

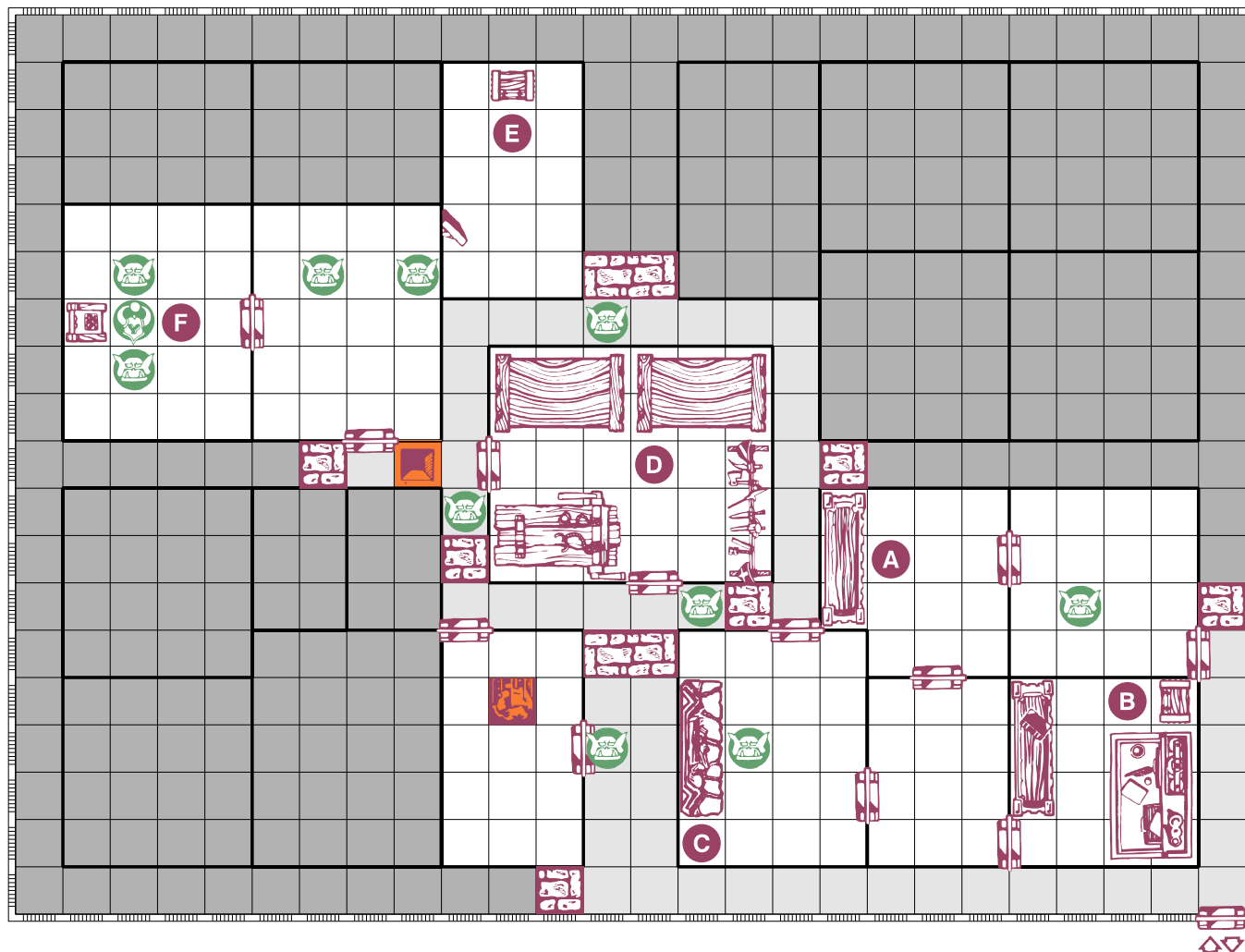
HERO QUEST™

The "Abandoned" Lair

Q U E S T



B O O K



Single Quest

The "Abandoned" Lair

Greetings brave adventures. As you know I am a powerful Wizard working in service for the empire. I started out like you, as one of a group of fresh faced young adventure seekers working for our powerful Wizard emissary of the Emperor and my personal mentor, er, Mentor. I hope you'll have the honor of meeting him soon. I have guided many new adventurers over recent years and a few of them are very much alive and well. The Empire is still suffering from repeated attacks from an ever increasing number greenskins. I'm to join with my comrades to help protect the city of Altdorf from an army that marches from the Worlds Edge Mountains. A lair has been discovered in the mountains that seems to be of great strategic importance to the greenskins. It should be almost deserted as the army marches north and many Orcs were seen coming from the lair. We

suspect that the greenskin hordes are being controlled by some other influence, as they seem to be far more organized than we have come to expect from their kind. Your first Quest together will be to enter the lair to see if you can discover anything about who's behind these attacks. When your Quest is complete meet me back here in the village. Are we all clear? Excellent, go away.

As your several day journey takes you closer to the mountains in the distance you begin to form a strong bond with your new partners almost immediately and you hope that fate will allow you to enjoy many adventures with your three newest comrades.

NOTES:

- A** Rummaging through a load of useless junk in the cupboard you manage to scrape together 15 gold coins.
- B** This room lacks the distinct mess, and stench of the others. It's obvious that it's not used by the greenskins but there are no clues as to who's responsible for shaping them into a well-organized force.

There's nothing of use on the bench or in the bookcase but the treasure chest is locked and it's too strong to force open.

- C** Hidden under a loose tile on the mantelpiece of the fireplace you find a small brass key. This opens the chest in the eastern room which contains a Mesmerism Spell Scroll.
- D** Throughout the room, as well as the rack there are various smaller torture devices.

On one of the tables, amongst many hideous instruments you find a good dagger.



Wandering Monster in this Quest: Goblin

NOTES continued:

E

The treasure chest contains 65 gold coins.

F

The force influencing the tribe becomes clear as you find yourself staring into the eyeholes of a fearsome Chaos Warrior's helmet, with a green skinned bodyguard at either side. You could swear that you can see him smiling under that helmet.