

# HeroQuest™

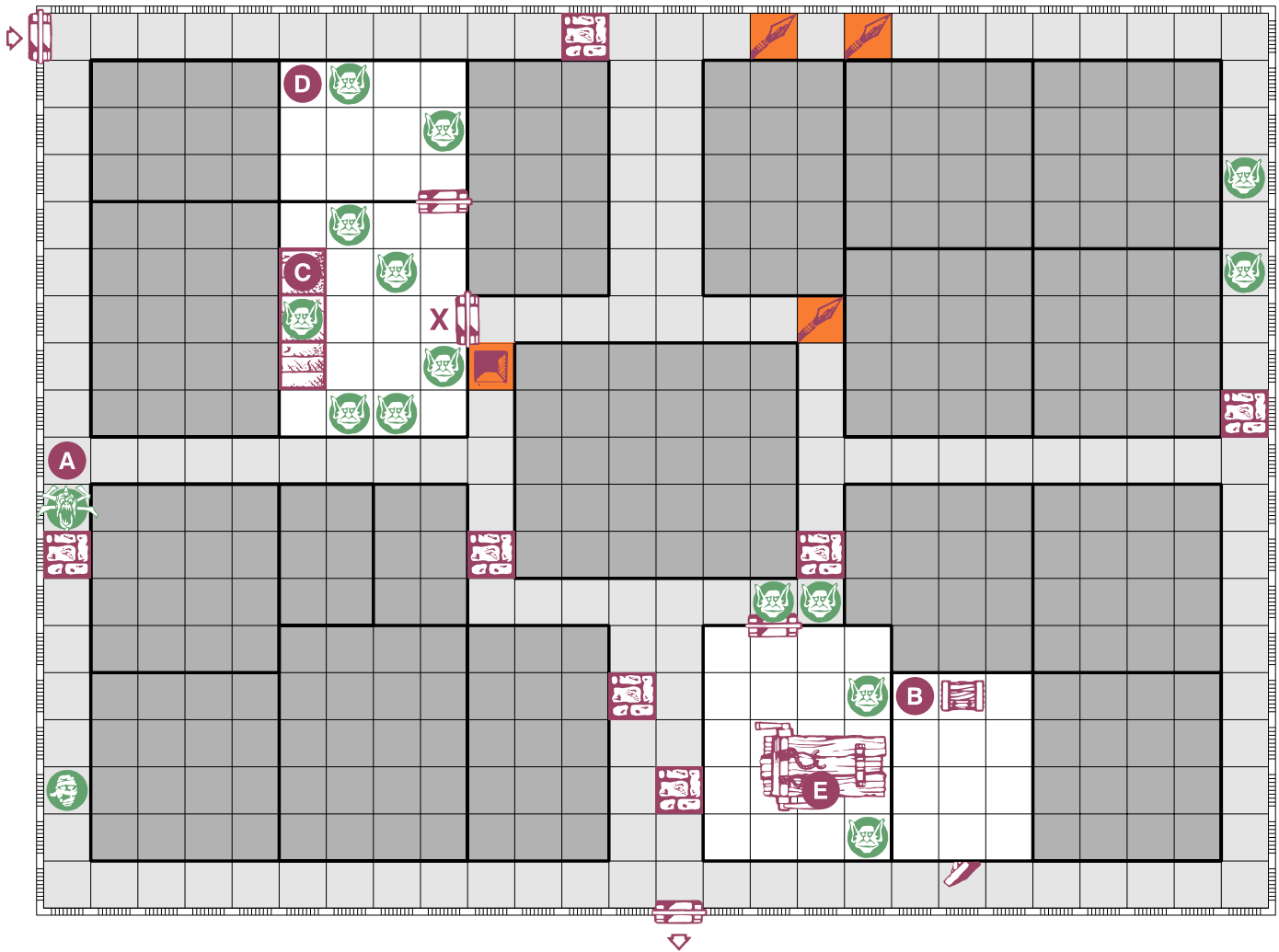
Death to the Goblin King

Q U E S T



B O O K





## Single Quest

# Death to the Goblin King

"Out poor Wizard have been captured by the Goblin King Senjen'jan of Ankerias Linna. He was "in the forest" in the middle of the night, so all of his equipment was in his tent and he was unable to defend himself. We have recruited a new

scout, Pam Bush, who is aware of the Goblin King's location. She will take you there. 200 gold coins is awarded to the one who kills the Goblin King. Now, off to save the Wizard."

### NOTES:

Pam Bush is moved by the first player. She can move up to 8 squares. She will stay between the first and last player when moving.

When the door with the X is opened, Zargon takes control of her.

If there is a Wizard in the party he will not be able to play until he has been freed. If there is not, the player that gives him his equipment will play him as well.

**X** When the first Hero enters the room, Pam Bush will reveal her real self as a Sorceress of Zargon.

She has the following Chaos Spells: Ball of Flame, Lightning Bolt and Tempest.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	3	2	3

**A** This stone Gargoyle, which cannot be harmed, will follow the Heroes when the last one have passed it, blocking the path. It cannot pass the pit trap.

**B** This treasure chest contains 150 gold coins.

**C** This is a Goblin with a crossbow. It is able to shoot at the Heroes, whatever square they are standing in, as they are always at a lower level.

**D** This is the Goblin King. He has 2 Body Points.

**E** This is where the Wizard is being held capture. When both Goblins are killed he is freed and his equipment is returned to him by the player who killed the last Goblin.



Wandering Monster in this Quest: Orc