


Words for Zargon

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In this adventure We made some 'hot spots' where you, Zargon, can kill the heroes easily. We ask you to be very careful and merciful in these areas. If the quest is too easy, then it is not that fun. But knock off a hero now and then and the game becomes a lot more fun. Of course you must provide a way to bring the hero back to life. We want the heroes to win. So we stretch the rules of the game in that a hero can be brought back to life so long as he has not been dead for too long. This gives you a chance to have the heroes to find an exilir of life that you can have found in a crack in the wall or what ever way you like. Remember you are Zargon, you control what happens.

To give the monsters a better fighting chance, We say that it costs the hero his turn if he needs to drink a potion. The hero must back away from the fighting, drink, and then on his next turn, return to battle.

This adventure has poisoned throwing daggers. When a hero throws one. He rolls 3 dice. 0 skulls is a miss. 1, 2 or 3 skulls is a hit. Each skull will cost the monster a body point. If the monster has more body points than skulls rolled, then the poison takes effect and the monster will lose two more body points on each of its next turn. If more skulls are rolled than the monster has body points, then this is a instant kill. The poison has no effect on the undead.

This adventure introduces two new monsters. The 'Mountain Orc' and 'Iron Skeleton'. The Mountain Orcs' icon is the Orc's symbol in red.  Statistics are easy to remember.

Movement	Attack	Def.	Body	Mind
7	3	3	3	3

Iron Skeleton's statistics are

Movement	Attack	Def.	Body	Mind
5	5	5	5	0

You will be told which Skeletons are Iron Skeletons. Their icons look the same, so we gave them a letter designation. They don't appear until near the end of the adventure anyway.

Zargon, The heroes have a very keen eye. I always tell them just when they are about to step on a trap. Unless other wise stated. They do have to search for hidden doors though.

discover the Silver Key.

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I- When the Heroes search this room they discover a scroll that will restore 2 of the Wizards spells. Scroll then disintegrates. They also find a poisoned throwing dagger and a small bag a jewels worth 80 gold coins.

J- In this room the Heroes discover 6 men who are going to be turned into Chaos Warriors. They are under a spell that can only be broken by defeating Zargon.

K- When the Heroes open this door they find Baron Redhand. He has just been turned into a Chaos Warrior. "FOOLS! BEHOLD YOUR DEATH!" says Zargon. The Heroes who fight Baron Redhand only attacks with 1 Attack dice. They do not want to hurt him. When Redhand's body points run out. He is knocked out. Zargon's statistics are

Movement	Attack	Defend	Body	Mind
10	6	6	14	10

Zargon can not be put to sleep. Daggers and arrows are useless. Zargon attacks twice on his turn. When Zargon is defeated, He disappears in a cloud of black smoke. If any of the Heroes die and you do not have any more 'Elixirs of Life' Then have the heroes search the room and find some.

"We did it!" You give Baron Redhand the potion that restore his mind. "Who are you?" he asks. "Just friends." You tell him. "Well then, my young friends, Let us return home. I will write a letter to the King and Queen of Kalynn, telling of the great thing you have done for me. I am sure that they will have plenty of adventures for you." "Sounds like fun." You say.