



# **OGRAK**

Quest Pack Design by Cory Tucholski

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# Potion Shop

Potion	Cost	Description
Potion of Body	100 gold	Restores 1 lost body point when consumed. Cannot give the Hero more than his starting number.
Potion of Healing	100 gold	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	200 gp	Adds one extra combat die to the drinker's next attack
Potion of Defense	200 gp	Adds one extra combat die to the drinker's next defend roll

# 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 Hero Quest 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.

# Ograk

“Ograk” is a mini-Quest Pack for Milton Bradley’s Hero Quest Game System consisting of three Quests. It is the final chapter of a trilogy featuring an “MVP” monster. This pack focuses on Orcs. The first focused on undead and the second on Chaos.

## New Components

The following new components are required to play this Quest Pack. If they are available, the description will explain how to obtain it.

**Giant Orc figure.** 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 shaded area 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.

**Iron Entrance Door.** The Iron Entrance Door is a cardboard cutout door that fits into a standard door stand. It is used to enter Quests instead of the Spiral Stairway included with the Game System. Iron Entrance Doors are available in the official Quest Packs “Return of the Witch Lord” and “Kellar’s Keep.” On the Quest Map, it appears as a door with an arrow facing inward.

**Wooden Exit Door.** The Wooden Exit Door is a cardboard cutout door that fits into a standard door stand. It is used to exit the Quests in this book. The Wooden Exit Door component is available in the official Quest Packs “Kellar’s Keep” and “Return of the Witch Lord.” On the Quest Map, it appears as a door with an arrow facing outward.

**Extra Hero Quest Monsters.** Had this been an official Milton Bradley product, it would have included extra Goblin, Orc, and Fimir figures. To get the full effect of the monster placement, it will be necessary to have at

least the extra figures that came with “Kellar’s Keep.”

## Room Tiles

Copyrights prevent me from legally distributing the following full room tiles. However, I am providing links to the HQ fan site Ye Olde Inn, which is licensed to distribute these tiles.

**Waterfall Tile.** Hero Quest aficionado Rob Capper has designed a gorgeous waterfall tile, available [here](#). I recommend #2, but either will work equally well. This is used as the waterfall walkway to enter Ograk’s lair in Quest #1.

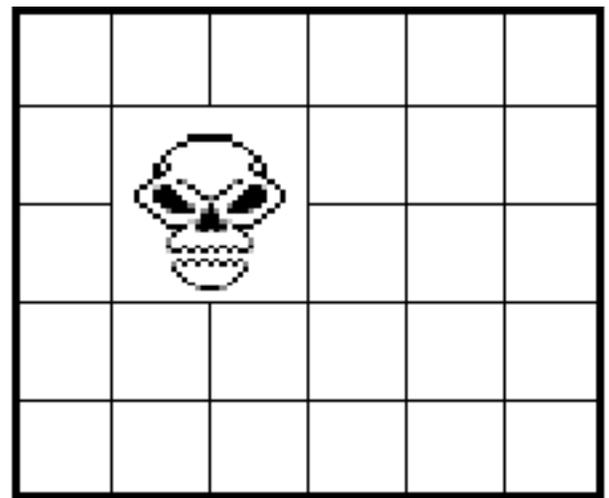
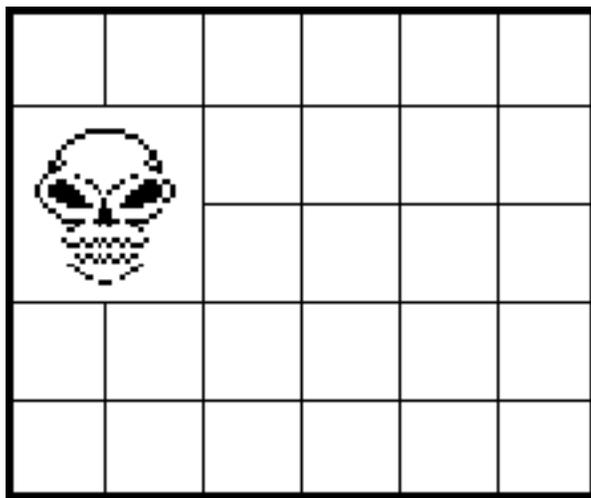
**Runes of Power Tile.** Hero Quest aficionado Toco has designed a Runes of Power tile, available [here](#). This is a 5 x 5 room and is used as the source of Ograk’s power in Quest #2.

