

HEROQUEST

LORETOME 25th ...



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Aauthor's note:

*this quest is not intended to offend or judge any person, people or event;
it was realized with the pure intent of entertaining and having fun.*

*Idea and realization: Lestodante
Map was created with HeroScribe software
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More than twenty years has passed since we last convened with Mentor and the quest in which we defeated Morcar's Generals. The Kingdom has indeed enjoyed many years of tranquillity.

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 Morcar and his evil plans, but as time went by, it seemed Morcar 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.

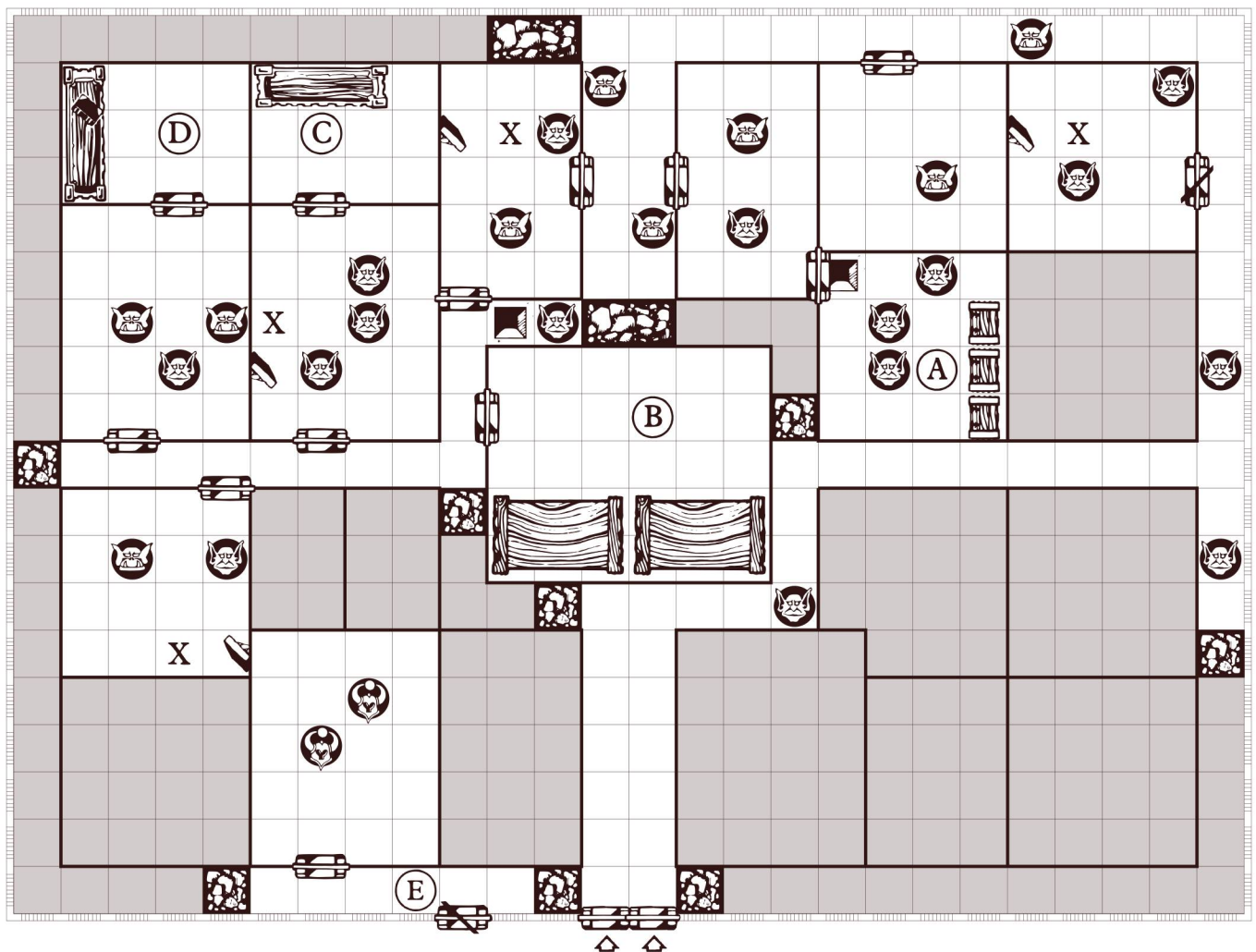
The pages of Loretome are fading, and I am unable to discern whether he's acting on his own free will or being moved by Morcar's influence. It seems also that Dionisus was able to persuade some nobles from the Kingdom to help him in his foolish endeavor, convincing them that the new Loretome, created 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!"





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 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 LP and MP. His values are the following: Movement: 8 Attack: 2 Defense: 3 Mind/Body: unlimited
- 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 wich you can read "HQ30TH". What is the meaning of these strange inscriptions?
- 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...

Wandering Monster: Goblin



"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.

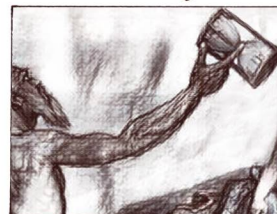
"With these sad words I must leave you, my dear friends. Keep yourself ready for the days that will come."



Continue...?

Spells of Dionisus

Delay



Dionisus has the ability to delay events. Cast this spell and roll 1d6. From now on every damage caused by a hero attack will be delayed the same number of turns as the number shown on the die. The effect ceases as soon as the heroes can't see any more monsters.

Unbalanced



This spell will affect a hero's balance. The victim will have difficulties staying balanced and all his actions will be done with one die less than usual. After each turn of the Master, the hero can roll 3 combat dice. A result of at least 2 black shields will end the effect of the spell.

Calm Down



Trick any one hero into believing that everything is alright. That hero must exit the room and will be forced to walk back to the starting point. No monster will attack this hero. The spell ends when the dice show the same number as that of the hero's mind points or until the hero reaches the entrance.

Charming Scroll



Throw this magic scroll at the Wizard or the Elf. The scriptures will enchant the hero who then tries to decipher them. The hero stays still and can't do any action. After 4 turns played by the Master, the hero will disenchant and realize he only lost his time in vain.