

# Night Of The Goblins

A starting two hero tutorial quest designed for new players or those seeking a quick game

## Quest Scenario

*There are rumours of a Dwarven Forge deep within the mountains that is said to contain a lost relic of great importance. Hopes to unite the Dwarven armies in their battle against the Orc hordes may hinge on the recovery of this valuable item. A small party of brave heroes have been tasked to locate this forge and recover the relic. However a vicious tribe of Goblins now rule these tunnels.*

## Set Up

- Use 3 Locations > Winding Tunnels                      Crumbling Bridge                      Lost Dwarven Forge
- Lay out the counters, conditions, dungeon cards (same as the tutorial), add a deck of gear cards (do not include the legendary cards).
- Create a monster deck which includes the two cards for all the level 1 monsters (top left indicator) but not the elite ones. Also include the level 2 Orc Boys cards (not the elite ones) and add in the elite Goblin Warrior.
- Take the elite Night Goblin Archer and set it aside with the Lost Dwarven Forge location as your Goblin boss.
- Use the Winding Tunnels as the first location and apply the monster spawn (one monster to each hero and one in the shadows face down).

## Gameplay

- Heroes use the hero card with the lowest health score (bottom right corner) and each **take one activation turn only per round** in this quest (same the tutorial quest in the learn to play guide).
- Follow the usual advanced rules but you have no quest sheet to track. When you completely explore the Winding Tunnels you can travel to the Crumbling Bridge, and when that is completed go to the Lost Dwarven Forge.
- Spawn monsters as indicated on the location cards from your monster deck. When you travel to the Lost Dwarven Forge, you must also add the Elite Night Goblin Archer boss to the shadows face down (shuffle it with the face down shadow cards).

## Goblin Rule

- Whenever you kill any Goblin Warrior, set it aside rather than discarding it. While the Elite Night Goblin Archer boss is in play, if a Nemesis dice is rolled, then add one random Goblin Warrior (that you have set aside) to the shadows.
- Whenever you kill or remove from play a normal Night Goblin Archer then shuffle that card back into the monster deck, as the tunnels are full of Goblins.

## Winning

- Fully explore all locations and defeat the Goblin boss to escape from the forge.
- If successful, you may draw one random treasure to represent the lost relic.

