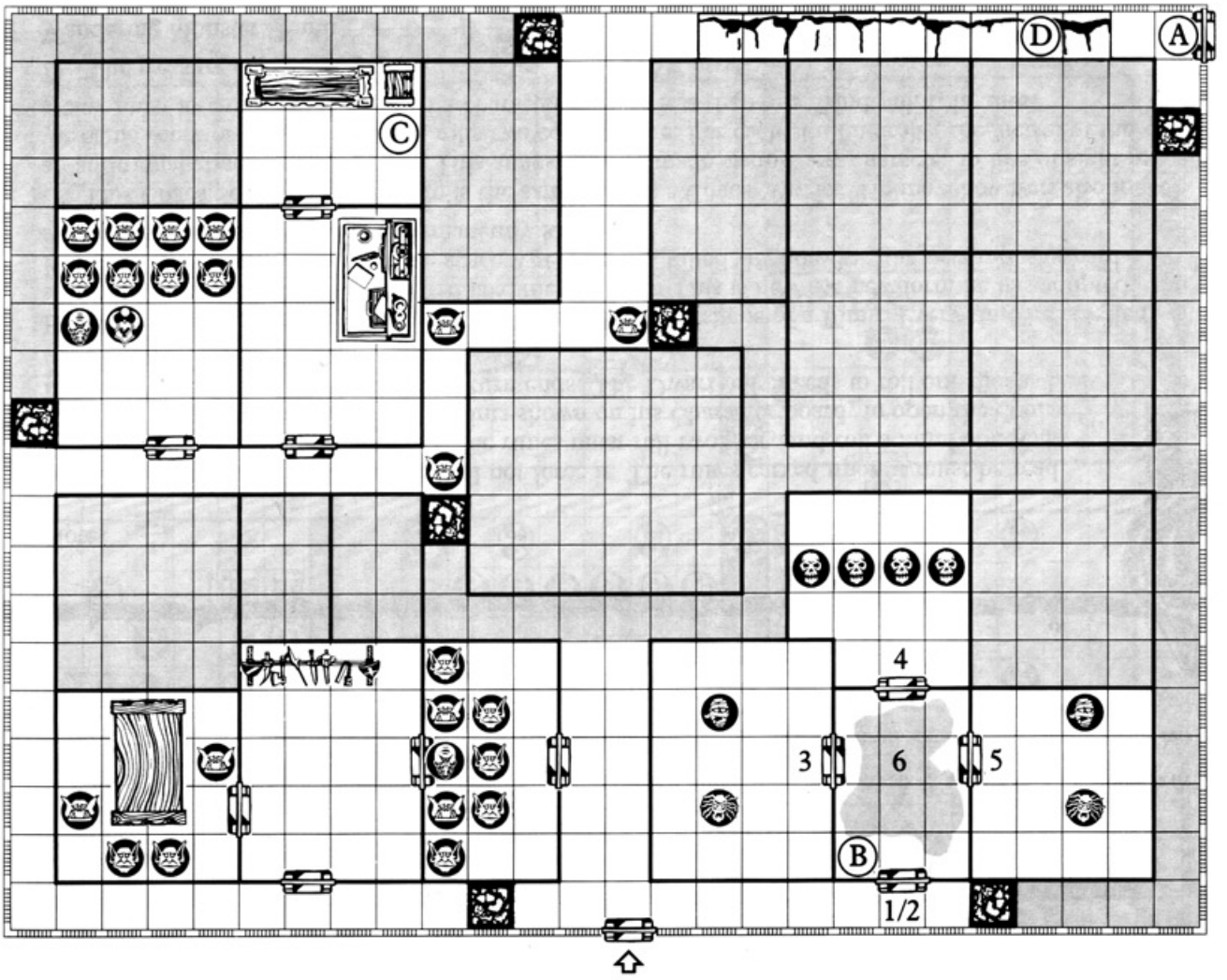
A The gate is locked and strength will not force it. The runes carved upon it must be read aloud. Any player attempting to read the runes must roll two dice, and roll a number equal to or less than the number of Mind points shown on his Character board, to open the door. If the player fails to open the door his turn ends. The Dwarf only needs to roll one die, as he is familiar with Dwarven runes.

