

## *Against the Ogre Horde* (US Adaptation)

*Zargon sat motionless on his throne of pure jet, deep in thought. His eyes scanned the image of the Emperor's lands which he had magically conjured before him. He had been so close to victory, so nearly had he trapped and destroyed the Emperor and his forces in the ancient fortress of Karak Varn. But he had been foiled at the last minute by the Emperor's accursed Champions. The same fate had befallen his powerful ally the Witch Lord, whose Army of the Dead had crumbled following the slaying of their leader.*

*Zargon needed some new and subtle means to attack the Empire and weaken its forces before he could lead his armies against them once more. Suddenly his gaze froze and a smile sent ripples through the lines of his ancient face. A plan had come to him.*

*A month later, Zargon again sat back to examine the scheme he had set in motion. He had never before considered the ancient race of Ogres as a potential tool. Their undisciplined and random nature made them unreliable as servants and dangerous as allies. However, using the magical arts at his disposal, Zargon had planted one of his lieutenants, the mage Festral, within the subterranean fortress of the infamous Dirgrusht Ogre clan. Drawing from a magical pool of Chaos power, Festral had subtly taken control of the Ogre clan and started them on a series of raids on the Emperor's farmlands. This was only the beginning, for as the raids went on, other Ogre clans and Orc tribes came to swell the ranks of this new army.*

### **Ogre Background**

*Ogres see the world as one long series of meals; enemies mean lunch or breakfast, depending on the time of day. More often than not, Ogre duels are vast eating competitions - although violent brawls make a good substitute.*


*As enemies, Ogres are ruthless foes who show no mercy once their appetite has been whetted. Anyone brave enough to do battle with the Ogres must be sure of their own fighting prowess. Otherwise, they might not just end up dead - they'll end up as someone's dinner!*

*Ogres are not evil as such. Just permanently hungry and frighteningly violent. Often they just wander about alone. At other times, they group together in clans led by an Ogre Lord - whoever is the meanest, nastiest, and hungriest at that particular time.*


*It is possible for both the Empire and the forces of Chaos to hire Ogres as mercenaries, so long as they are guaranteed a good time - a brawl and plenty to eat (usually as a result of the fighting). But their habits make them unpredictable and horribly dangerous.*

### **Ogres in HeroQuest**

All Ogres occupy one space on the HeroQuest gameboard. No other figure may move through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed. Compare the relative strengths of the different Ogres:

Ogre Warrior 

Movement	6
Attack	5
Defend	5
Body	3
Mind	1

Ogre Champion 

Movement	6
Attack	5
Defend	5
Body	4
Mind	1

Ogre Chieftain	
Movement	4
Attack	6
Defend	6
Body	4
Mind	2

Ogre Lord	
Movement	4
Attack	6
Defend	6
Body	5
Mind	5

## Stone Doorways



Stone doorways are large slabs of rock which must be pushed out of the way using brute force to pass. To open one of these doors, a Hero must roll two skulls on a number of combat dice. The number of dice he rolls depends on what type of character he is: the Barbarian rolls three dice and the Dwarf and Elf each roll two. The Wizard cannot open a stone doorway at all. Once a stone doorway has been opened, it remains open for the rest of the Quest.

## Swinging Blade Trap



The trap is sprung when a character lands on a space marked with a dark blade symbol: a huge blade swings down from the ceiling attacking any Hero in any of the spaces marked with a light or dark blade symbol. These Heroes will be attacked with two combat dice which they may defend against normally. A swinging blade trap can only be detected by a search in the room or corridor containing the dark blade symbol. A Hero with a toolkit (or the Dwarf) may attempt to disarm a swinging blade trap in the normal way by moving to the space containing the dark blade symbol.

