

HeroQuest™

Ograk

Q U E S T



B O O K

A Message from Mentor

My friends, gather around and listen very carefully to my words...

Thousands of years ago, Zargon took a personal interest in three mages who showed a lot of promise in the dark arts. There was an Orc, a Skeleton, and a Chaos Warrior. Zargon trained each of his "darlings" personally, instructing them in many chaos magic arts and in combat skills. They are warrior mages, making them very dangerous opponents.

As Heroes of the Realm, I give you the task to seek out and destroy each one, ending the threat forever. I should warn you, Zargon used magic to increase not only the monster's strength, but the size as well. Each of these monsters I send you to destroy is four times the size of any monster you have faced before.

A powerful precursor to Zargon whose name has been lost to legend created the Runes of Power long ago and placed them in a hidden tunnel. Zargon has found them, and endeavors to learn their secrets. Presently, he has only spawned Ograk from these Runes, but unless the Runes are destroyed he will undoubtedly create more menacing monsters.

Ograk was a powerful Orc captain who planned many military victories for chaos. Unlike the classic Orc, Ograk was smart and cunning. Ograk once cannily spared a good wizard, in exchange for instruction in magic. Reluctantly, to save his own life, the wizard taught Ograk magic. Ograk killed the wizard anyway.

That's the kind of thing that Zargon likes to reward, and so he taught Ograk more magic, eventually using the Runes of Power to increase the Orc's size.

You must journey into Ograk's lair, which lies across a narrow footpath over a great waterfall. Then, you must destroy the Runes of Power. Since their magic is tied to the Orcs, I believe that a weapon called the Orc's Bane will do the most damage to the Runes. Then, you must defeat Ograk.

Good luck, my friends. Remember, when you need my guidance, listen deep within yourselves.

A stylized, handwritten signature of the word "Mentor" in a dark brown, ink-like font. The letters are fluid and connected, with a prominent 'M' and a long, sweeping tail on the 'r'.

Conclusion

You have done well, my Heroes, as always. You have accomplished much, and yet so much remains to be done.

Ograk is dead, and his threat to the empire is over. That means all of the enormous fighter-mages that Zargon has trained to lead his forces have been dispatched, thanks to your efforts. The Emperor will award you each 250 gold coins for your bravery.

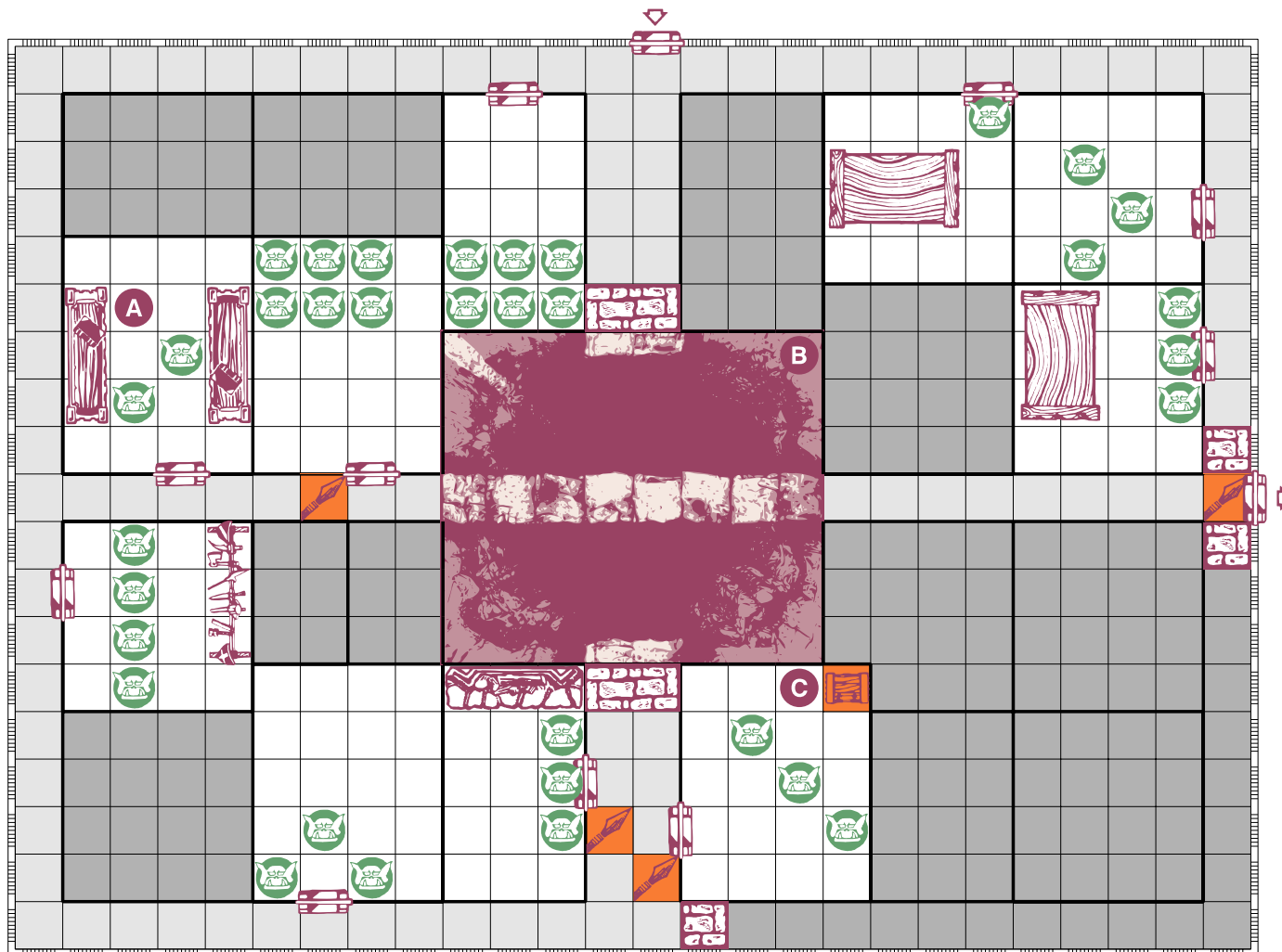
However, there is another threat. In your encounter with Skraggmar, you met Lanmarr, the evil Chaos Warlock who killed the elven explorer Liffin. Lanmarr escaped the halls of Skraggmar with magic books enabling him to animate Gargoyles.

