

THE LOST FORGE

Night Goblins Quest

The Night Goblins are led by Garak Zaar, an evil and sneaky Goblin who uses minions to shield himself from attacks. The first wound of any new attack damage to be applied to him is assigned instead to any other greenskin enemy who is in play.



Goblins have spied your search through the tunnels

Spawn one enemy from the Goblin deck face down to the shadows.

The alarm is raised and the goblins send in a huge troll

Spawn the Cave Troll face up and one enemy from the Goblin deck face down to the shadows.

The Goblin leader enters the fray and calls for his henchmen

If you are outside of the Dwarven Forge spawn one enemy from the Goblin deck to the shadows. If at the Forge spawn Garak Zaar and two standard Orc Boys to the shadows, once per quest only. When spawned or if already in play, Garak Zaar will activate, targeting the party leader and readies.



VICTORY

If you defeat Garak Zaar and his henchmen and explore the Dwarven Forge then you are able to recover the lost relic.

DEFEAT

If all heroes are defeated you have failed to defeat the Goblins and are unable to find the lost relic.

Garak Zaar

Greenskin, Nemesis

3

INFLECT

RETREAT

ACCURATE STRIKE : This enemy uses a magical sword that rarely misses. When a hero is engaged with this enemy, any black dice that come up blank must be re-rolled. The revised roll will apply instead.

Spawn one new enemy from the Goblin deck to the shadows.

Cave Troll

Creature

3

ADVANCE

INFLECT

"Cave Trolls are large cumbersome creatures that shun the light. They are occasionally captured and trained by Goblins to fight for them."

IMMOVABLE : This enemy cannot be exhausted or be made to retreat via a hero action.



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SETUP

Locations : Shuffle two random open tier I or II locations together to form the entrance to the tunnels. Add the Abandoned Mines and then the Lost Dwarven Forge to the bottom of this deck as the final location. The Forge is the Nemesis location.

Enemies : Shuffle the elite Night Goblin Archer, elite Goblin Warrior, and all Goblin Fanatics to form a Goblin deck. Deal enemies from the Goblin deck only when indicated by the peril track. Separately shuffle all remaining open tier I Greenskin and Creature enemies, all Cave Squigs and two standard Giant Wolf to form a Monster deck. Place Garak Zaar, Cave Troll and two standard Orc Boys aside.

Gear and Dungeon Decks : Shuffle 12 open gear cards together. Shuffle 12 open dungeon cards together.

Special Rules : Any defeated Goblins return to a Goblin discard pile to be reshuffled and used when the original Goblin deck runs out.

Optional Rule : This quest requires experienced heroes, optionally visit the settlement once before embarking on this quest.

An abandoned Dwarven Forge deep within the mountains is rumoured to contain a lost relic of great importance. Hopes to unite the Dwarven armies in their battle against the Orc hordes may hinge upon 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 Night Goblins now rule these tunnels.

REWARD

You have fought bravely and the Night Goblins are forced to temporarily abandon the tunnels, led away by their defeated leader. You are able to recover the lost relic and return it to the Dwarven council.

Add one legendary fortune gear card to the campaign pool.

PENALTY

The Night Goblins have overwhelming numbers and you were simply not strong enough to take on so many. You drag yourselves out of the tunnels, taunted by the Goblin leader, and have lost all your gear and possessions.

Lose any gear or item cards you have gained on this quest.