## Pits of Darkness



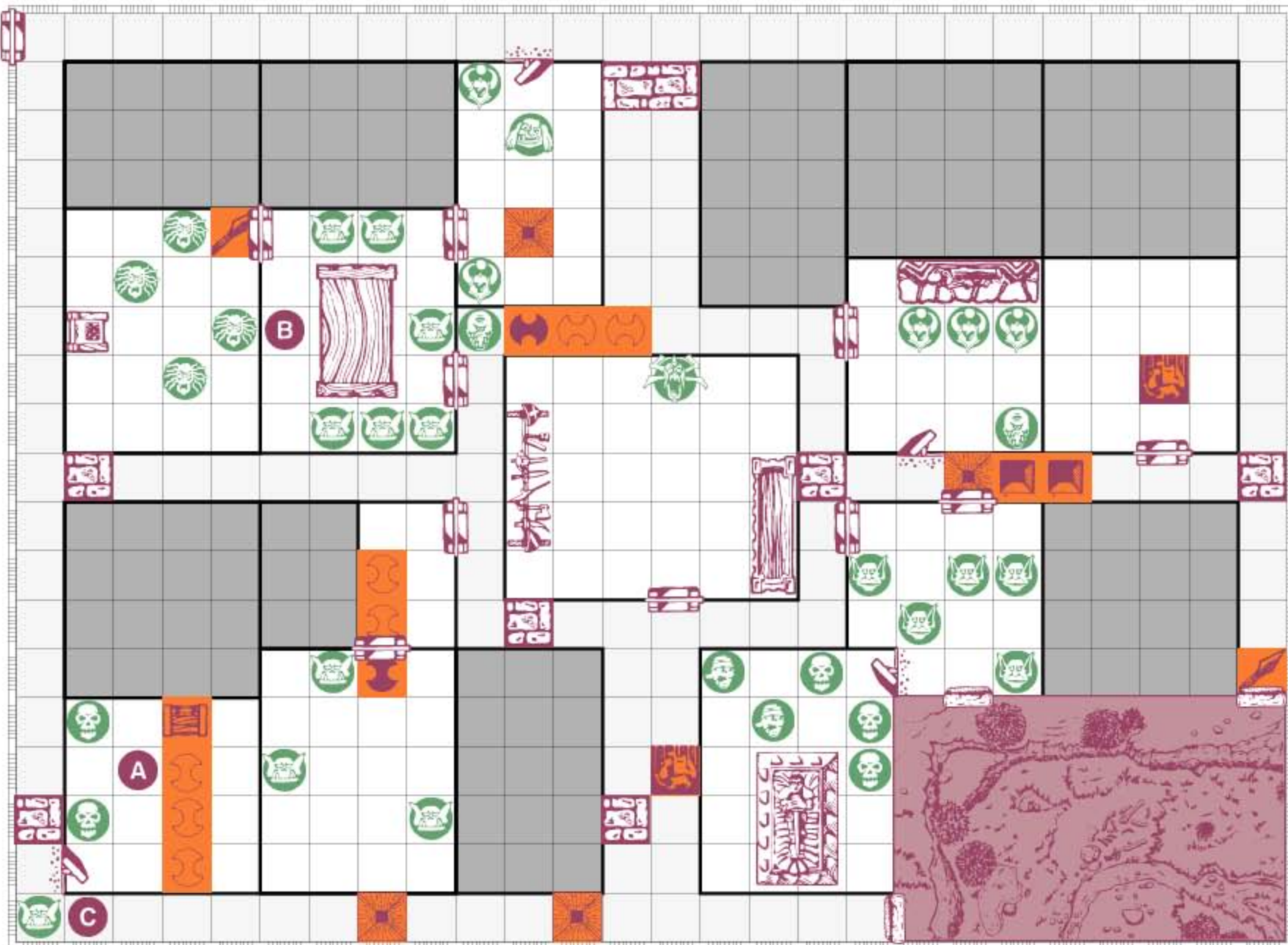
The pit of darkness trap works in the same way as a pit trap with the following exceptions: when a Hero springs a pit of darkness trap, he plummets 30 feet onto hard floor. Once he falls, he may suffer damage based on the type of armor he is wearing. Heroes not wearing any armor roll one combat die, those wearing chain mail or Borin's Armor roll two combat dice, and those wearing plate mail must roll three combat dice. For each skull rolled, the Hero loses one Body Point. A character may climb out of a pit of darkness on his next turn if there is a free space on any one side of the pit. Pits of darkness may not be disarmed once sprung, but characters may jump over them like ordinary pit traps.

## Chaos Spells

Two of the new Chaos Spells in this Quest Pack involve making Mind attacks against a Hero. To resolve a Mind attack, the spellcaster rolls one combat die for each of his Mind Points. The spellcaster scores one Mind hit for each skull he rolls. If the spellcaster does not roll any skulls, the attack fails. If any hits are scored, the Hero defends by rolling one combat die for each of *his* Mind Points. Each white shield rolled by the Hero blocks one Mind hit. If more white shields are rolled than skulls, the excess white shields have no effect.

**Mind Blast** – If a Hero or monster is reduced to zero Mind Points from this spell, they are knocked unconscious and placed out of play for the remainder of the current Quest.

**Mind Lock** – A ‘frozen’ Hero defends against attacks with only one combat die, and cannot move, attack, or cast spells. If the caster of a Mind Lock is slain, any Heroes ‘frozen’ by him are immediately freed of the spell and can move normally on their next turn.



## Search for the Ogre Fortress

*You, my heroes, must find the gateway to the Ogre Fortress which is hidden within the coils of a vast cavern complex. But tread warily for the denizens of that Fortress will surely have placed guardians and traps to protect their domain.*



### NOTES

A. The chest contains 50 gold coins, but there is a trap on it. If a Hero searches for treasure before the trap has been disarmed, the swinging blade trap is triggered, attacking any Heroes in its path.

