

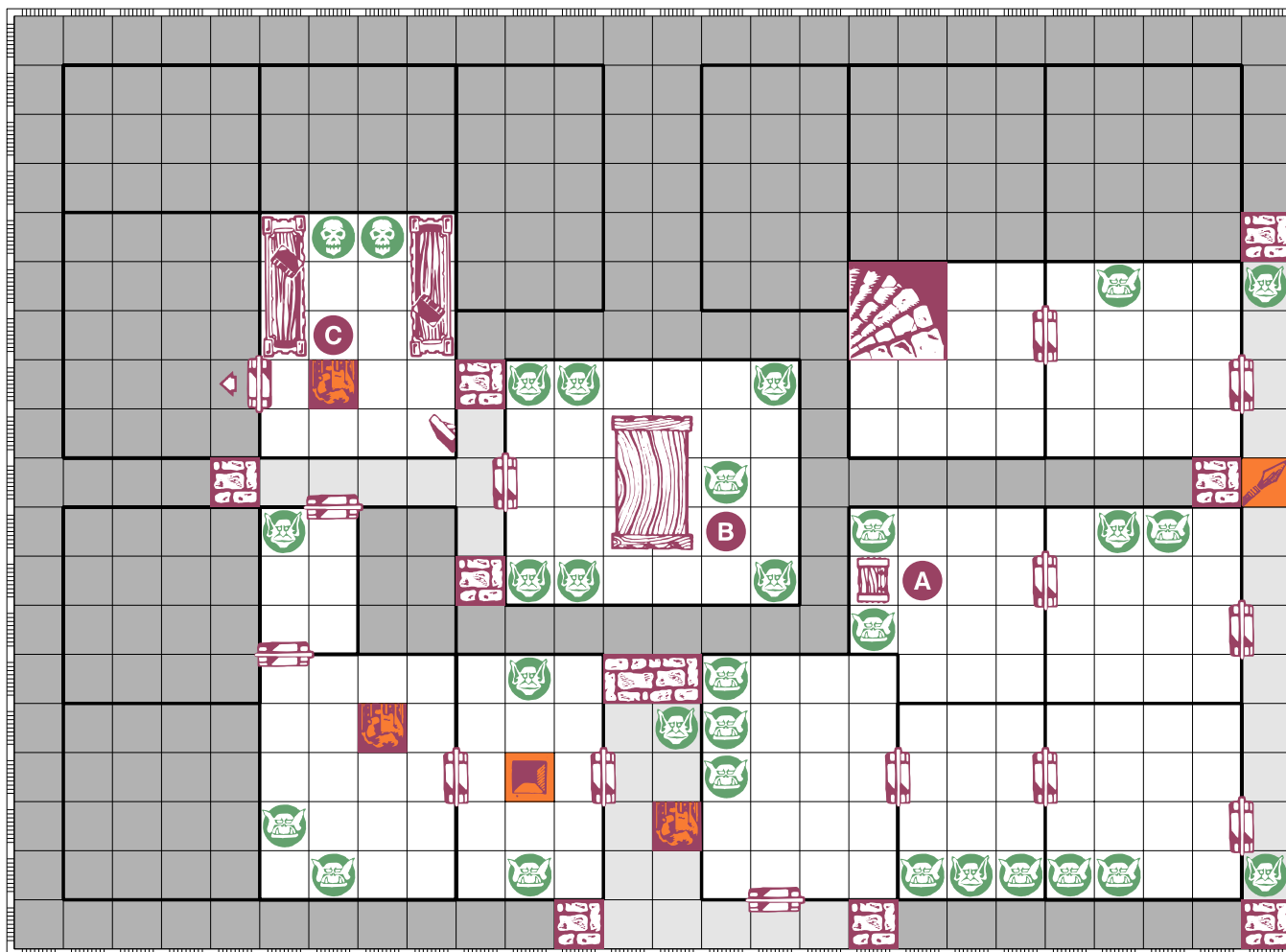
HERO QUEST™

The Book of Ages

Q U E S T



B O O K



Quest 1

The Ruins of Karak Gron'ga

Karak Gron'ga – once it was a Dwarven city of massive wealth and power, thousands of Dwarves called it home, thousands of

years ago – it fell. It once had a library of great repute; there is an ancient scroll cylinder there that we must retrieve.

NOTES:

- A** This chest contains 200 gold coins.
- B** The Orc in this room is an Orc Champion, he moves and fights as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	6	4

In addition, whenever one of the Goblins in the room is killed, the champions attack is increased by 1.

- C** If any player searches for treasure in this room, read the following aloud:
"The bookshelves are covered in a thick layer of dust, yet you have little trouble in finding the scroll cylinder. As soon as it is in your grasp, the mystical portal to mentors study appears on the wall."

Do not place the door marked with the arrow on the board until you have read this.



Wandering Monster in this Quest: 2 Orcs

The Book of Ages

The mystical portal leads you to Mentors study. The arch-wizard is stood by the window, a sullen and sunken look on his face. For the first time since you have known him, the mysterious and ancient book, Loretome, sits closed on his desk. He stares intently at the antique scroll cylinder you retrieved. As you pass it to him he opens it swiftly, as soon as he touches the scroll inside, it crumbles to dust.

After a second he lets out a long sigh, then turns and sits in a large chair by the window.

"I expected as much."

It has been many months since you aided Mentor in destroying Sigvald, an avatar of chaos. Many months since you retrieved a prehistoric scroll from his servants, a scroll that turned out to be a missing page from Loretome itself. Since that time Mentor has been quite distant, sending you to the sites of many old ruins, searching for scrolls, books, manuscripts; anything that could be another missing page from Loretome.

