

Nal'eck the Defiler

The Goblins don't care about loyalty, they don't have friends and would kill their brother if he had something they wanted. Nal'eck has killed his way to the top. The respect he has from the Goblins around him is more down to fear rather than anything else. Nal'eck is brutally calculated in his actions and has a keen eye for tactics... which is unusual for a stinking filthy Goblin. Nal'eck wants to rule Terrinoth with a bloodied iron fist and he will kill anyone or anything in his way.

Nal'eck chooses Brightvale as his forward camp and digs in deep

Spawn Nal'eck at the beginning of Act 2 in Brightvale.




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At the end of Act 2 Nal'eck begins to expand taking over 1 city at a time. At the end of every round place a cube on a city in the following order

1. Dawnsmoor
2. Forge
3. Riverwatch
4. Tamalir

The city is classed as occupied and inaccessible.

When the final city falls the game ends

While located at **Brightvale**, as an , you may challenge Nal'Eck to open combat.

Nal'ecks HP increases by 1 for every Goblin Hoard on the board (Goblin Warrior and Goblin Druid)

then
Nal'ecks HP decreases by 1 for every Goblin Head (Lore) the hero has on his player sheet (Minimum 8 HP)

1 ~ **Enrage** | Heal 2

2 ~ **Taunt** | Flip up to two of the heroes tokens

3 ~ **Butcher** | Deal 3 Damage that cant be blocked

Win

If you defeat Nal'eck the Goblin hordes subside and retreat. The cities of Terrinoth are free again.

Vorak Spawn of Vorakesh



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From the mountains descended a huge beast with wings large enough to blot out the sun. The air cracks as the heat rises throughout the town. Screams can be heard from every direction. Vorak will burn the city to the ground if it isn't stopped

1 ~ **Evade** | Flip up one token (Hero or Villain)

2 ~ **Tail Whip** | Recast 1 spent token

3 ~ **Decimate** | Deal 5 Damage

Goblin Warrior



6

A fowl disgusting creature that feels no remorse and only lives to serve his master. He will eat the flesh of any who fall at his feet.

1 ~ **Rampage** | Deal 2 damage

2 ~ **Pillage** | Remove one of the heroes combat tokens for this round

Goblin Druid



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Surrounded by a haze of red mist, the Goblin Druids use the dark ways to break the spirits of a warriors on the battlefield... they are hard to fight and even harder to kill.

1 ~ **Resonate** | Heal 1

2 ~ **Spirit Break** | A hero must test Spirit Pass, they can attack as normal
Fails, the hero can not attack this round


Fallen Heroes

Two heroes have strayed from the path and found themselves walking a dark line. They have been raiding towns and killing indiscriminately. Their motives are unknown but many believe they are working for the evil that plagues the land.

Draw 2 of the remaining hero characters at random. Place the miniature and tokens on the board in one of the following locations

Caer Loec
Fort Rodric

Place the character sheets next to the board and drawer 3 item cards and place them next to the player sheet. Any additional tokens the tally with the items should now be placed with the tokens on the board. Any bonuses are taken into consideration for combat.

As an  a hero may challenge a of the fallen heroes

Success

Loot the fallen heroes body. Take one of the 3 items. If the hero already has the same type of item equipped, the item is placed face down and can not be equipped until they have the relevant space available.

Fail

The hero is moved to an adjacent hex and they become delayed. Lose 2 Gold

Robbed in the Night

The plains of Terrinoth are teeming with the Goblin brood that have been raiding travellers without them even realising they have been robbed. Their little fingers can reach deep into the pockets and bags of passers by and it just shows that the Goblins don't have to kill and maim to be a nuisance.

Each hero in turn tests their Mind

Success

The hero discovers the little Goblin vermin and cuts them down
No Effect

Fail

The hero doesn't even stir and the goblin robs them blind
Lose 2 Gold

The Horde Rampage

The land is swarmed by blood thirsty Goblins bent on nothing but death and destruction. The towns are quickly over run by the mass of green and teeth and the roads are flowing with the blood of the innocent.

Each player in turn order places a lore token on a town of their choice, white side up. Each token signifies one of the Goblin warriors.

