

## **Scenario 3 – Goblin Ground**

**Number of Players: 2**

**Necessary Expansions: Basic game**

**Victory Conditions: 5 VPs or kill your opponents goblin.**

### ***History***

This Labyrinth is built on the antique sanctuary of Gradeülbokh, the Goblin god of War. Archmage immediately saw the interest which it could withdraw from the use of ritual perpetrated in these places. The Labyrinth was thus deeply impregnated of the magic goblin.

**Here, in fact the Goblins make the Law.**

### ***Dungeon Plan***

The structure of the Labyrinth and the initial placement of the pawns are identical to the basic Rules.

Before the beginning of the play, the players get rid of their +6 combat cards.

### ***Principles of the Play***

The basic rules are observed. The only changes lie in the particular abilities of the Goblins:

- Goblins automatically win all combats
- If a Goblin is touched by a Ball of Fire, it is not killed but wounded
- A Troll wounded by a Goblin cannot regenerate any more
- The Goblins have the capacity to break the Harrows exactly like the Warrior
- The Goblins can neither carry nor use an object or character
- If the two Goblins are brought to fight, the combat is solved in a normal way to the assistance of the combat cards. In the event of a draw, the two Goblins killed
- If the Goblin leaves the Labyrinth, it reports 1 VP
- To kill the opponents Goblin involves an immediate victory