## New Rules

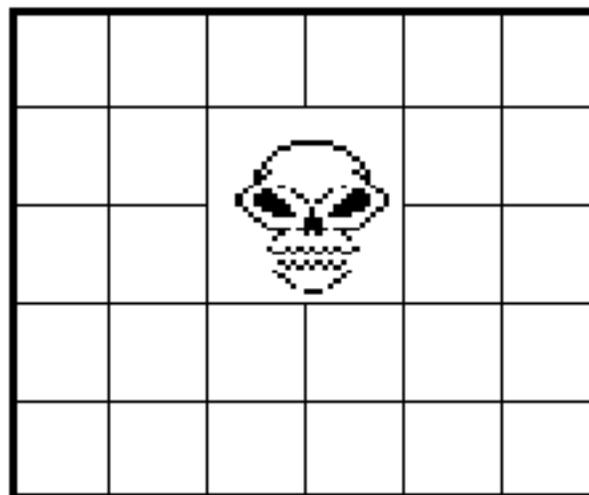
**Moving Ograk.** Though he occupies four squares, Ograk moves only one square at a time. When Ograk attacks, he attacks in one direction and anyone standing on the two squares of his chosen attack will roll separate defend dice. See diagram on the next page for a visual aid.

**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.

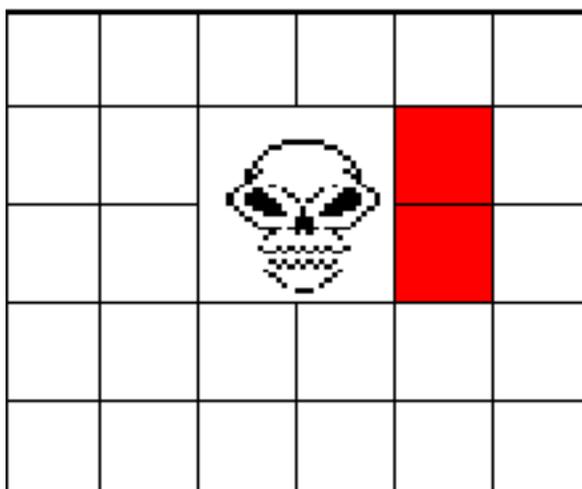
**Beginning and Ending Quests.** Unlike the Quests that come with the Game System, Quests begin at the Iron Entrance Door and end at the Wooden Exit Door. At the beginning of each Quest, Zargon will place the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes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