"I have been a fool!"

Mentor looks up at you all, a pained expression on his face. "Forgive me my friends; I have let you down these last months, in truth maybe even longer. Maybe since the very beginning."

He turns and stares at Loretome. "I put such faith in it. I trusted it. I never stopped to consider that it is just a tool, just a thing. Worse, I never stopped to consider its origins or even how it came into my possession. It was passed to me eons ago from my master, an ancient elven mystic. How he acquired it... I do not know. Foolish."

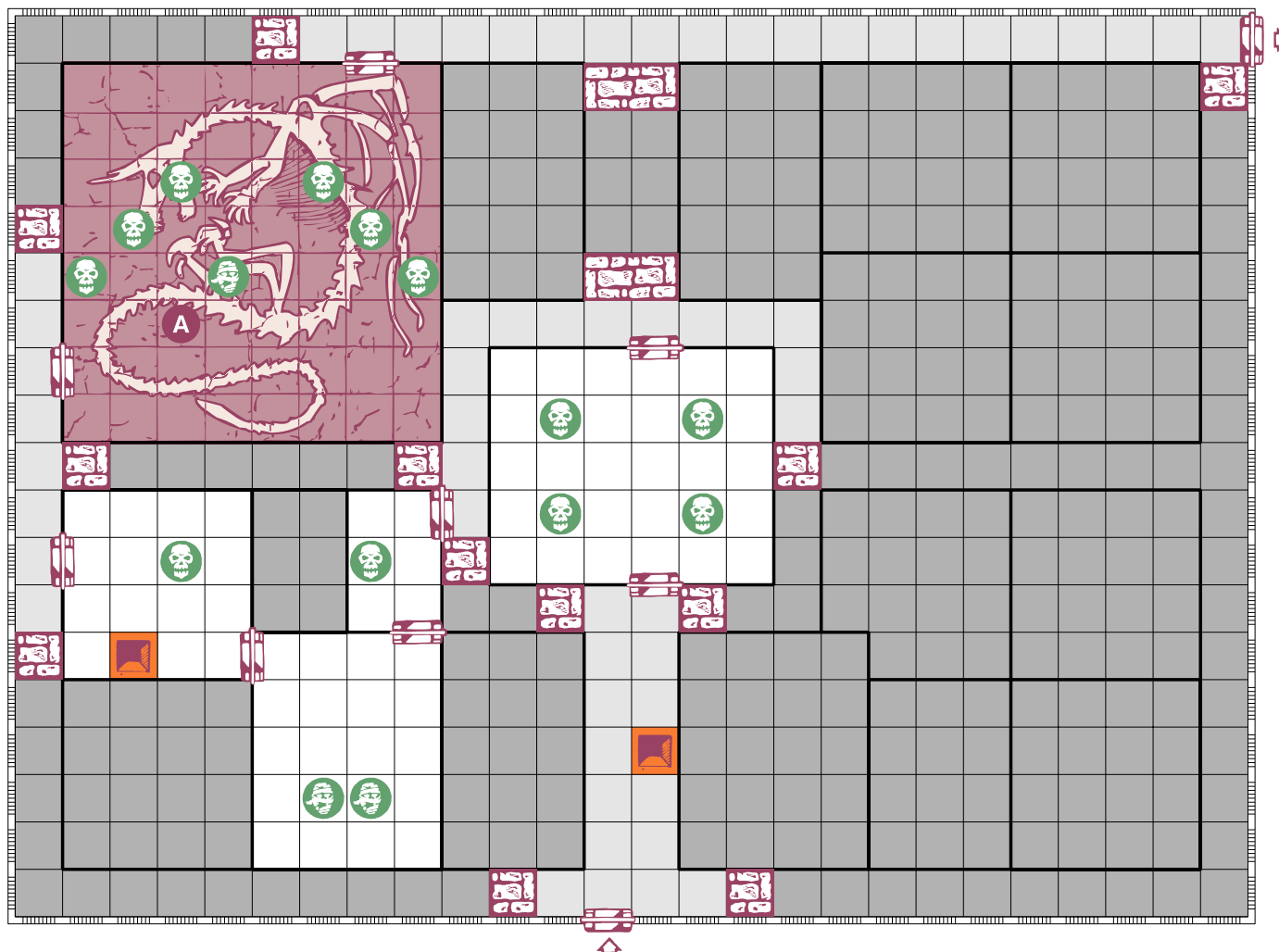
"Is Loretome its true name? Or just what my master called it. So much we do not know, yet we have based everything around it. We are almost entirely dependent on the knowledge it gives us in our war against Morcar and the forces of Chaos!"

"I should explain, as you know, when we defeated Sigvald we found a page of Loretome in his possession. I believe this page to have been separated many thousands of years ago. This was not the first missing page that came into his keeping. Three centuries ago he found another, Loretome contains everything, all that is, was and will be. Sigvald made sure that everything pertaining to him was centred on the page in his possession. That is why I could not find him in the pages I had. This missing page was a mystical artefact of immense power. He used it to create a pocket dimension, a realm completely outside our own. He tethered himself to it using a magical pearl, when you tricked him into destroying that pearl he inadvertently destroyed his page as well. Tearing it apart from the inside out. If he had successfully been able to tether himself to the second page – he would have been able to veil his activities once more."

Mentors look hardens, once again he appears as the powerful and confident sorcerer you have come to know.

"We cannot allow such a weakness in Loretome again - there are more pages separated from Loretome and we must find them. If Morcar were to acquire such a page – we would be doomed.