B. The orcs in this room have longswords and can attack diagonally.

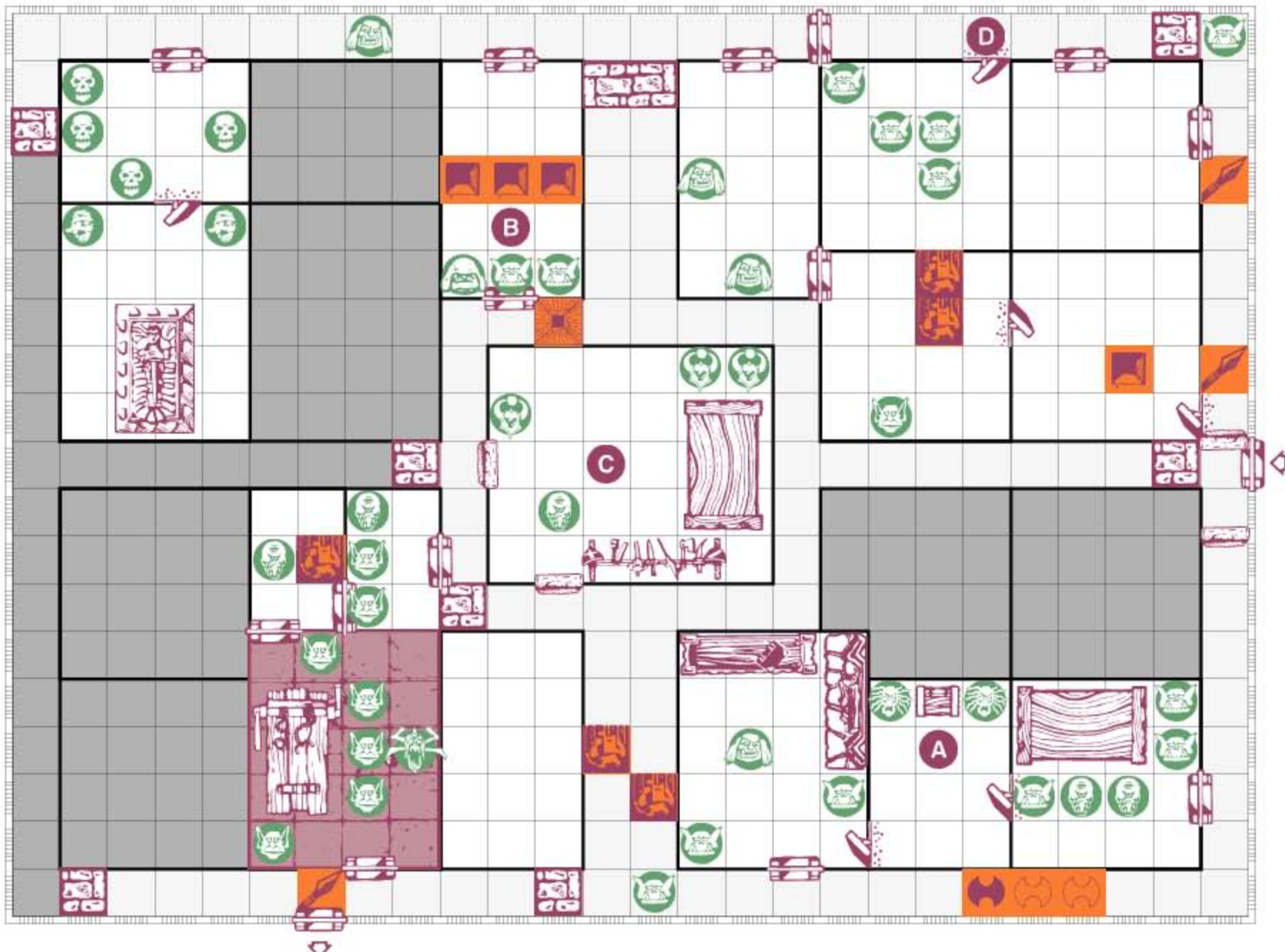
C. This orc is a statue with a magical crossbow. On each of your (Zargon's) turns, it may fire a flaming arrow at any Hero it can see. The statue is immune to all spells.

#### STATUE:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
0	3	5	2	0



Wandering Monsters in this Quest: 4 Goblins



## The Outer Caves

*You have found the entrance to the Ogre Fortress. You must now strike at their raiding parties and destroy the subterranean headquarters where they plan their raids by keeping the central chamber free of monsters for at least one turn.*

