

# HeroQuest™

Loretome 25th...

Q U E S T



B O O K



## A Message from Mentor

**M**ore than twenty years has passed since we last convened with Mentor and the Quest in which we defeated Zargon's Generals. The Kingdom has indeed enjoyed many years of tranquility.

The swarms of undead and Chaos Warriors seem a distant memory. Small groups of Orcs and their sporadic attacks are the only issues the army need to take care of, and they are handled with no real effort.

We were aware of course that sooner or later we might hear again about Zargon and his evil plans, but as time went by, it seemed Zargon could have given up on his goal to conquer the Kingdom, or that his eyes turned toward other lands. However, as soon as Mentor called us, his worried voice let us know that a new menace was hanging over the Empire.

"My friends.

Once again I have called upon you in an hour of great distress. I need your help. It's been a while now since the pages of Loretome have begun to turn gray, and day by day more writings seem to fade into nothingness.

Within its vanishing pages it is yet written that this is caused by the actions of Dionisus, a Chaos mage. Although infamous for his ability to manipulate time and minds, he has never been considered a real menace... until now. Dionisus is working to create a copy of Loretome, and with the help of a sortilege, he is now able to absorb its power.

The pages of Loretome are fading, and I am unable to discern whether he's acting on his own free will or being moved by Zargon's influence. It seems also that Dionisus was able to persuade some nobles from the Kingdom to help him in his foolish endeavor, convincing them that the new Loretome, created to celebrate the 25th anniversary of King Magnus's coronation, will bring new glory to the Kingdom.

Many have contributed by giving him gold coins and other valuables, but in

light of recent strange events, some have become aware of the true nature of the situation and are now rescinding their donations.

The time to act is now. Located in a land that in ancient times was called the Land of the Gnomes, known now as the Gnome-Zone, your task is to find Dionisus's Manor, discover what his plan is, and to stop him before he does irreparable harm.

Now go my friends, the salvation of Loretome depends on you!"





## Conclusion

"Dionisus has escaped. He was able to fool you. Using a secret door hidden between some rocks, he has reached his salvation. The Chaos Warriors who had his back, protecting his way to escape, are a clear sign that the powers of Chaos are with him.