As an ➡ a hero may attack the Goblin warrior.

Successful
Gain the lore token and 2 gold

If they are unsuccessful

The hero becomes delayed and moves to an adjacent hex and the lore token is flipped to the black side. The next time the Goblin Warrior is attacked it uses the Act 2 token for combat as well as the normal tokens

Travelling Market

Terenoth has just become a little bit smaller thanks to the Travelling Market. This roaming band of gypsies have made it their plan to undercut the surrounding cities and even make purchasing from them convenient by bringing the market to any traveller willing to pay. Needless to say this has angered the lords of the region who stand to lose a pretty penny.

The Travelling Market is represented by the relevant story marker when its drawn.

As an ➡ you can pay 1 gold to move the Travelling Market story marker to your location and then look at the top 4 cards of the deck and purchase 1 of those items for 2 gold less than the displayed cost. Any items not purchased are discarded.

The marker stays at that location until another players moves it by paying the gold requirement. Any player can use the market by entering the hex containing the Travelling Market story marker and using an ➡ .

The Deep

"The Goblin infestation must have started somewhere! There has to be a leader pushing this wave forward! Dispatch everyone!!! Find what ever hole these creatures are crawling out of and destroy them all!"

Place the relevant story marker on **The Cursed Ruins**

As an ➡ when located on the relevant hex you can test your **Spirit** to investigate the location.

0 Success ! *The origin is not here and the leader was never here!*

The story marker moves clockwise around the map to the next shrine

1 Success ! *You find a clue!... The Goblin Leader isn't here but you have a pretty good idea where to look.*

Choose a Town, Stronghold or Shrine anywhere on the map and place the story marker there. Receive 1 Gold

2 Success ! *The smell of blood and filth fills the air... This is where they came from! You successfully destroy the Goblin pit!*

Take a Trophy of your choice, 1 Lore and 2 Gold

Desecration

*The shrines of the old world hold power and secrets still to be discovered... the Goblin don't give a s%*t about that! The Goblin Druids think that the shrines should be used as a glorified toilets and nothing more. The magic the Goblin Druids posses comes from a primal source powered by blood and sacrifice. They will destroy the Shrines... not because they have to... but because it amuses them.*

Each player in turn order places a lore token on a **Shrine** of their choice, white side up. Each token signifies one of the Goblin Druids.

As an ➡ a hero may attack the Goblin Druid.

If they are successful
- Gain the Lore Token and 2 gold

If they are unsuccessful
- The hero becomes delayed and moves to an adjacent hex and the lore token is flipped to the black side. The next time the Goblin Druid is attacked it uses the Act 2 token for combat as well as the normal tokens

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The Fire That Scorched The World!

From the mountains descended a huge beast with wings large enough to blot out the sun. The air cracks as the heat rises throughout the town. Screams can be heard from every direction. Vorak will burn the city to the ground if it isn't stopped.

Place the Story token in Tamalir. This city is no longer accessible unless Vorak is defeated.

As an ➡ you may challenge Vorak. Vorak always uses Vorakesh's Token.

If Vorak is defeated the hero may claim one of the items in the Tamalir shop as gratitude for saving the towns folk.

If the attack fails the Hero moves to an adjacent hex and becomes delayed

The Forge

The Goblin forces have sieged The Forge. The streets are littered with the bodies of blacksmiths and wood workers alike. All production of weaponry, armour and equipment has seized across all of Terrinoth. While The Forge is out of action the shops can not be re-supplied. The Goblins have successfully disrupted the supply line for the armies and heroes of Terrinoth.

While this story is active and an item is purchased from a city the item is not replaced. The Travelling Market is also unusable.

As an ➡ a Hero may test his **Might** to try and clear out the Goblin vermin

0 Success ! *The Goblin laugh at you as you crawl through the streets like a dog*
Lose 1 Gold

1 Success ! *The hero manages to cut their way through the front line of the hoard but get bogged down by the mountains of bodies*
Gain 2 gold

2 Success ! *You cut your way through the waves of Goblin scum leaving none alive!*
Remove the story marker. Gain 1 Trophy, 1 Lore and 2 Gold

The supply of equipment begins to flow again throughout Terrinoth.