B This monster is a shape-changer and is currently in the shape of a Fimir. Every time he is killed shuffle all the monster cards and then take the top card. This is now the new form he has adopted. Place the new monster figure in the space where he was killed. If, however, the new monster card matches his current form, he is permanently killed.

C This Chaos Sorcerer, Petrokk, rolls the same dice as a Chaos Warrior. He may, however, also make an additional attack once per turn. This attack may be made against any character in line of sight in the same room or passage. Petrokk rolls two combat dice. For each skull he rolls, the victim of the attack must lose one Mind point. If a character reaches less than one Mind point, he dies.

D The treasure chest is empty.

Wandering Monster: Fimir



Grin's Crag

"Now you have Grin's map you may find the way to Grin's Crag. Remember your task. Do not stray from it, for the enemy are too numerous. The hour of victory is close at hand. Once you have passed Grin's Crag you will be able to lead the garrison of Karak Varn to safety. The crag is narrow. You must tread carefully or fall into the abyss."

Notes

A The door is magically locked and will only open when the Gargoyle is dead.

B This room is filled with a Magical Darkness. Any player who enters the room must roll one die. If he rolls:

1 or 2 The character ends up back in the hall on the numbered square;

3, 4 or 5 The character ends up walking through into one of the adjoining rooms.

The character does not need to open a door because these doors are all open. The character is moved to the square with the corresponding number. If that square is occupied he stays in the room and treats his roll as a 6;

6 The Magical Darkness attacks the player. Roll one combat die. If you roll a skull, all characters in the room with the Darkness must lose one Body point.

Monsters may not enter the room with the Magical Darkness.

C The treasure chest contains 250 gold coins.

D The first player who moves onto or through on this square will activate the guardian of Grin's Crag. Place the Gargoyle in one of the adjacent squares. The Gargoyle rolls the same dice as a normal Gargoyle. He is, however, immune to all spells and has 3 Body points. Keep track of the Gargoyle's Body points on a character sheet.

Wandering monster: Fimir

The door opened into the darkness of Kellar's Keep. From far above came the thunder of battle. The forces of Morcar were making their last, remorseless, assault. This time there could be no holding them. The Emperor assembled his captains, determined to organise one last line of defence. Then came the news: a group of Champions had found a way through from the Halls of Belorn.

Without hesitation the Emperor ordered his captains to fall their men back towards Grin's Crag. The guard would take the rear and fight their way back to the passage, thus giving time for the rest of the army and the wounded to reach safety. The guard fought with such strength and courage that the Orcs and Goblins of Morcar's army fell back, not daring to close with such a fearsome foe. Morcar looked to his left, then pointed menancingly towards the Emperor's guard. The Doomguard stirred from their silence, and moved forward.

The Emperor's guard slowly fell back before them until the gate was reached. Then it fell to one man to hold the enemy while the passage behind him was destroyed so that none could pass. Kenaron, the captain of the guard stood in the gate. Time and again the heavily clad warriors of the Doomguard surged forward to be felled by Kanaron's sword. Morcar watched for a while, and smiled wryly at Kenaron's courage and skill-at-arms. A moment later his patience was spent. Kenaron fell before the storm of flame that burst against the gate. But it was too late. Morcar's warriors howled in anger, for the passage was destroyed. The Emperor and the last of his army had escaped.

"You have done well. The Emperor has asked me to express his gratitude. Each of you will receive 500 gold coins for your efforts. But do not let this victory deceive you. A dark cloud still hangs over the Empire. The army is in need of rest. Yet the forces of chaos still advance from the East, nothing stands before them. We are in need of time. I shall look to how we might delay Morcar's advance. Rest well my friends.

"Once I have consulted Loretome I shall summon you."