I have exhausted all the leads I have in the lands of elves, dwarves and men. There is only one place left to look. Far across the great sea, on the other side of the world are the dead lands - according to legend, the birthplace of mankind. Our ancestors fled it millennia ago. In those prehistoric wastes we may find what we seek. You have never travelled so far before, may fortune favour you!"



Quest 2

The Forgotten City

You have travelled far my friends; you reach almost the limit of my influence. Beyond this point I do not know how much more I can help you. You enter now into a great city of men, dead for

over ten thousand years. None know its name; none alive know what awaits you. Tread carefully my friends, fortune favour you!

NOTES:

A The Mummy in this room moves and fights as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	NA	See Below	6

The Mummy does not have any Body Points itself, but it will die immediately when there are no Skeletons left in the room.

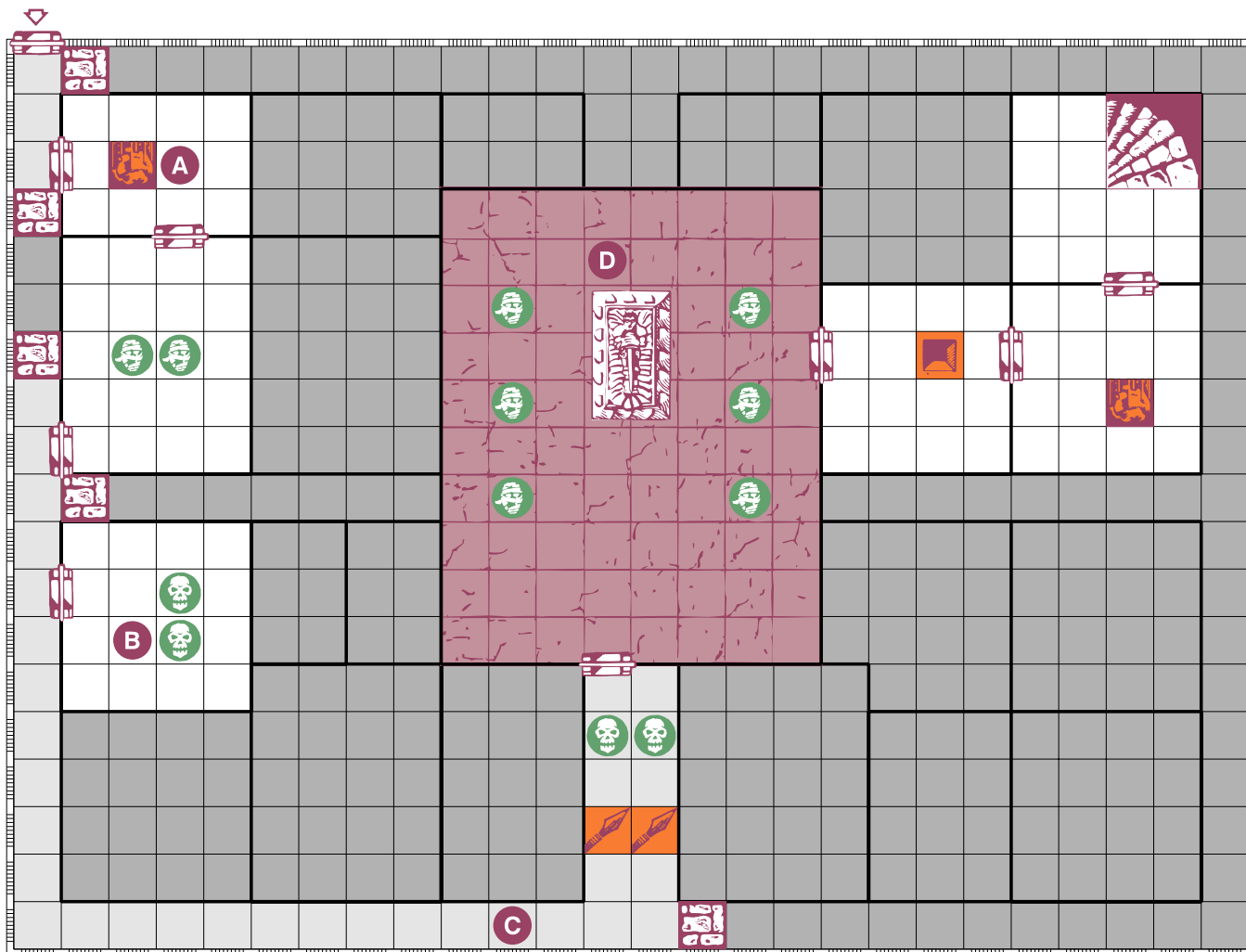
If, when attacking, the Mummy scores three points of damage or more, it will summon another Skeleton into the room.

The Mummy will always try to attack the player with the highest defensive score, in the case of a draw, it will go to the player with the highest total Body Points.

When the Mummy is dead, the players are awarded 100 gold coins each.



Wandering Monster in this Quest: 2 Mummies



Quest 3

The Valley of Shadows

I'm glad I can still reach you at this distance; I sense that now, you journey into shadow. You are not alone there, more than mindless undead dwell in this dark place. I can feel their

influence – they are watching you. Waiting for you. Press on. May the gods be with you.

NOTES:

Note: All Mummies in this dungeon are Tomb Guards, see the new Monster Card.

