Tiny Epic Quest

Welcome to the Final Boss

You feel the ground shake for what seems like forever…… As you start to regain you footing you see magma chunks flown into the air followed by a loud roar! You grab your sword and run towards the sound, it would seem the quest is not quite over yet.

**\*\*Co-op mode** will end the game with a Final boss (King Goblin).

If you manage to defeat him, you have saved the land! However, if you fail the Grotto fields will burn and the valley will fall to the goblins!

As you advance towards the portal there is **two phases** **Attack** and **Defend**. For set up bring all your champions and take cover in the grotto fields close by (the bottom of the card). You then place 5 goblin tokens on the marked spaces horizontal to the movement stone’s. Use the round marker to track the king goblin’s current health.

All items can be used if their abilities are relevant: exp (the lamp) or (the Bow)

During the **Attack phase** each player will get to roll the dice. (when trying single player roll twice) The dice are shared between players the same way you did during your adventure. However, the effects of the dice are slightly different:

*Mushroom* – when rolled you have the option to reduce you magic Level by “1” and this will give you three options.

\*If you roll two mushrooms the player to your left will also get this option etc.

1. Move up one space
2. Magic attack 2 damage (3 damage if meeple has the staff)
3. Heal yourself 2 health

*Torch* – when rolled you might have the ability to move up one space on the path to the left. This works the same way as completing a temple. You do not need to defeat the goblin’s to move past them.

*Scroll* - when rolled you might have the ability to move up one space on the path to the right. This works the same way as completing a temple. All players may use scrolls and torches rolled if they choose to.

*Attack* – You can only attack King Goblin when you have reached **the final space**. For each attack dice rolled you can perform **a melee attack 1 damage**. You must be **horizontal to a goblin** to perform a Melee attack. (unless you have Bow)

*Get Hit* – When Rolled you take damage equal to the number of goblins in play (They shoot arrows) (MAX 5) unless you block this attack with energy. You must block each attack rolled or take damage. \*Remember you share these dice with the other players. If you kill all the goblins this die will no longer effect you.

*Energy* – When rolled you regain energy, this is also shared with other players the same way as adventure phase.

During the **Defend** **phase** King goblin makes his move. He starts by picking up a few boulders and tossing them in your direction he *only attacks the closest champions to him*, This is his **ranged attack** this attack cannot be blocked with your shield and must be dogged **-2 energy** or **2 damage is taken**. Once one of your hero’s is standing on the final space (If you reach the last stone you may enter the final space any time) King Goblin will perform the **crush attack** a series of powerful swings with his sword followed by a loud roar! This attack must also be dodged rendering you shield again useless, **-3 energy or -3 Health you pick**. If you ever reach **zero health** the champion closest to king goblin die’s. If you have two champions on the closest space you can pick. ***Then you will go back to full health :)***

If your champion dies the item’s he was carrying can no longer be used, Good Luck!

\*Remember you can spend energy to do damage even on king goblin with your sword.

\*Items that can turn health into energy may also be helpful.