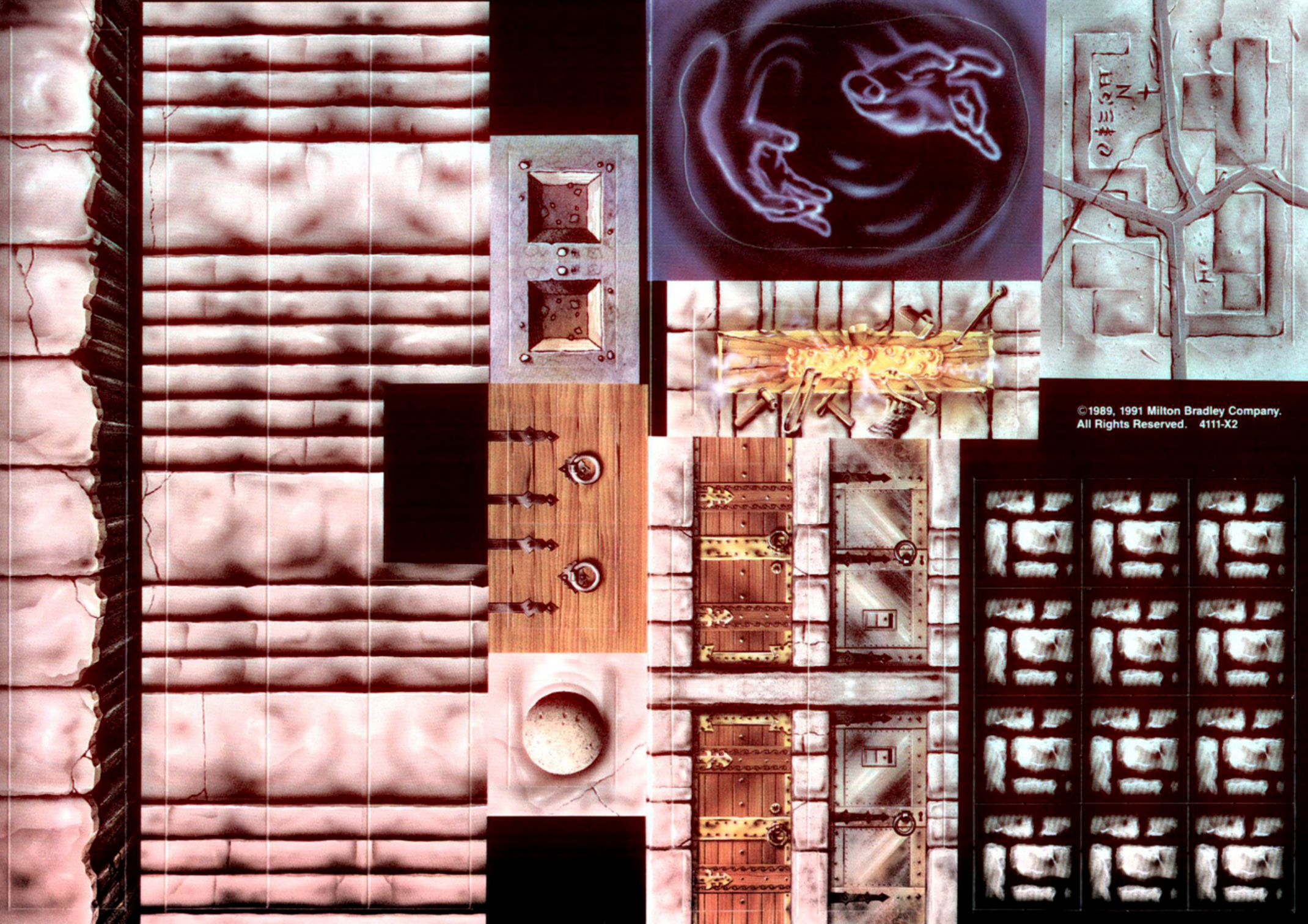




THE MINIONS OF MORCAR

MB GAMES
©1989 Milton Bradley Ltd,
Caswell Way,
Newport, Gwent NPT 0YH.
4232GB1089

Developed with
GAMES WORKSHOP
Illustration by Bob Naismith
Artwork, copyright, Games Workshop Ltd.



©1989, 1991 Milton Bradley Company.
All Rights Reserved. 4111-X2

Converted into Adobe Acrobat PDF by Bradley Boruch
All contents are Copyrighted to the respective owners
Milton Bradley Ltd. & Games Workshop, 1991

FOR PERSONAL USE ONLY

Permission granted to be used on Zagnuts HeroQuest Downloads