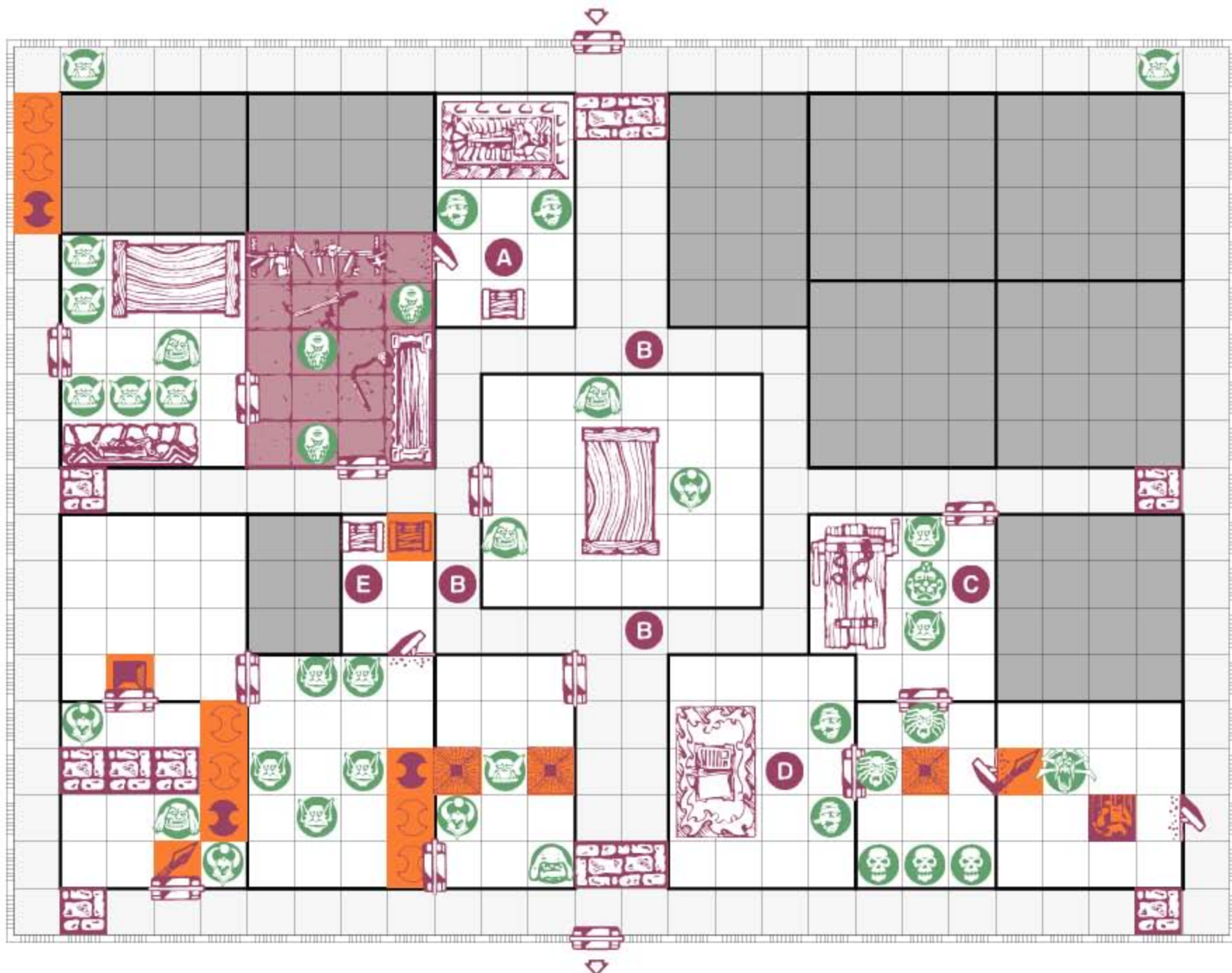
### NOTES

- A. This chest contains an emerald worth 300 gold coins.
- B. The Orcs in this room have crossbows and can make ranged attacks.
- C. This is the Ogre raiding headquarters. To complete the Quest, the Heroes must be the only occupants for one entire turn. The first Hero to search for treasure in this room will find 600 gold coins and a Potion of Healing on the table. The Potion will restore up to 6 lost Body Points.
- D. This secret door cannot be found by normal searching. When a Hero crosses the square marked "D," the door opens and the monsters in the room are activated.



Wandering Monsters in this Quest: 2 Chaos Warriors





## Lair of the Ogre Horde

*In order to reach the heart of the fortress, you must make your way through the Lair that houses the might of the Ogre Horde. Be wary not to alert these forces to your presence for even you might be hard pressed to defeat an entire army.*



### NOTES

A. The chest contains 200 gold coins.

B. On each of your (Zargon's) turns, if any Heroes are in any of the corridors marked "B," roll one red die. If a 1 or 2 is rolled, the door to the central chamber is opened and the monsters within are activated.

C. This is the chamber of Tograk, the commander of the Ogre forces.

D. This is the chamber of Nexrael, an apprentice Chaos Warlock. Nexrael knows the Mind Blast spell and can cast it on four separate turns. Nexrael stands on the square marked "D"