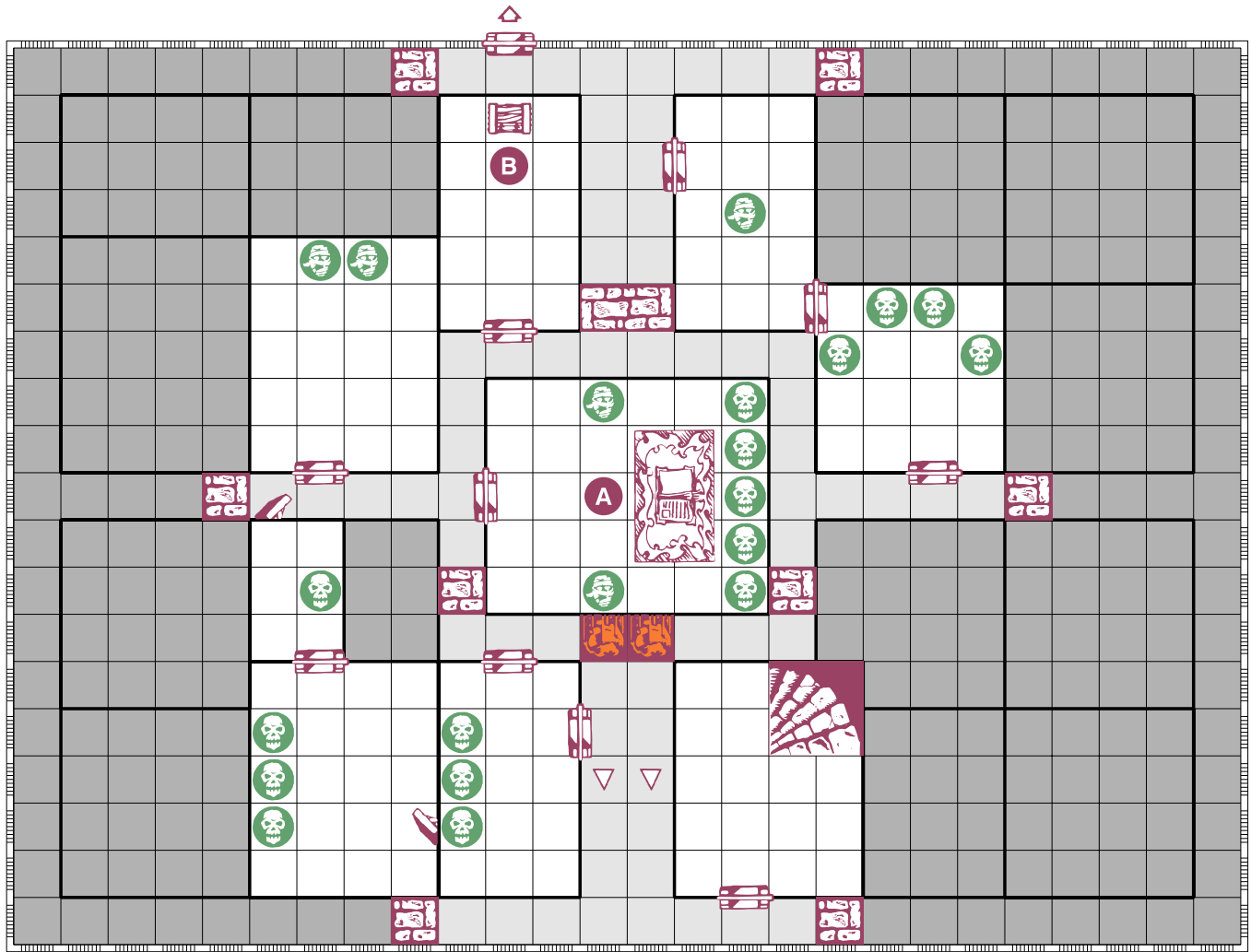
Despite all you have faced, all the horrors you have seen, the sorrow and rage behind that voice draws all the warmth from your body. No force on earth can keep you in this room a moment longer and you flee as fast as you can...

- A** As the first player enters the room, read the following aloud: *"You hear a strange voice, carried on the wind 'So... So long ago'."*
- B** Once both Skeletons are dead, read the following aloud: *"You hear the same voice, louder now – closer 'So... So long ago'."*
- C** As the first player passes this point read the following aloud: *"You hear the voice again, this time so loud you realise you hear it in your mind 'My book... so... so long ago'."*
- D** Once all four players are in the room, read the following aloud:

"In the centre of the vast room sits a huge sarcophagus, it looks to be solid gold, its gems enough to buy a thousand kingdoms. You hear the voice again, its words form in your mind without ever passing your ears. Although you cannot truly hear it, you know it comes from within the ancient tomb in front of you. 'You sought my... book... All covet my... book... My book... was... taken... from me... my book... so... so long ago...'"

Wandering Monster in this Quest: 2 Tomb Guards

(Plus read the following aloud: *"The voice echoes through the walls 'So... So Long Ago!'"*)



Quest 4

The Forbidden Palace

I... know you... I remember you would come... The book. The book told me... the book you sought. ... so long ago... The book

of Ages... So ... so long ago.

NOTES:

All Mummies in this dungeon are Tomb Guards.

- A** When any player searches for treasure in this room, read the following aloud:
"A huge and elaborate golden altar sits in the middle of the room, obviously it once housed something much bigger than the single page that remains. You instantly know that this is a page of Loretome! As you touch it, the voice thunders through the room 'MY BOOK! They all coveted... my book... the others... they stole... my book!.. without my book... the kingdom... fell.