After 1 Move



After 2 moves



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

# *A Message from Mentor*

**M**y 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.

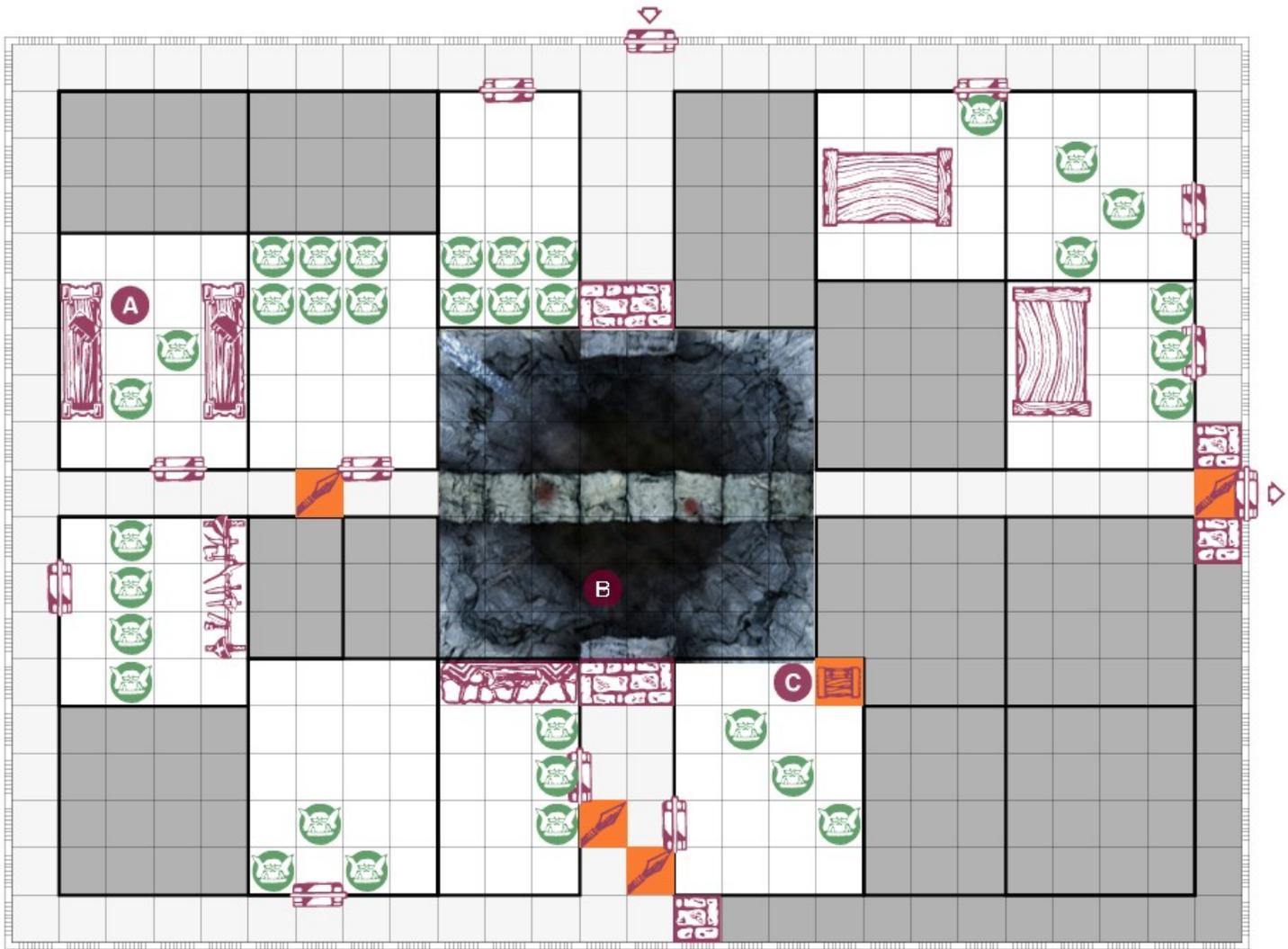
Ograk was a powerful Orc captain who planned many military victories for Chaos. Unlike the classic Orc, Ograk was smart and cunning. Ograk once cannily spared a good wizard, in exchange for instruction in magic. Reluctantly, to save his own life, the wizard taught Ograk magic.

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.



## Quest 1

# The Waterfall

“The entrance to Ograk’s fortress is found on the other side of an underground waterfall. Be extremely dangerous. Tread carefully, and good luck my friends. Be careful, for the narrow causeway over the falls is

- A) This is the library. Surprisingly, few Orcs ever come in here. The first Hero to search for treasure in this room will find 2 potions of healing behind a book. The potions restore up to 4 lost body points when consumed, but won’t give a Hero more than his starting number.
- B) This is the waterfall. Place the waterfall tile here when the Heroes can see it.