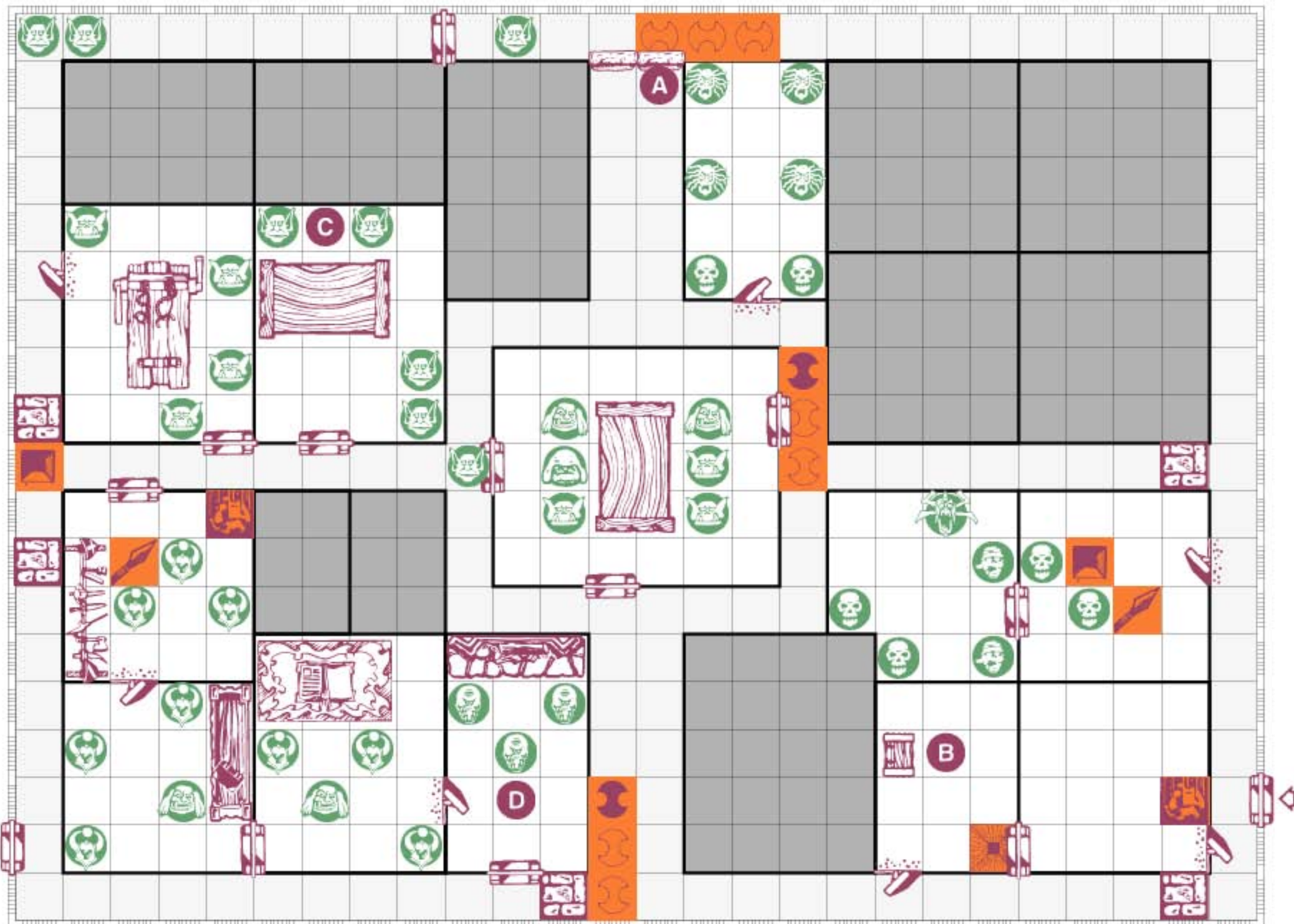
#### NEXRAEL:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	2	5

E. The chest on the right is trapped. If a Hero searches for treasure before the trap has been disarmed, a spear springs from the wall. Roll one combat die. If a skull is rolled, the Hero loses one Body Point. The two chests contain 900 gold coins.



Wandering Monsters in this Quest: 3 Orcs



## The Carrion Halls

*You are now entering the inner reaches of the fortress. Before you can reach any of your objectives, you must pass through the Ogres' eating halls where they pursue one of their favorite pastimes.*