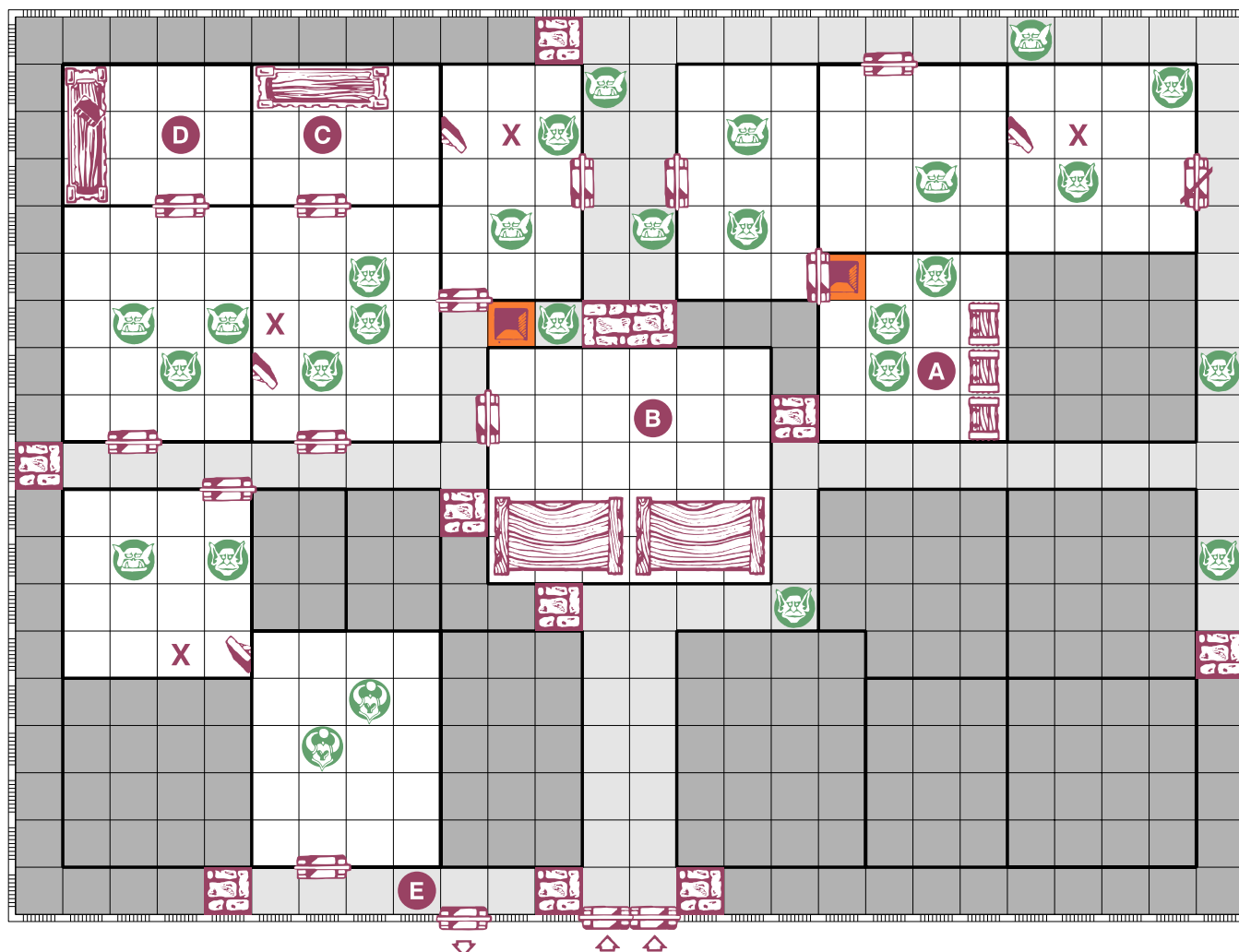
But your intervention was not in vain; while you were taking Dionisus attention away from Loretome, and with the help of a young and very promising mage called Boris, I was able to breathe new life into its grey pages. Meanwhile, rumors from faraway lands say that many are ready to oppose Dionisus, because his deceit has extended even beyond the borders of the Kingdom, while others remain ready to stay by his side.

After the leaves have fallen from their perches, and the frost of winter is back again, we will have need to take up arms against Dionisus and his sinister plans once again. The era that is to come will be a time full of battles. One must stand against the others. And you, my Valourous friends, will play an important role for the survival of our world.

With these sad words I must leave you, my dear friends. Keep yourself ready for the days that will come."

Continue... ?

*Mentor*



## Single Quest

# Loretome 25th...

"You've arrived in the place known as Gnome-Zone, the Land of the Gnomes. Find Dionisus and stop his foolish plan once and for all.

If a new Loretome is created, it will surely feed the powers of Chaos and the consequences would be disastrous."

### NOTES:

**X** The X indicates where the Heroes will meet Dionisus; each time he suffers a hit, he will use the secret passage to escape (place the tile). Upon every encounter, Dionisus will cast one of his spells. The players are not allowed to know Dionisus Body Points and Mind Points. His values are the following:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	3	Unlimited	Unlimited

**E** This door was hidden and is a secret exit that leads outside; Dionisus used it to escape. The Quest ends here, read to the players the text on the following page...

- A** Each chest contains 200 gold coins. For sure it must be the gold that many nobles from the Empire gifted to Dionisus but are now claiming back.
- B** On one of the tables there is a very strange machine: "3DPRINTER" is written on its side. On the other one there are some tiny statuettes made with an unknown grey material; they seems to be totally worthless.
- C** In this cupboard there are some broken boxes. Seems they've been destroyed but you can still read "HQ25TH" on them. What does it mean?
- D** On the shelves you can see some brand new boxes on which you can read "HQ30TH". What is the meaning of these strange inscriptions?



Wandering Monster in this Quest: Goblin