When you met him next, he did just that. He sent Gargoyles after you using his new found magic. I thought that was all he was capable of, but he is turning out to be a much more dangerous enemy than I had anticipated.

We must find Lanmarr. The great book, Loretoime, is rewriting itself every time I consult it about Lanmarr. No magic is powerful enough to do that. To change Loretoime is to change time itself, and that is what I fear Lanmarr may be doing. The only consistent detail between rewritings is that Lanmarr is holed up in Formar's Bastion, an abandoned tower near the city of Thorndale, the capital of the kingdom of Arcania.

You cannot rest or celebrate your victory here, my Heroes. You must journey immediately to the kingdom of Arcania to find out what is going on with Loretoime, and how Lanmarr is involved.

Mentor



Quest 3

Ograk's Inner Sanctum

"With the Runes of Power destroyed, you can now defeat Ograk. In the halls you are about to negotiate, elite Orcs dwell. They are tougher than the other Orcs you have so far faced. Tread

carefully, my friends. Ograk's defeat will be a terrible loss for Zargon's forces."

NOTES:

The Heroes enter on the spiral stairway.

All Orcs in this Quest (unless summoned by a spell) have the same stats as Chaos Warriors.

A Once all of the Heroes are in the hallway marked A, remove the door marked with an arrow. Tell the Heroes that it vanishes in a firestorm of dark magic. They will have to find another exit.

B Ograk is in this room. Ograk's stats are listed below.