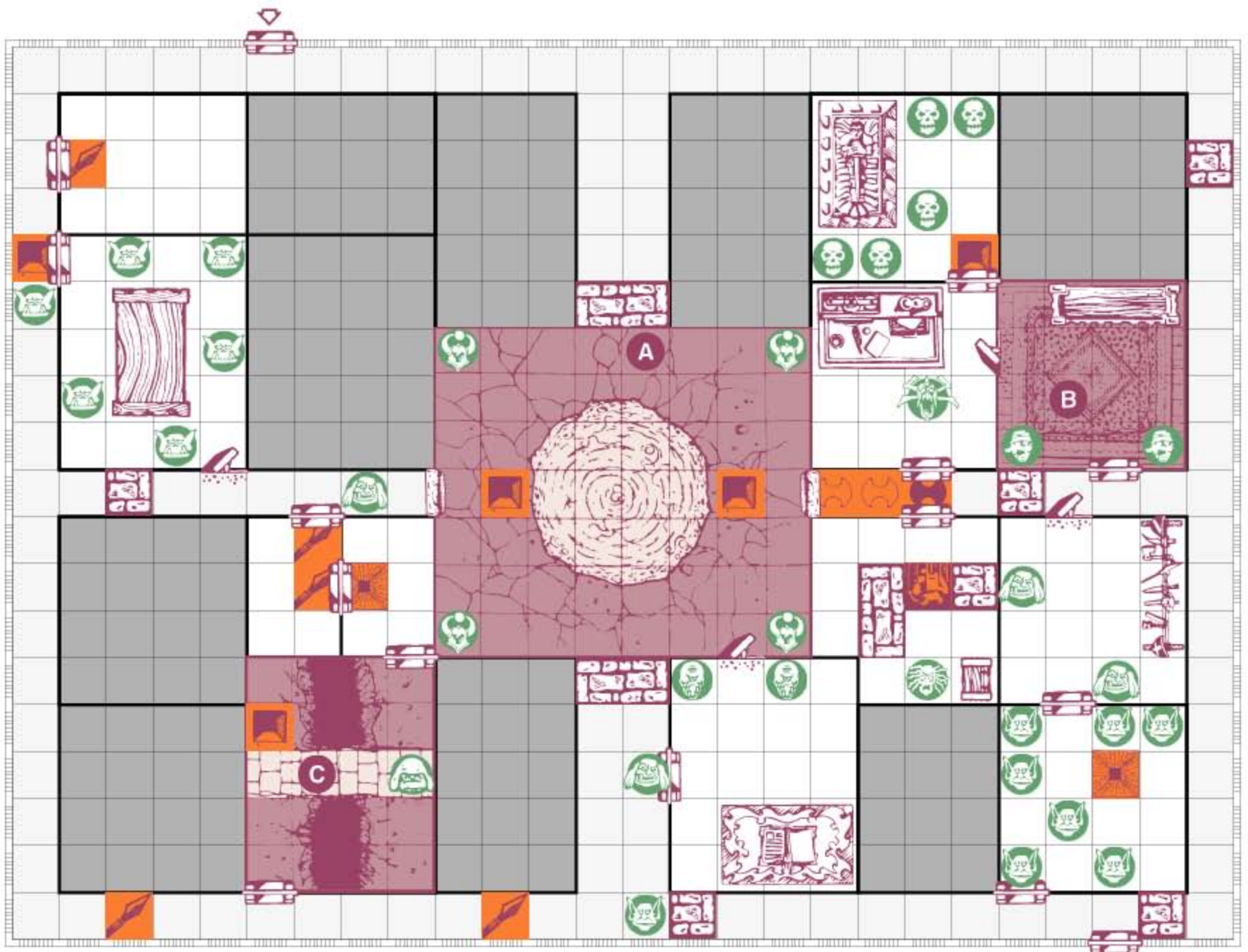


### NOTES

- A. If a Hero opens the door on the right, the swinging blade trap will be triggered, attacking any Heroes in its path.
- B. The chest contains 200 gold coins.
- C. These two Goblins are armed with bows and can make ranged attacks.
- D. The first Hero to search for treasure in this room will find a cache of 5 diamonds hidden behind the fireplace. Each diamond is worth 100 gold coins.



Wandering Monsters in this Quest: 2 Fimir



## The Pit of Chaos

*Tread carefully heroes, for I sense that you are now approaching a center of Chaos power. You must destroy this source by finding Festral's Ring of Power and hurling it into the Pit.*

### NOTES

A. In the center of this chamber is the Pit of Chaos. Any Hero who moves into the Pit instantly falls under Zargon's control forever. This is the domain of Zargon's lieutenant Festral. Festral knows the spells Mind Lock, Mind Blast, and Dominate, and can cast each spell three times. He stands on the square marked "A."

#### FESTRAL:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	3	8

The Chaos Warriors in this room are all members of Festral's personal guard and roll an extra die in attack and defense.

