

# HERO QUEST™

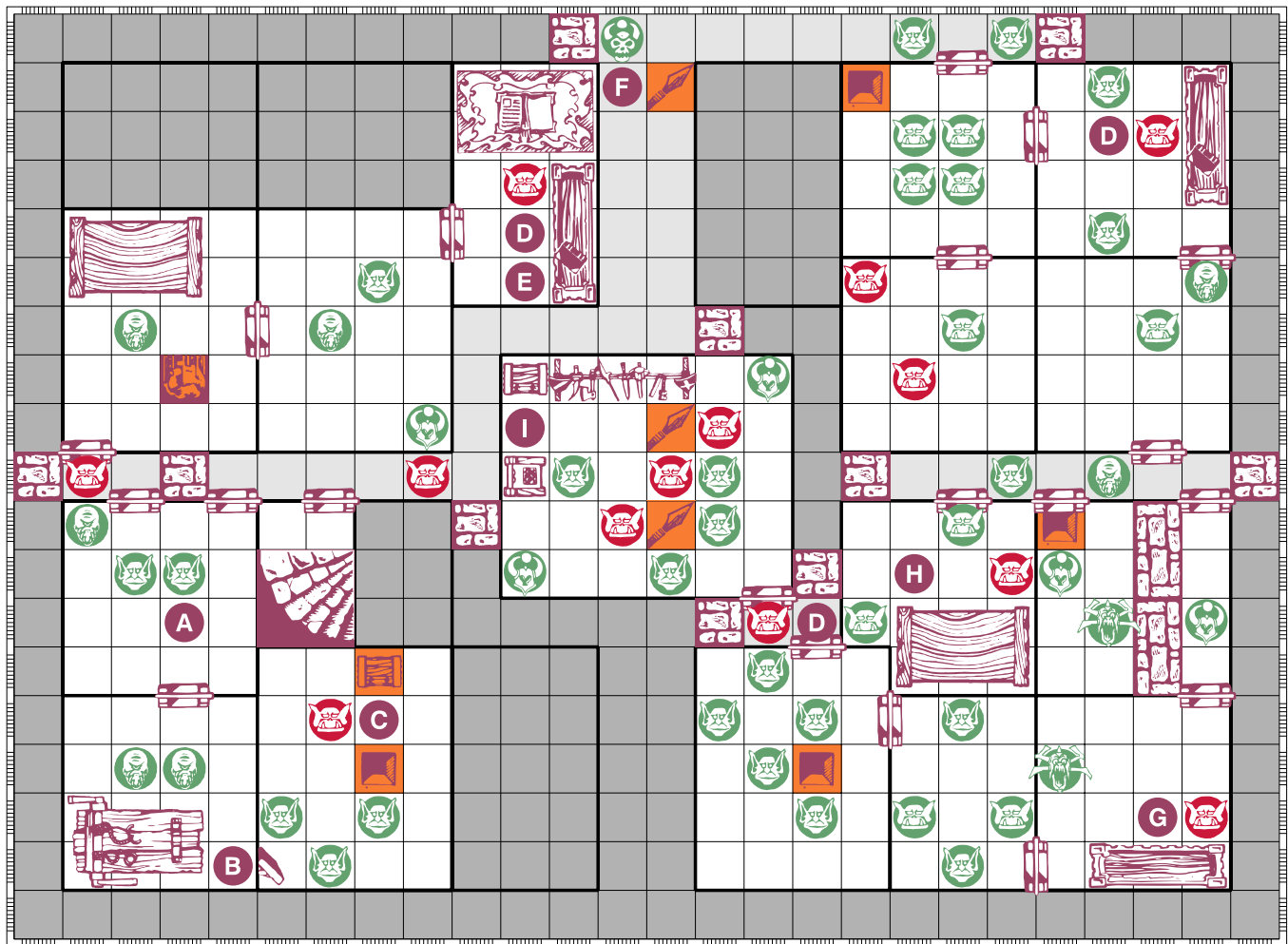
Goklash the Goblin King

Q U E S T



B O O K





## Single Quest

# Goklash the Goblin King

For some time now, the Emperor's trade routes to the West have been cut off by a band of strong Orcs who care not for supplies but have a strong lust for blood. Scouts have located a cave in the mountains that is believed to be the main hideout for these monsters. There have also been reports of Chaos Magic being used, and the Emperor feels that these foul demons infesting this cave must have a powerful leader. He,