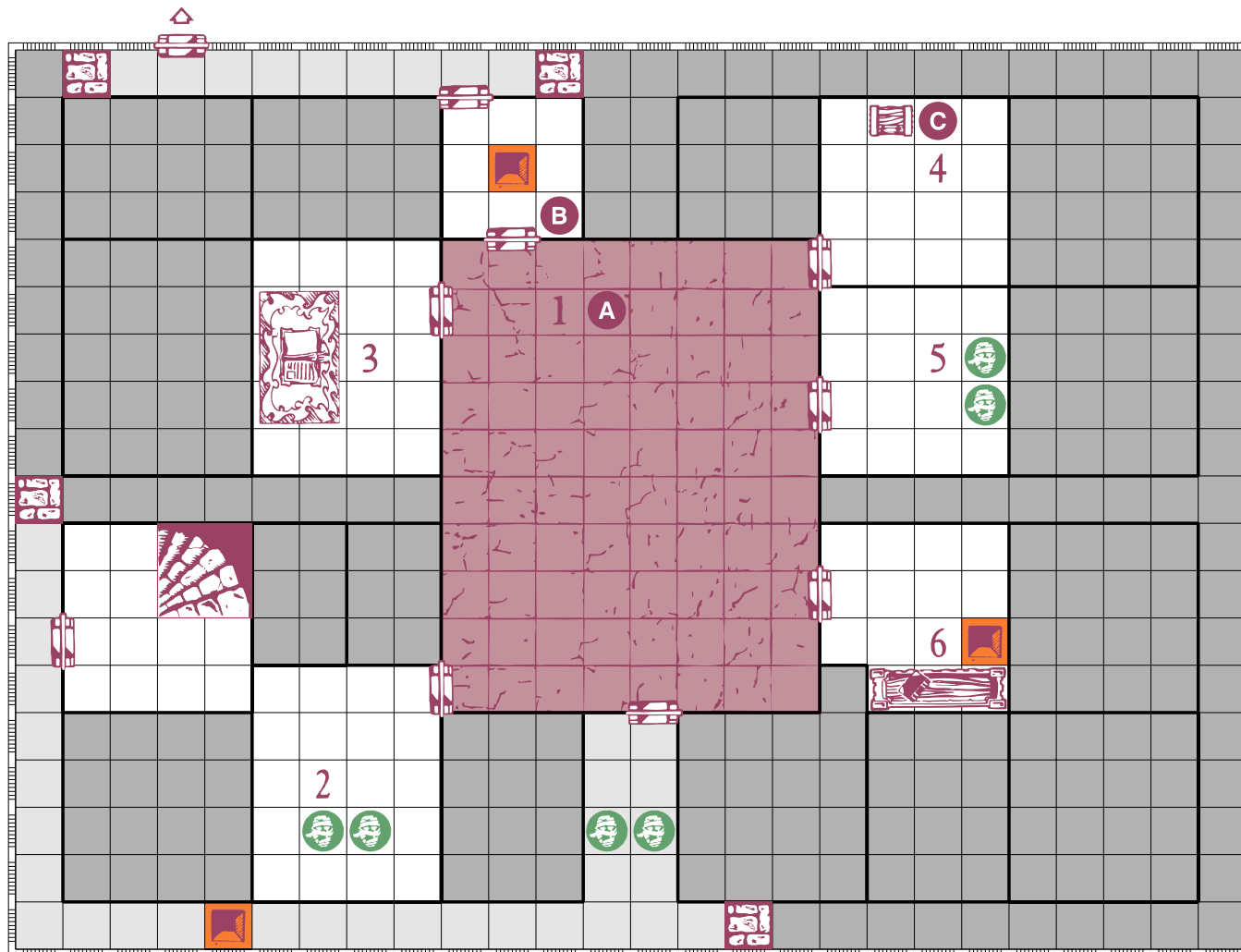
Without the book... we are...damned... the book told me... you would come... return my book!

The Others... they... have my... book... The Book of Ages... So... So Long Ago'."

- B** The chest contains a golden idol worth 500 gold coins.

Wandering Monster in this Quest: 2 Tomb Guards

(Plus read the following aloud: *"The voice echoes through the walls 'They All coveted my Book!'"*)



Quest 5

Imhotep, High Priest of Forgotten Gods

Imhotep... he coveted my... book. ... All coveted...my...book ...
Cursed he was... cursed... we all are. The Book of Ages... we

did not know! ...So... so long ago.

NOTES:

Note: All Mummies in this dungeon are Tomb Guards.

- A** Do not place Imhotep into the room until THREE of the surrounding doors have been opened.

When he appears, read the following aloud: *"The sand under your feet begins to move, gathering towards the centre of the room, suddenly thousands of insects burst out of the ground. With a furious scream the coalesce into a humanoid figure."*

Imhotep:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	See Below	4	8	6

For Imhotep's attacks, roll a single combat dice, depending on the roll, Imhotep does the following:

- Scarab Swarm – a ranged attack on all Heroes with 2 points of damage. They may defend normally.

- Roll 1 red dice, Imhotep teleports to the room marked with that number (if Imhotep moves to an unexplored room, remove his piece from the board) read the following aloud: *"Imhotep shouts 'Where is the book!' And vanishes."* Place a Tomb Guard where Imhotep was.

- Imhotep Heals himself for up to 5 missing Body Points.