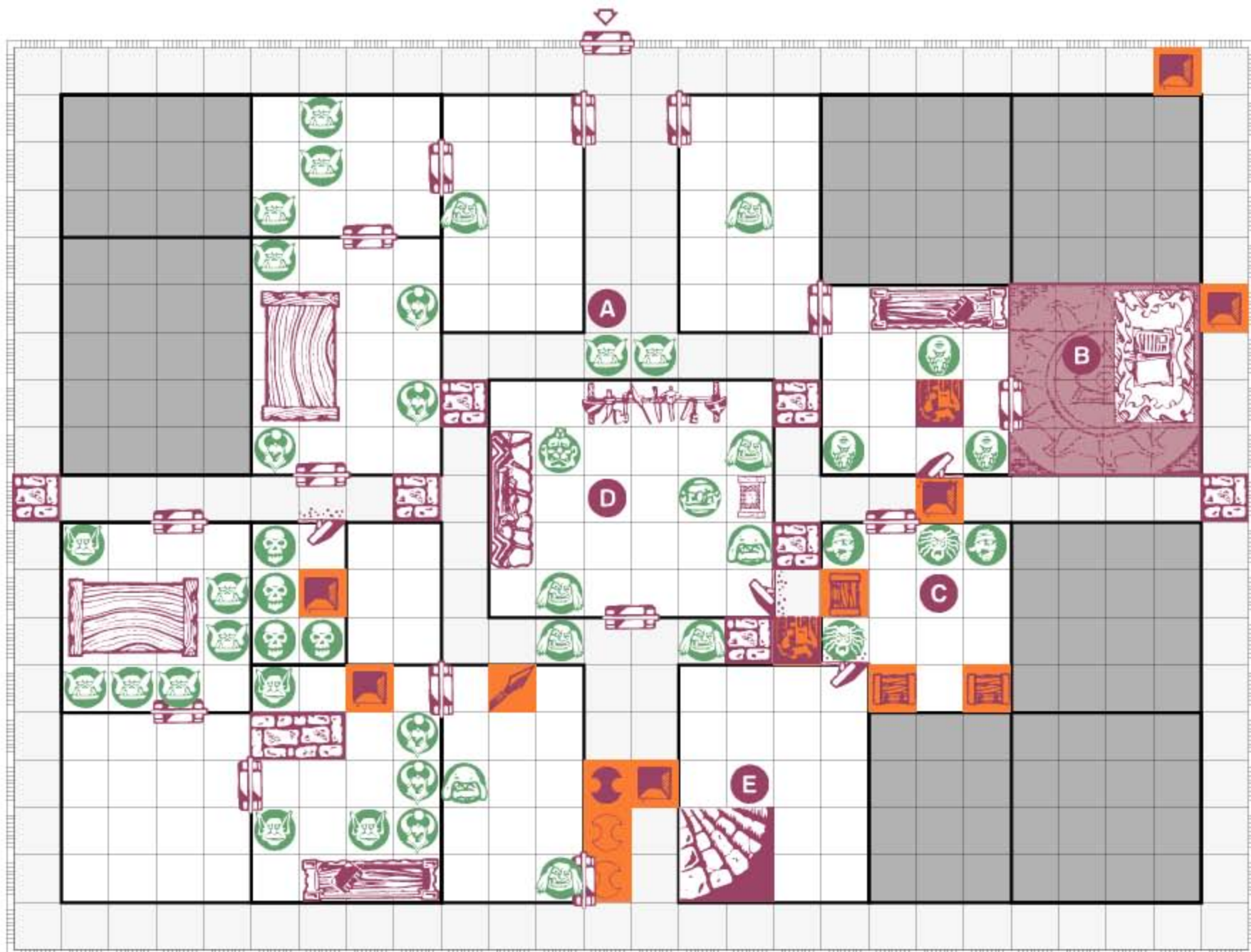
B. The first Hero to search for treasure in this room will find Festral's Ring of Power and 10 diamonds hidden in the bookshelf. Each diamond is worth 75 gold coins.

C. Any Hero or Monster who steps into the pit in this room dies.



Wandering Monsters in this Quest: 3 Chaos Warriors





## *Fortress of the Ogre Lord*

*At last you have reached the heart of the Ogre Fortress, where the lord of the Ogres presides over his clan. If you can kill the Ogre Lord you will break the unity of the Ogre Horde and save the Empire from their threat.*



### NOTES

A. These two Orcs are armed with crossbows and can make ranged attacks.

B. This is the chamber of Xenloth, Festral's assistant. Xenloth knows the spells Mind Lock and Mind Blast, and can cast each spell five times. Xenloth stands on the square marked "B."