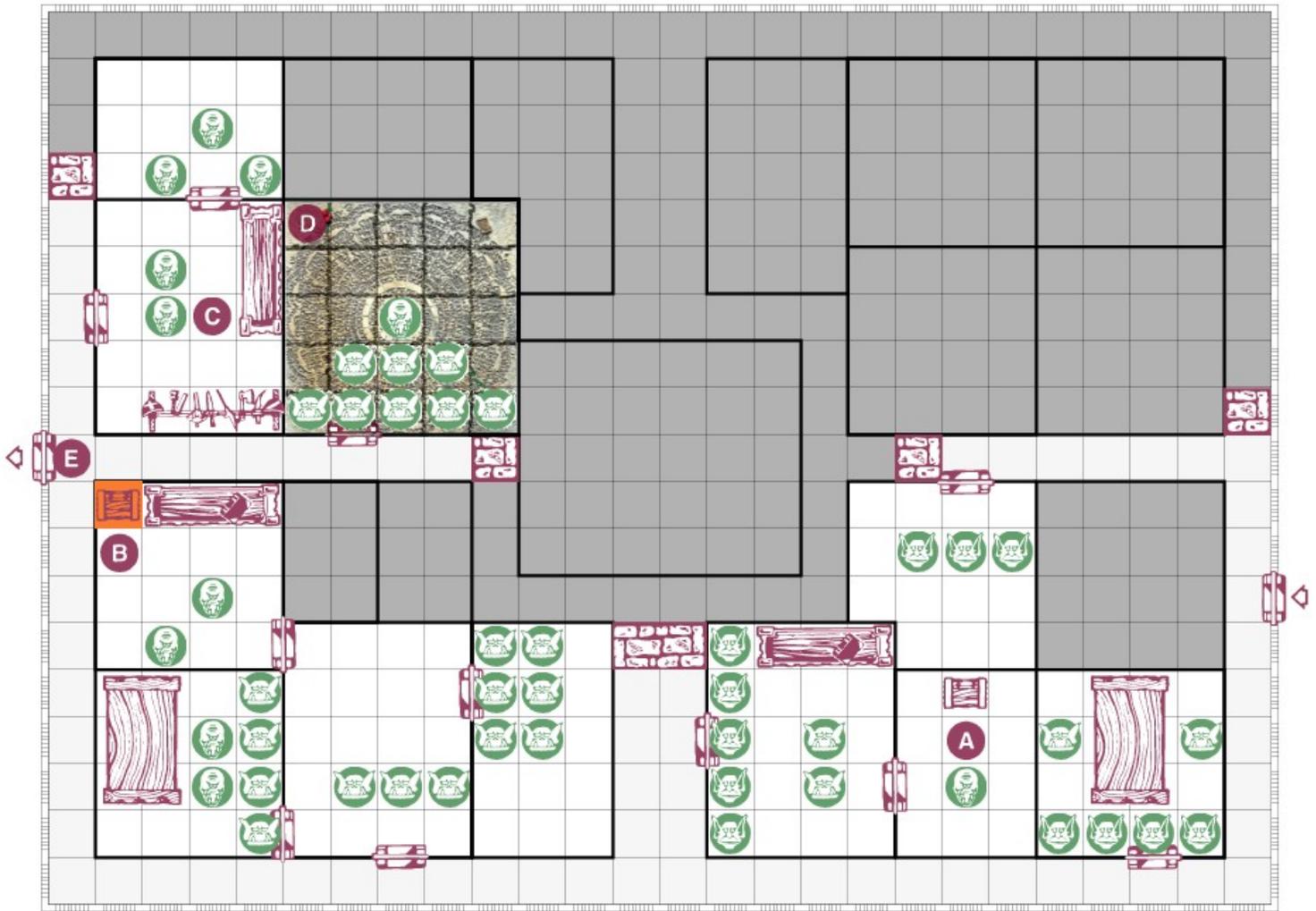
The bridge is dangerous. Whether a Hero traverses the entire thing in one move, or ends his turn on the bridge, roll 5 Combat Dice. If any skulls are rolled, falling rocks and dangerously slippery pathways cause the Hero to lose

that many body points. If the Hero rolls 4 or more skulls, he slips and loses his balance. He must then roll one red die. If he rolls anything but a 6, he steadies himself just in time. If he rolls a 6, then he was unable to save himself, and plummets to his death in the chasm below.

- C) This treasure chest contains 200 gold coins, but it has a poison needle trap on it. If any Hero searches for treasure before the trap is disarmed, he will lose 1 body point.

If the Heroes lost the Orc’s Bane artifact in a previous Quest, it will also be in the treasure chest. Give the Hero the matching Artifact Card from the Game System.