When Imhotep dies, the Heroes may draw one random Loot Card. Read the following aloud: *"Amongst the dust and the desiccated insect shells, you find a single ancient page, a missing piece of Loretope!"*

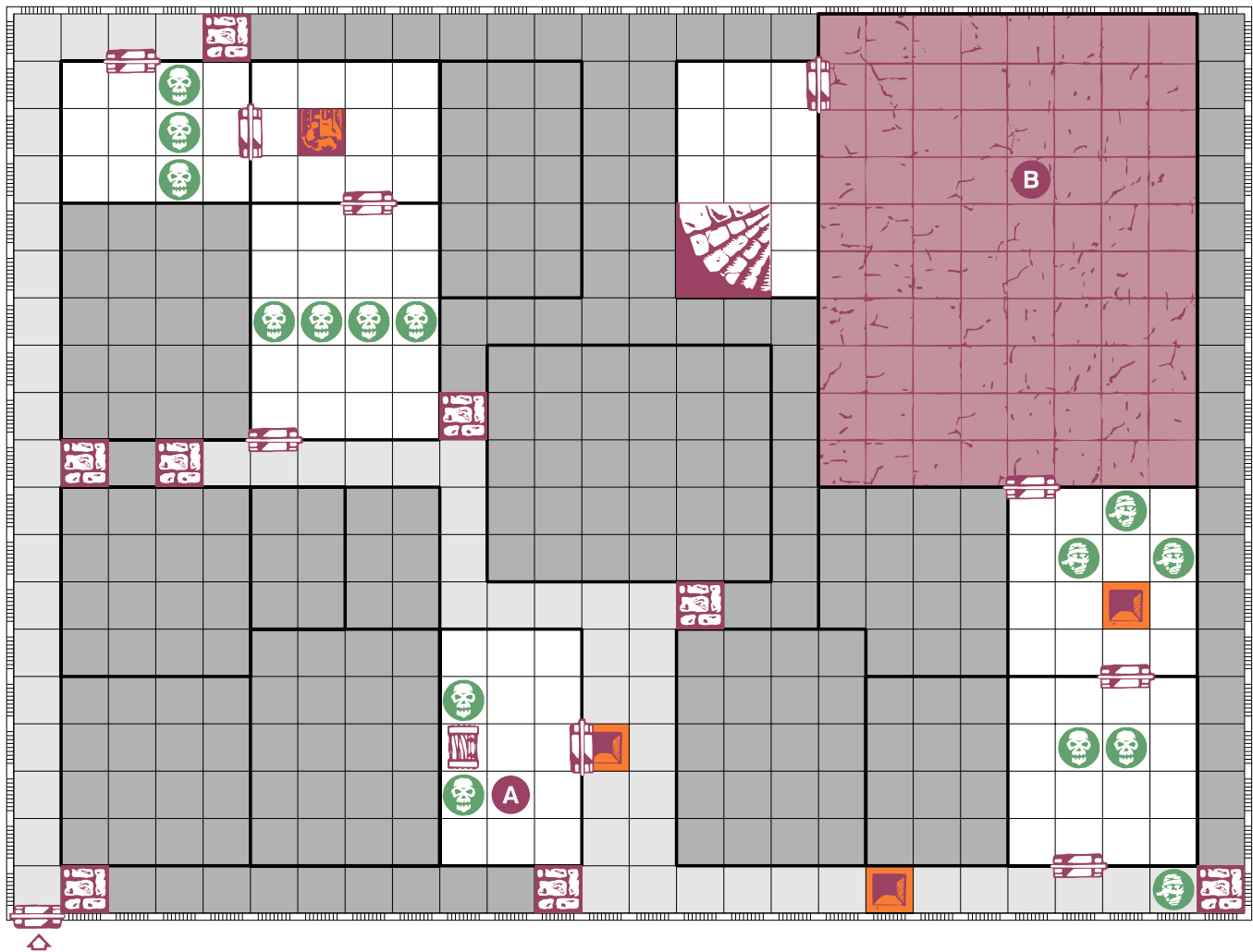
- B** This door cannot be opened until Imhotep has been defeated.

- C** This chest contains 200 gold coins.



Wandering Monster in this Quest: 2 Skeletons

(Plus read the following aloud: *"In the distance you hear a terrible scream, 'Where is it!'"*)



Quest 6

Apophas, Traitor Prince

Apophas... my son... my heir... he coveted my ... book!
Betrayed me... betrayed us all. The Book of Ages... man was

not... meant... to know... So... so long ago.

NOTES:

Note: All Mummies in this dungeon are Tomb Guards.

A The chest contains a golden idol worth 250 gold coins.

B Apophas

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	8	4	12	4

Apophas will always attack the player with the highest current Body Points, he will move towards them and not attack anyone if they are out of range. He will attack any player that blocks his path.

