

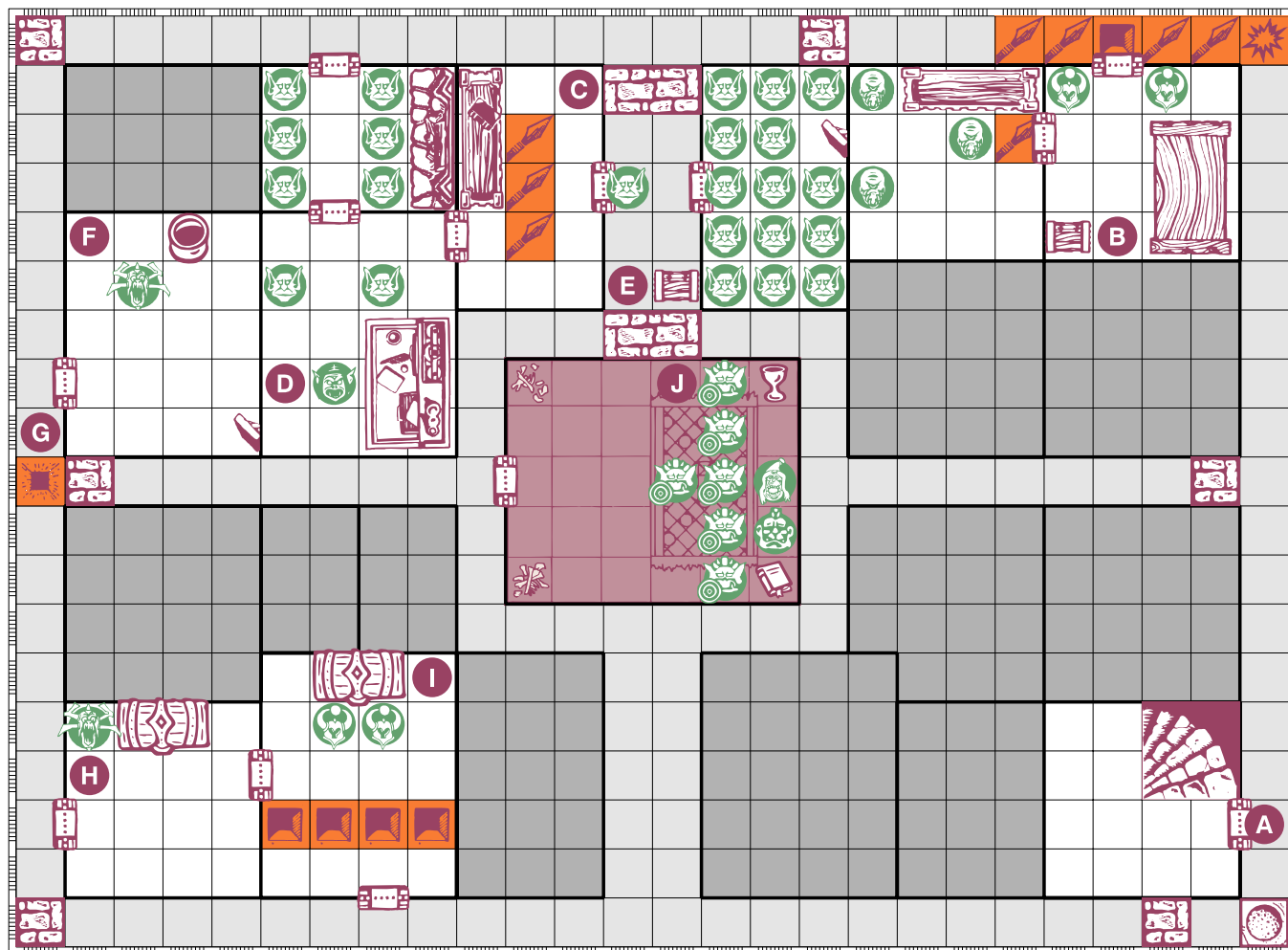
HeroQuest™

The Return of Grak

Q U E S T



B O O K



Single Quest

The Return of Grak

Grak has returned and is stronger and thirsty for revenge! Sources report that he teamed up with the Ogre Borak, Chief of the Orc Specialized Guard of Zargon and Goblin Alchemist Sherad Bun, Grak's apprentice and close friend. The Orcs trained by Borak are great warriors and have far greater abilities than anyone else. You have to stop Grak and his allies

before they can train and train more expert Orcs. If they succeed, Zargon will have a very powerful guard and the Emperor's forces will have no chance. Therefore, noble champions, if you manage to stop Grak and his minions, the empire will reward you with 500 gold coins to be divided among you.

NOTES:

- A** When the last Hero passes this square a Giant Stone Boulder trap is triggered (which cannot be detected previously) that will move with 2d6 on Zargon's turn. If the boulder hits a Hero, Zargon rolls 5 combat dice, for each skull rolled, the Hero suffers 1 Body Point of damage. The Hero does not throw any dice for defense. Upon reaching the impact point, a severe explosion is heard and the ball breaks apart into small pieces which do not block the path. Note: if the Hero gets stuck in the impact slab he dies permanently!
- B** In this chest, strongly defended by the Chaos Warriors, there are 2 vials of Battle Potion (which allows you to re-roll a die with an unsatisfactory result).
- C** The first Hero to search for treasure will find a Courage Spell Scroll (which allows the Hero to roll two extra combat dice as long as a monster is in line of sight. After reading the scroll it crumbles to dust).

- D** This is the Goblin Alchemist Sherad Bun. His stats is:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	2	5	3	4

Sherad Bun still has:

- 2 Grenades (as described on the matching Artifact Card)
- 1 Smoke Bomb (as described on the matching Artifact Card)
- 1 Glue Bag (as described on the matching Artifact Card)
- 1 Alchemical Fire (as described on the matching Artifact Card)

Note: When Sherad Bun dies he leaves the leftover items for the Hero who killed him.

- E** The chest contains 1 Invisibility Potion (which allows the Hero to walk 8 squares unnoticed) and 1 1d6 Healing Potion for anyone who breaks it. To do this, just throw the combat dice for attack, one skull breaks the chest. By



Wandering Monster in this Quest: Gargoyle

NOTES continued:

- taking this action the Hero is unable to attack or cast spells this round.
- F** Cauldron containing 1 Potion of Healing that restores 4 lost Body Points.
- G** This is a trap with spears at the bottom. Each Hero that falls into it automatically loses 3 Body Points. Every 2 failed attempts to get out results in the loss of 1 Body Point (for the Dwarf there are 4 failed attempts).
- H** The Gargoyle has the Chaos Spell: Cloud of Chaos.
- I** The crate contains: 2 Flasks of Acid (as described on the matching Artifact Card), 1 Potion of Vivication (which allows the Hero to do two actions in the same turn) and 1 Potion of Rejuvenation.

J Grak

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	3	3

Borak

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	8	5	4	3

Specialized Orc

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	4	2	2

Grak has the following Chaos Spells: Fear, Sleep, Tempest, Summon Orcs, and Lightning Bolt. The Hero who searches for treasure has to be specific: Baptismal Font or Pedestal with Book. Font: Strength Potion (two extra attack dice for the next fight). Pedestal with Book: 2 Spell Scrolls, 1 Stone Skin and 1 Genie.