

# HERO QUEST

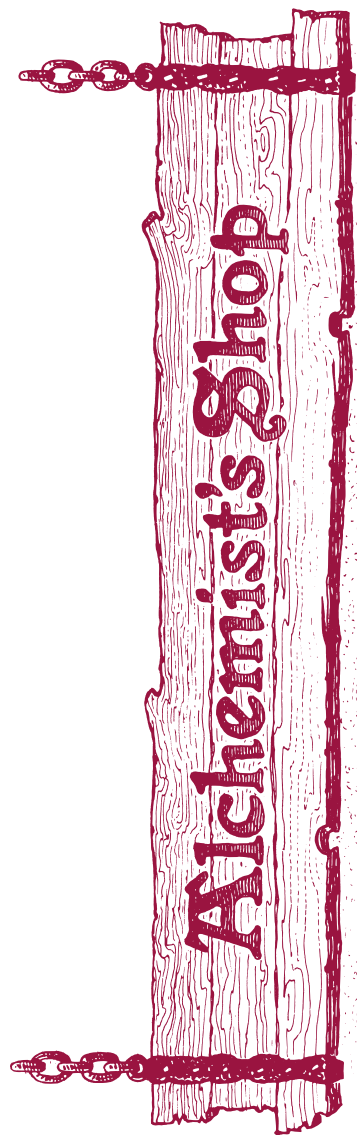


Ograk  
INSTRUCTION  
BOOKLET









### Potion of Body

**Cost: 100 Gold Coins**

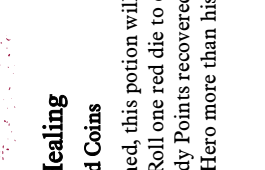
Restores 1 lost Body Point when consumed. Cannot give the Hero more than his starting number.



### Potion of Healing

**Cost: 100 Gold Coins**

When consumed, this potion will restore lost Body Points. Roll one red die to determine the number of Body Points recovered. This potion cannot give a Hero more than his starting number.



### Potion of Strength

**Cost: 200 Gold Coins**

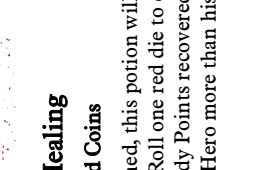
Adds one extra combat die to the drinker's next attack.



### Potion of Defense

**Cost: 200 Gold Coins**

Adds one extra combat die to the drinker's next defend roll.



# HERO QUEST

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## Author's Note

Since conceiving of this trio of Quest Packs in 1998, I had always planned on the giant Orc being named Ograk. I thought I had invented that name, but as I scanned some of the official published HeroQuest materials for inspiration, I realized that I hadn't. Ograk is the name of an Orc captain detailed in "Kellar's Keep."

Ooops.

I'm really bad at inventing fantasy names. Most of my towns, for example, are either pulled from online random name generators, or I use the street names in Toledo's Westgate district. They all have fantasy-RPG-town-sounding names, believe it or not. As bad as I am with place names, I'm even worse with character names. So, I'm leaving the name Ograk alone. I probably wouldn't be able to invent a better name for an Orc fighter-mage anyway.

Besides, I know multiple Calebs, Jessicas (I even know two women named "Jessica Miller"), Melissas, Johns (my dad, my wife's grandpa, my wife's uncle, several cousins; and it's both my and my son's middle name!), and Todds. If people share names in real life, then it can be so in the realm of fantasy, too.

It's possible that two Orc cubs would be named "Ograk."

After all, Orcs really aren't that smart.

This is the first adventure that I have planned to release on my website, Cory's Repository of Free RPG Adventures. Since I had never actually planned to release the others on my own forum, there is (of course) nothing in them that indicates I have my own forum. I was still kicking the idea around, toying with it, contemplating it.

Now it's decided.

So, if you wish to distribute this (or any of my adventures), please provide a link back to the new blog. It would be greatly appreciated.

Thank you very much, and as always, I hope you enjoy the adventure.

focused on undead and the second on chaos.

## New Monster

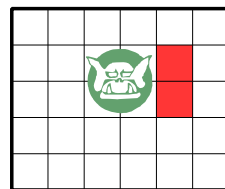
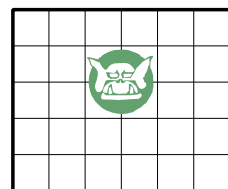
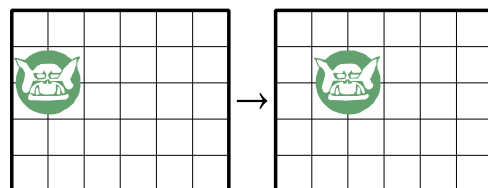
### Ograk

The main villain of this Quest Pack is an Orc that occupies a 4 x 4 section of the game board. His name is Ograk. On the Quest Map, Ograk is shown as a 2x2 Orc. The room is also marked with a Quest note. That Quest note will contain further in-game directions for running him, but see "New Rules" below for Ograk's movement.

## New Rules

### Moving Ograk

Though he occupies four squares, Ograk moves only one square at a time. When Ograk attacks, he attacks in one direction and anyone standing on the two squares of his chosen attack will roll separate defend dice. See diagram for a visual aid.



Ograk can only attack in one direction at a time. In the diagram, he is attacking to his right. Any Heroes standing on the squares highlighted in red would suffer the damage indicated by Ograk's attack dice. Each would then roll defend dice. Play would then proceed as normal.

### Throwing potions

Some potions require a player to throw them at a monster. To do so, the Hero should roll one red die. If the total on the die is equal to or greater than the target's defend die, then the potion will hit the monster. This counts as the Hero's action for that turn.

### Beginning and Ending Quests

Unlike the Quests that come with the Game System, Quests begin at the Iron Entrance Door and end at the Wooden Exit Door. At the beginning of each Quest, Zargon will place the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes will line up outside.

### Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

## 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.



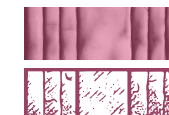
### Wooden Exit Door

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

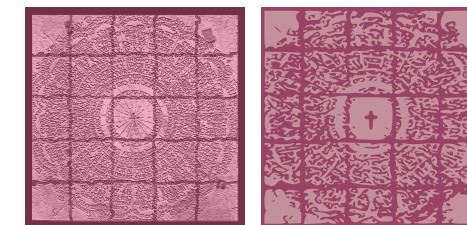


### Short Stairway

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



### Runes of Power



### Waterfall

