

## Quest 1

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I am Mentor, Trainer of Heroes. Lore tome has reveled to me a growing threat inside the desert Plains of Death.

In the ruins of the fallen city of Kalos, Skulmar and Queen Kessandria have survived and over the past ten years have been strengthening themselves and will soon prepare for Battle against the kingdoms of our realm.

I have gone before the Emperor and informed him of this new danger. It has been agreed that we will send in my Sons, who ten years earlier defeated the Witch Lord and His minions within the ruins of Kalos.

But my sons need supplies, they need gold, so I have instructed them to seek out a goblin hide out along the trade route, destroy this plague and collect the spoils with which they can buy the supplies that they will need.

Be careful my Sons, for now new dangers from Zargon are making Him a deadlier opponent.

“Mentor said that the Goblin’s hideout was between two large stones. Do you think that is them over there?”  
Asked the barbarian.

It sure is.” Said the Elf. “And there are Goblins Hiding out in there. Lookouts.”

“Well, let us go around and come up behind them. If we are careful we can take them out without sounding an alarm.”

You follow your Friends and make quick work of the Goblins. You follow the path that leads you to their hideout. You make your way inside.