**Wandering Monster in this Quest: Orc**



## 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

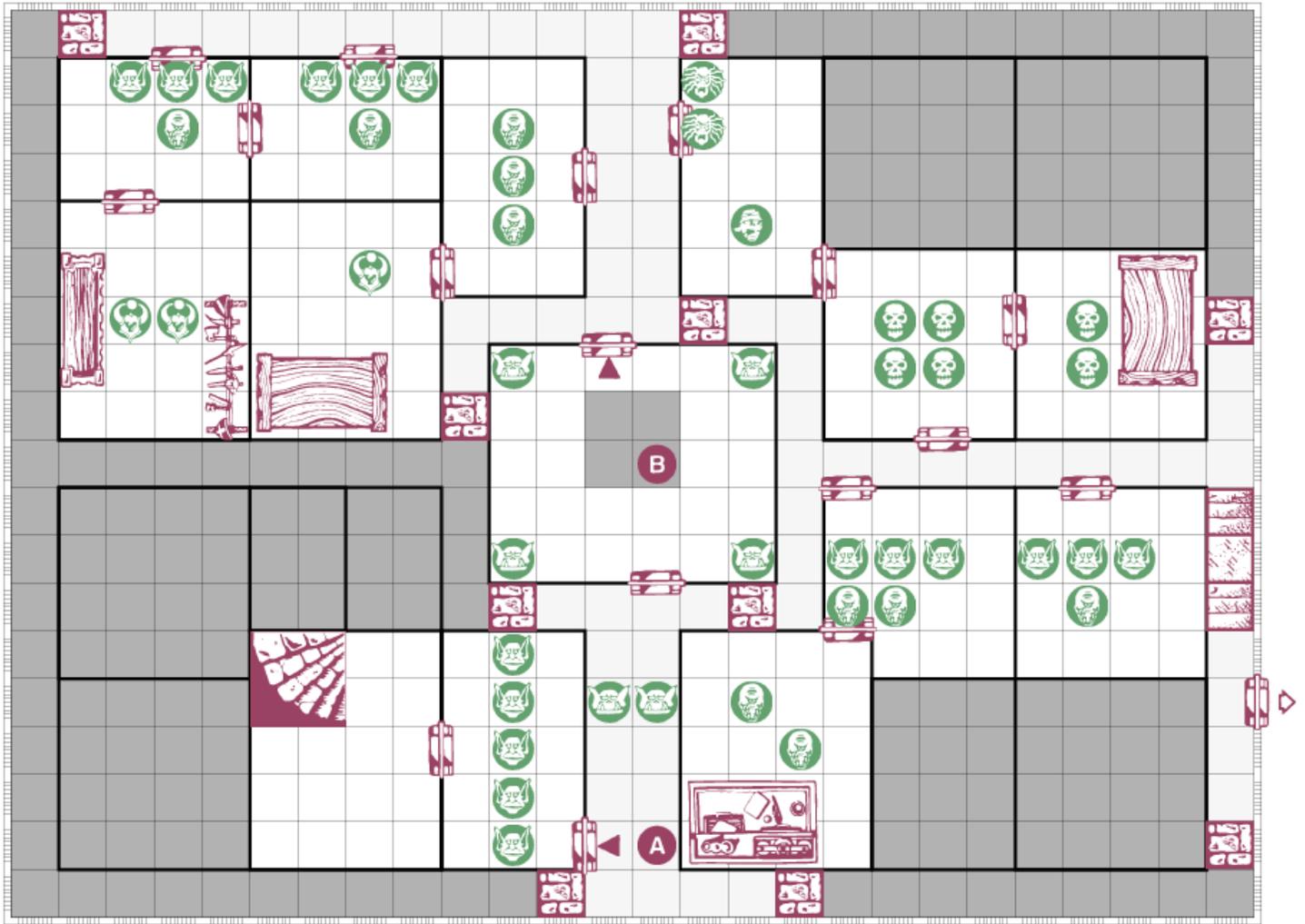
trying to discern their secrets, but so far Ograk is the only vile creature spawned from the Runes. You must destroy the Runes before facing Ograk.”

- 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.
- 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 destroyed.

**Wandering Monster in this Quest: 2 Orcs**



### 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.”

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 on the darkened 4 x 4 area marked “B.” Ograk's stats are listed below.

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.

#### OGRAK:

Movement	Attack	Defend	Body	Mind
5	5	6	5	5

**Wandering Monster in this Quest: 2 Fimir**

# Conclusion

**Y**ou 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 Skragfmar 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, Loretome, is rewriting itself every time I consult it about Lanmarr. No magic is powerful enough to do that. To change Loretome 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 Loretome, and how Lanmarr is involved.