

# HERO QUEST



Goklash the Goblin King  
INSTRUCTION  
BOOKLET



## Before Starting This Quest

This Quest is of medium to hard difficulty, and therefore it is assumed that the Wizard has in his possession the Wizard's Cloak and staff. Also, the Barbarian, Elf, and Dwarf should be using items and/or artifacts such that the minimum attack and defend dice roll is 3 for all three classes.

Some Orcs in this Quest are of a stronger bloodline than their more common cousins, and can attack with 4 white dice and have 3 Body Points (but still defend with 2). These High Orcs are represented with a red-colored Orc icon on the Quest Map.

During play testing this Quest, it was found to be more fun to play when the (Green) Orcs have 2 Body Points, Fimir have 3 Body Points, Chaos Warriors have 4 Body Points, and Gargoyles attack with 5 and defend with 4 and have 5 Body Points. Also, Chaos Warriors may cast any one randomly chosen Chaos Spell (but can only use that spell once and not pick another spell on a future turn).

Since this is a "Cave" setting, Zargon may wish to leave all the doors open on the map to give more of a tunnel atmosphere to the dungeon. But I recommend that the doors be placed on the map closed and have the Heroes open them to leave more mystery to the Quest.