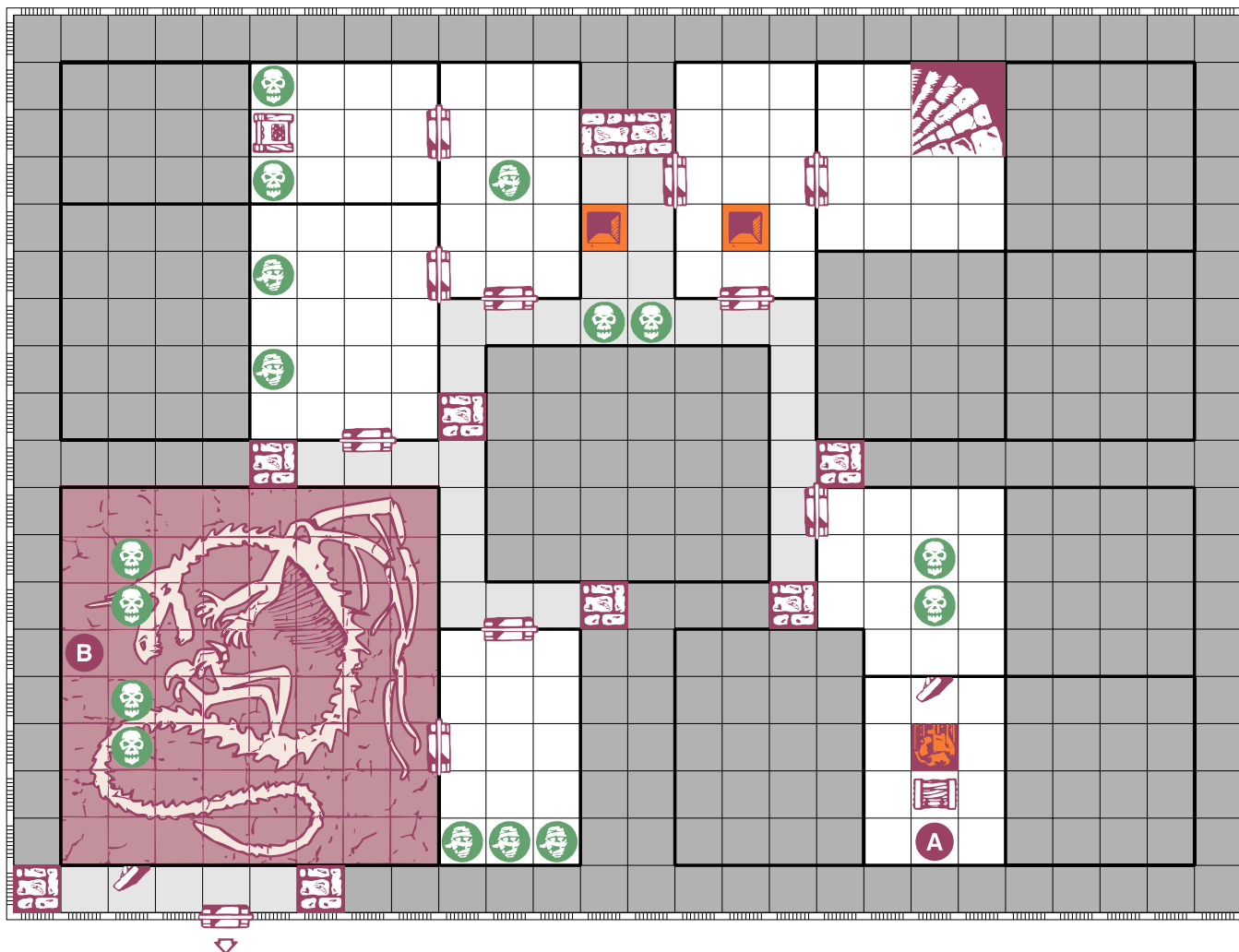
Apophas will always ignore attacks of less than three skulls, they cannot hurt him and he does not need to defend against them.

When Apophas dies, read the following aloud: *"As the body of Apophas begins to crumble he bellows a final roar 'IT SHOULD BE MINE!' a single page is soon all that remains, another missing piece of Loretome."* The Heroes may then draw one random Loot Card.



Wandering Monster in this Quest: 2 Skeletons

(Plus read the following aloud: *"A terrifying shout shakes the walls - 'MINE!'"*)



Quest 7

Khalida, Queen of All Men

Khalida... my wife... my love... my... life...so long ago... She... coveted my... book... Betrayed me... Murdered... me... I

remembered she would... the book... told me she would... The Book of Ages... So ... so long ago.

NOTES:

Note: All Mummies in this dungeon are Tomb Guards.

A The chest contains a gem worth 400 gold coins and a Potion of Healing.

B Khalida

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	See Below	4	6	4

For Khalida's attacks, roll a single combat dice, depending on the roll, Khalida does the following:

Khalida makes 2 ranged attacks, rolling 3 combat dice each time. The attacks may be on different targets. She then jumps away an additional 3 spaces.

Read the following aloud: "Khalida calls for reinforcements: 'Come to my aid!'" – place a Skeleton anywhere in Khalida's line of sight.

Read the following aloud: "Khalida stares straight at you: 'Serve me!'" Khalida takes control of the Hero with the highest base attack pool and

controls them until the evil wizard players next turn.

If Khalida is brought to zero Body Points and there are Skeletons still in the same room as Khalida, she is resurrected with as many Body Points as there are Skeletons.