Ograk:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	6	5	5

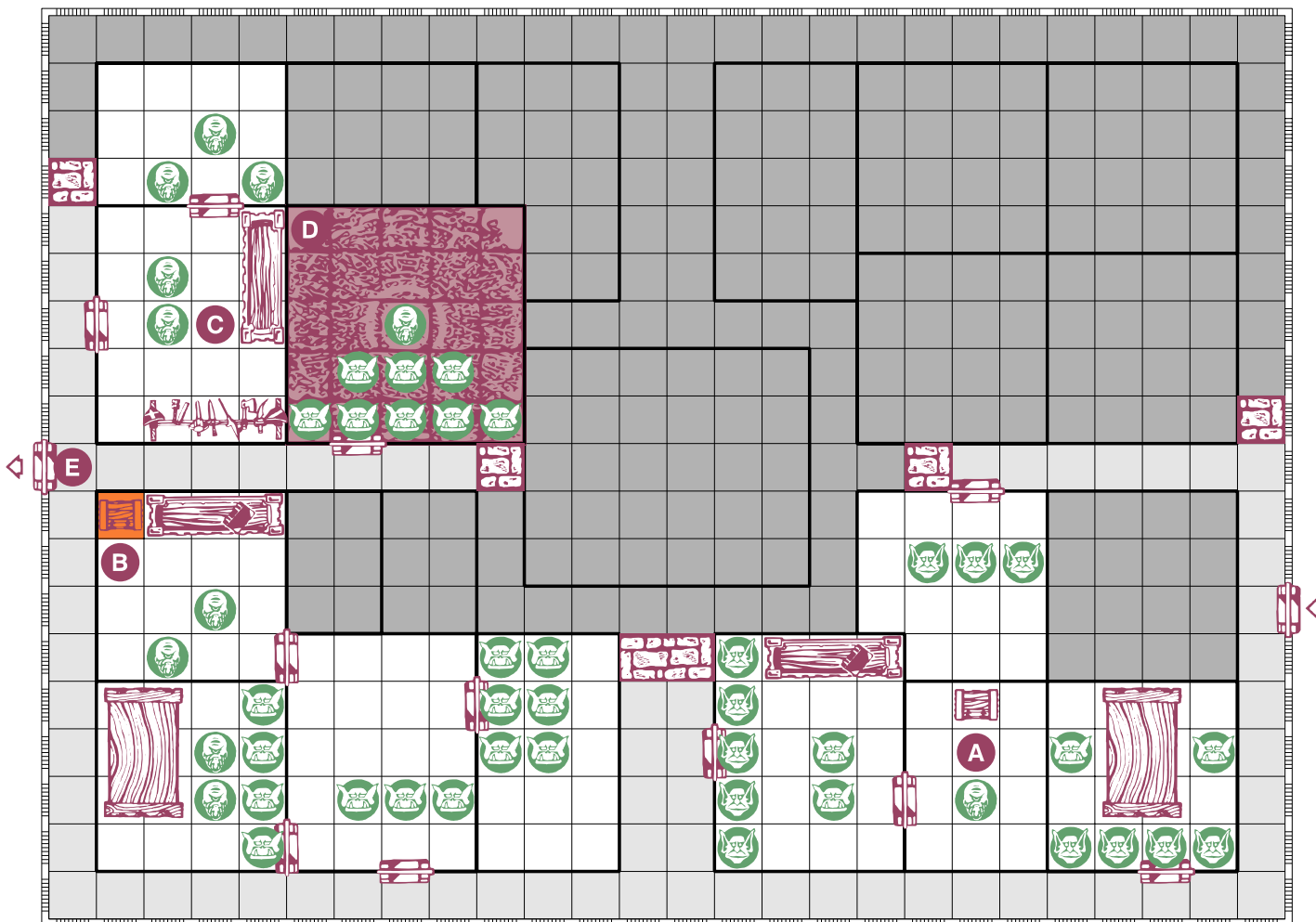
Ograk knows the Chaos spells Cloud of Chaos, Fear, Sleep, and Summon Orcs. He may cast a spell once per turn instead of attacking. The Orcs that Ograk summons with the Summon Orcs spell are garden variety Orcs and do not have the same stats as Chaos Warriors.

The door in this room marked with an arrow won't open until Ograk is dead.

Once the Heroes move through the wooden exit door, read aloud the conclusion on the following page.



Wandering Monster in this Quest: 2 Fimir



Quest 2

The Runes of Power

"Ograk draws his power from a set of mystical runes that an evil precursor to Zargon created long ago and placed in this tunnel. Zargon has been trying to discern their secrets, but so

far Ograk is the only vile creature spawned from the Runes. You must destroy the Runes before facing Ograk."

NOTES:

- A** This treasure chest contains 2 Potions of Healing. The potions will restore up to 4 lost Body Points when consumed, however, they will not give the Hero more than his starting number. destroyed.
- B** This treasure chest contains 250 gold coins, but it has a poison needle trap on it. Any Hero who searches the room for treasure before the trap is disarmed will spring the trap and lose 2 Body Points.
- C** The weapons rack has a longsword and a crossbow on it, just like the matching items described on the cardboard platform in the Game System.
- D** This room contains the Runes of Power from which Ograk draws his strength. To destroy the Runes, the Heroes must inflict 10 points of damage on them. Any Hero can strike the Runes by announcing his intent to do so. If the Hero uses the Orc's Bane (see matching Artifact Card in the Game System), then roll 5 combat dice. For all other weapons, roll 3 combat dice. For each skull rolled, the Runes sustain 1 point of damage. When using any weapon or artifact other than the Orc's Bane, if 2 or more black shields are rolled on the dice, then the weapon or artifact breaks and the Runes sustain no damage. Even a crossbow will break.
- E** This wooden exit door won't open until the Runes of Power have been



Wandering Monster in this Quest: 2 Orcs