#### XENLOTH:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	2	4

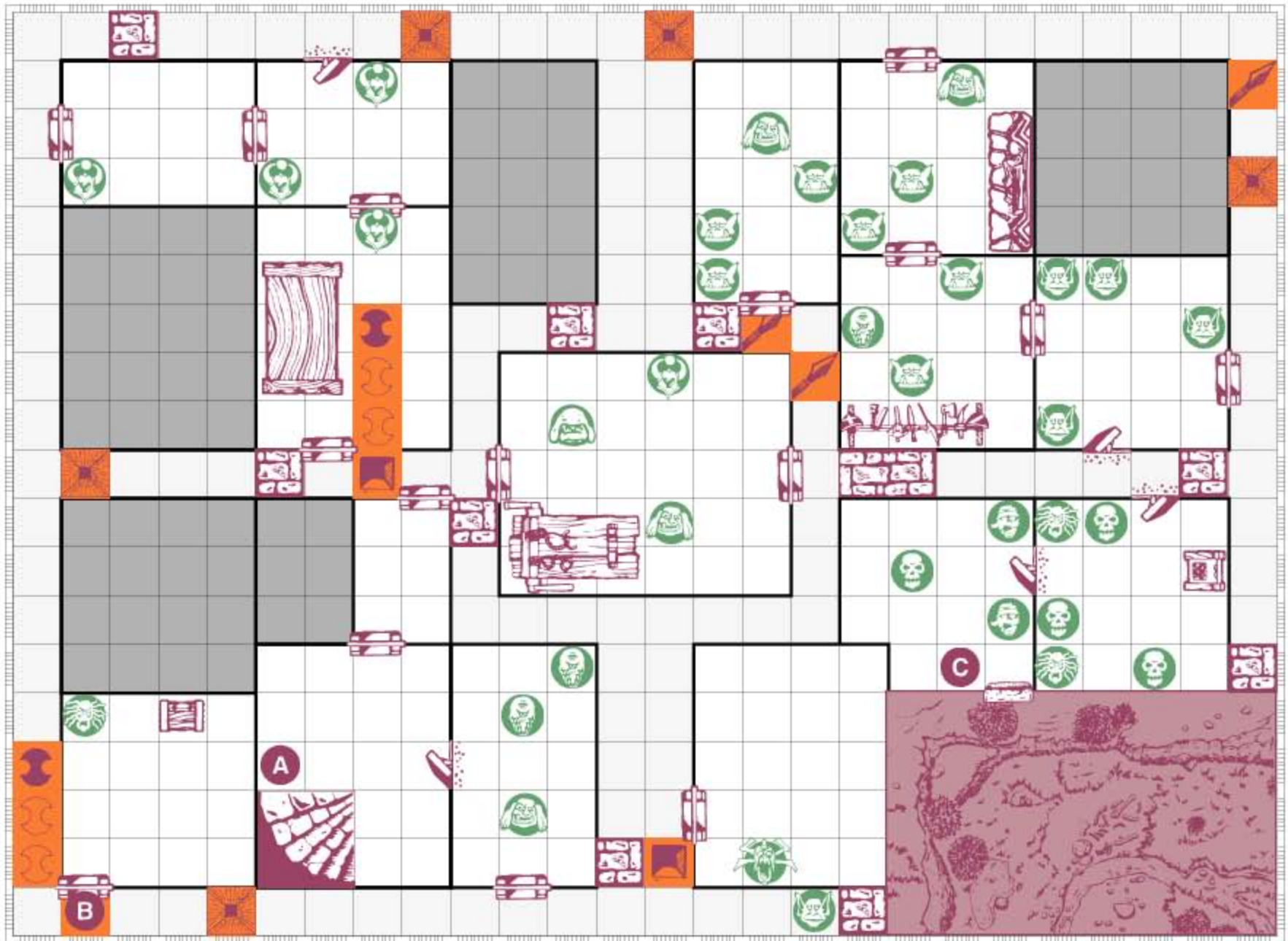
C. Each chest in this room contains 700 gold coins, but they are all trapped. If a Hero searches for treasure before all of the traps have been disarmed, a spear springs from the wall. Roll one combat die for each chest that has not been disarmed. For each skull rolled, the Hero loses one Body Point.

D. This is the Great Hall of the Ogre Lord. If he is killed, the first Hero to search for treasure will find his jewel-encrusted crown, which is worth 450 gold coins.

E. When the Heroes locate the stairway, inform them that this is the exit.



Wandering Monster in this Quest: Ogre Warrior



## Flight to the Surface

*A thousand praises my heroes! You have destroyed the Ogre Lord and shattered the might of the Ogre Dorde. But beware for we cannot rejoice yet! You are still deep within the Ogre Fortress and the alarm has been raised. You must escape, and if you can reach the surface you will be able to lead the Emperor's forces against the remnants of the Ogre Dorde.*



### NOTES

On each of your (Zargon's) turns, roll one red die. On a roll of 6, activate two rooms. On any other roll, activate one room. When a room is activated, its doors may be opened and all furniture and monsters within are placed on the board. Any monsters activated in this fashion may move immediately.

A. On each of your (Zargon's) turns after all Heroes have left this room, you may place up to three Orcs on the stairway. These Orcs can move immediately.

B. When a Hero opens this door, a falling rock trap is triggered on the square marked "B." This functions in all respects identically to a normal falling rock trap, except that it cannot be searched for or disarmed.

C. Once a Hero passes through this door outside, they are safe. No monster can follow them there.

Wandering Monster in this Quest: Activate one room

### *Mind Blast*



This spell attempts to inflict Mind Point damage on a Hero within the spellcaster's line of sight. Both the Hero and the spellcaster roll one combat die for each of their Mind Points. Whoever rolls more skulls inflicts one point of Mind damage for each skull in excess of the other's total. If both totals are the same, this spell has no effect.

### *Mind Lock*



This spell allows the spellcaster to make a Mind attack against one Hero in his line of sight. The Hero is 'frozen' for one turn per Mind hit scored by the spellcaster. At the beginning of each turn, a 'frozen' Hero rolls one combat die for each of his Mind Points. If he rolls three or more skulls, the spell is broken.

### *Dominate*



This spell allows the spellcaster to make a Mind attack against one Hero in his line of sight. If two or more Mind hits are scored, the Hero is put under Zargon's control. Zargon can immediately move, attack, and cast spells with the Hero as if he were a monster. At the end of Zargon's turn, the spell ends.