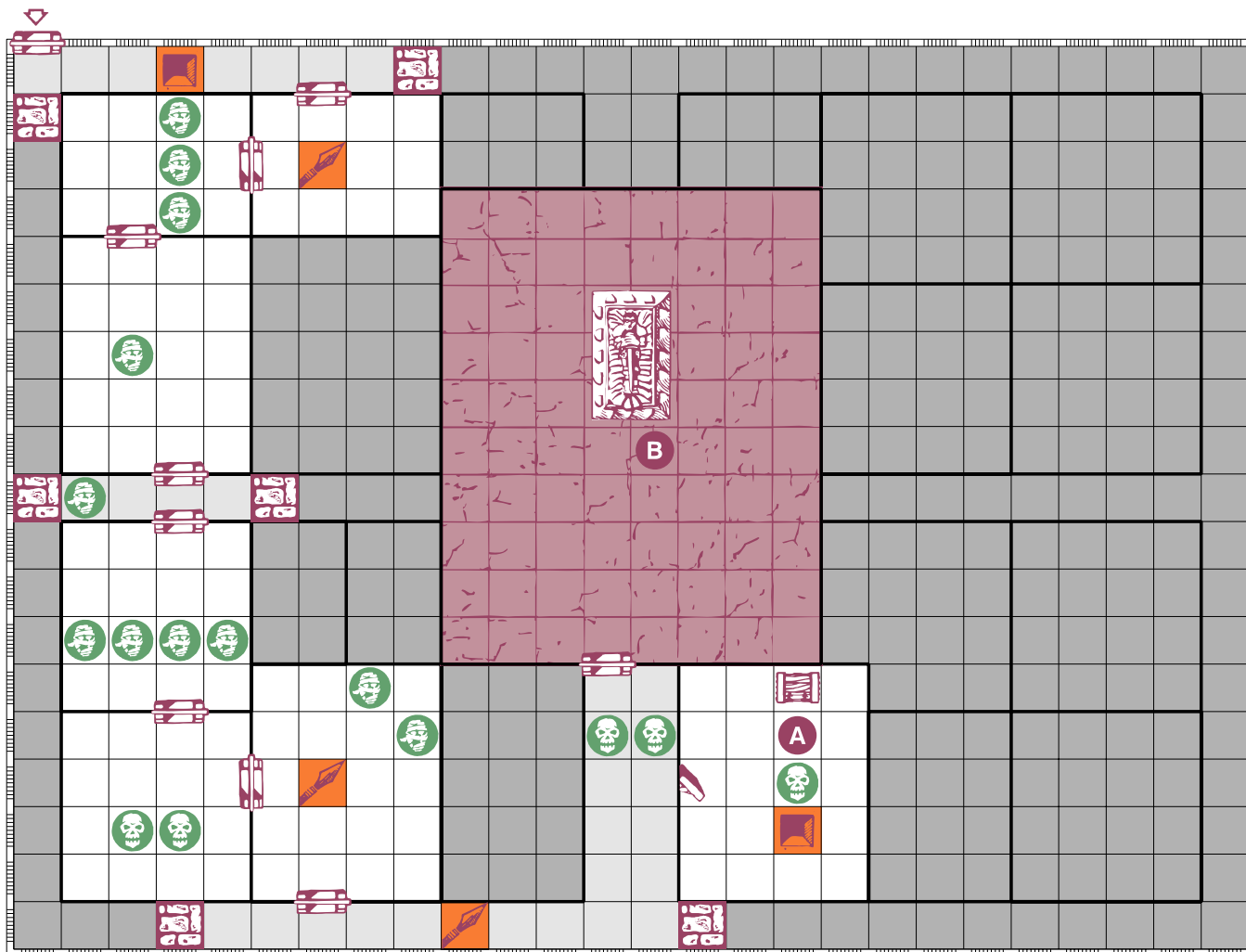
When Khalida finally dies, read the following aloud "Khalida falls to her knees, as she too crumbles to dust she begins to cry. He loved the book more than me!" Amongst the remains of her jewellery is another page of Loretoe."

The Heroes may then draw one random Loot Card.



Wandering Monster in this Quest: 2 Mummies

(Plus read the following aloud: "You hear the unmistakable sound of a woman weeping nearby.")



Quest 8

Settra the Imperishable

Settra... I remember being... Settra... High king... king of kings... all the tribes of men... bowed... to me. With the book... I ruled... I thought... I was... eternal...

Imperishable... the book told me... I would reign for ten thousand years...

The Book of Ages. So... stupid... So ... so long ago.

NOTES:

Note: All Mummies in this dungeon are Tomb Guards.

A The chest contains 200 gold coins, 2 Healing Potions and a Heroic Brew.

B When all four players are in the room, close the door behind them and place the Settra piece next to the tomb, then, read the following aloud: *"As the massive form of Settra emerges from the tomb, his words tear through your mind 'My... book! GIVE... ME... MY... BOOK!'"*

MOVEMENT	ATTACK	DEFEND	BODY	MIND
12	See Below	5	12	6

For Settra's attacks, roll a single combat dice, depending on the roll, Settra does the following:

Settra targets the Hero with the highest defensive pool and attacks them with a ranged attack of 4 combat dice. If he succeeds in damaging them, their defence is decreased by 1. Their defence may not drop below 1. This effect

lasts until the end of the Quest.



Read the following aloud: *"Settra smashes his heel into the floor, 'Kneel!'"*

All Heroes in the same room are attacked with 3 skulls which they may defend against normally.

The Sarcophagus also suffers 1 point of damage.



Read the following aloud: *"Settra points at you and sneers, all men bow to me!"* – Settra summons 3 Mummies placing them anywhere within his line of sight.

Settra will always ignore attacks of less than three skulls, they cannot hurt him and he does not need to defend against them.

When Settra dies the Heroes may draw one random Loot Card, if the sarcophagus has suffered less than 3 points of damage, they may draw an additional Loot Card. Then go to the Epilogue.



Wandering Monster in this Quest: 2 Mummies

(Plus read the following aloud: *"Settra's voice echoes through your mind 'So... So Long Ago.'"*)

Epilogue

Settra's body slows and stills. As his now inanimate remains finally settle they gradually start to crumble away. What started with a mere trickle quickly increases and before your very eyes the countless millennia finally catches up. With no more than a gentle breeze, the last specks of dust are blown through the ancient windows of the Forbidden Palace, leaving behind nothing except a single, crumpled page. A longing quiet settles in the room, which is then startlingly disturbed:

"I was Settra the Imperishable, High King of All Men. But no king rules forever, nor should they. Above all the sins and follies of men, pride will haunt us the longest. But, for me at least, no more. I am free of my burden – thanks to you."

"The Book of Ages, or Loretome, as you call it. It has had many names; it has existed in many cultures, it was ancient even in my time. To the best of my knowledge you now possess all of it. Rest easy. As will I, finally."

Again the room grows quiet, for what seems an eternity you and your companions look at each other. All of you unsure what to say or do next.

Just when your nerves had begun to still, they are broken once more as the voice of Mentor echoes through your mind;

"Well done my champions, I can see and sense you again. The shadow that dwelt over this land has lifted. Perhaps now it can begin to heal. Your victories here are worthy of celebration, return home to the glory that awaits. I suspect more will soon follow..."