and all his followers, must be destroyed at all costs in order for vital trade routes from the West to stay open. You four Heroes are the most experienced with matters like these, and so the Emperor offers your party one piece of armor and one weapon of your choosing (picked from the Armory), plus any treasures you may find in the Orcs' cave if you can destroy the monsters.

### NOTES:

The Heroes start at the Staircase.

- A** As Zargon, tell the Heroes, after the monsters in this room are killed, that they can hear what sounds like a monster wailing in pain from the next room, but they have no idea what it could possibly be.
- B** The High Orc should be placed lying down on the rack, and does not attack the Heroes. After the Fimir are destroyed, the High Orc on the rack pleads for mercy. It explains that it is being tortured for betraying and trying to overthrow Goklash the Goblin King, who rules the demons of this underground kingdom. It is weak and only has 1 Body Point. The Heroes can choose to kill the High Orc, or to free it from the rack. If it is killed, nothing happens. But if the Heroes show this Orc mercy, it will show them the secret door, and fight for the Heroes until he dies. (One of the players will take the role of the Orc and will move him after all the other Heroes have had their turns, using the designated Orc movement of 8.) It can be healed by the Heroes' magic, but can't use a Potion of Healing, as this would poison and kill it. The Orc cannot search for treasure, traps or secret doors. The secret door in this room cannot otherwise be discovered.
- C** This treasure chest releases a poisoned dart trap from the wall that inflicts 2 Body Points of damage to the first Hero who searches for treasure without first disarming it. The chest also holds a flask containing the Elixir of Life artifact (The Elixir of Life can't bring back the Orc (see B) to life if it dies).
- D** This High Orc is a Shaman of Chaos and can use any one randomly chosen Chaos Spell per turn instead of attacking. Represent him with the Orc figurine with the large notched sword.
- E** When a Hero searches for treasure, he will find the spell book on the bench open to a passage, which reads: *"Leave the Warlock in peace, or your passage through the burning lake of fire will be guaranteed."* There is also a Potion of Healing that will restore 4 Body Points on the bookshelf.



Wandering Monster in this Quest: High Orc

## NOTES continued:

- F** This Warlock is as still as a statue. If the Hero does not strike the Warlock, nothing happens. But if a Hero attacks him, the Hero's weapon will break, rendering it useless, unless it is an artifact. (This only happens with short-range weapons - if the Hero fires a crossbow for example, the arrow breaks into pieces, but the crossbow is fine). The Warlock will then come to life, and 3 Chaos Warriors appear, surrounding the Heroes and attacking them immediately. The Warlock attacks with 2 and defends with 5. It has 6 Body Points and 7 Mind Points. The Warlock can use 2 randomly chosen Chaos Spells per turn.
- G** The first Hero to search for treasure will find a Potion of Healing in the Cupboard that will restore 4 Body Points.
- H** When a Hero searches for treasure, he will find a large tankard of what appears to be some sort of Goblin ale on the table. It is warm, frothy, and its composition is foul. Do not tell the Heroes what will happen if they drink it. If one of the Heroes does decide to drink the ale, he will become instantly inebriated, losing 1 Mind Point. For the next 3 turns, he will not be able to attack and can only move using 1 red die.
- I** Goklash the Goblin King sits on the throne. He is short in stature, but makes up for it with strength. He can attack with 5 dice and defend with 4. He has 8 Body Points and 5 Mind Points. He is intelligent and knows the Summon Orcs Chaos Spell. After he is defeated, the first Hero to search for treasure will find 400 gold coins in the treasure chest, which can be divided among the Heroes as they wish.