

Words for Zargon

You will need all the cards from all of the other adventures to play this game well.

We have provided starting status sheets for this adventure because the Heroes will rediscover everything from the Elf Quest pack.

In this adventure the Elf does not get his spell cards until the third quest, then he gets all 8 spells.

Heroic Brew- New rule, When a Hero drinks a Heroic Brew monster can defend against the first attack but not the second, this is called a quick stroke. Of course this also works for a monster that drinks a Heroic Brew.

The Wizard's invisible spell is just too powerful. So to correct this we made it that certain monsters can sense the Wizards presence. These monsters are Bellthors, Ogres and Wolves.

An unarmed Ogre has 2 attack dice.

When a Hero is infected with the Werewolf curse. That Hero must roll the red dice at the beginning of his turn to see if He turns. Even if He's staying in the same spot to make another attack.

POTCULLIS- it's an iron bar gate. I don't know why the makers would say that you couldn't see through it. In this adventure Heroes and monsters can see, shoot arrows and cast spells through them.

Starting in Quest 11 Fimirs make battle using fighting magic. They are casting spells that attack the Heroes mind. It works the same as a normal attack, but when Heroes take a hit they lose mind points instead of body points.

We don't like the in shock rule for when a Hero's mind point reaches zero. We say that a Hero becomes unconscious instead. If necessary your Friends can carry you. Until the next quest or you Zargon can put out more Potions Of Restoration

Sky Orbs- Keep track of Heroes mind points on the bottom row of their body chart. Heroes do not regain any mind points lost from the orbs; once the 4 points are used up the orbs are useless.

H- This metal door is locked. Heroes need the Iron Key to open it.

I- This metal door is locked. Heroes need Brass Key to open it.

J- When the Heroes search this room, they discover inside the Bookcase a small metal chest. This chest is booby-trapped. 1 hit point if sprung. Inside are 2 Wolf Bane Potions, an emerald worth 200 gold coins and the Iron Key.

K- When the Heroes search this room, they discover the Brass Key hanging on the wall.

L- When the Heroes search this room, they discover on the Weapon's Rack a Dwarven made shield. Heroes also discover the secret door.

M- This chest is booby-trapped. 2 hit points if sprung. Inside is a jeweled necklace worth a 1,000 gold coins. Heroes also discover the secret door.

N- When the Heroes open the door to this room, they see Zargon with 4 Chaos Warriors. Millandriell is in the mirror. Why?

Zargon- You do physical combat until all 4 Chaos warriors are dead. Then you start casting Firestorm, twice, each turn. When defeated Zargon disappears in a cloud of black smoke.

The Heroes go to the mirror. Millandriell is speaking. The Wizard can read her lips. "She put herself into the mirror to escape Zargon. But, now she is trapped. Give me that moonsilver." He asks. You give it to him and he smears it on the mirror. Millandriell steps out. "Oh, Thank you my brave warriors for saving me." She says.

You lead the princess back to the prisoners and tend to their wounds. You travel back to the palace where a relieved queen hugs her daughter. You show her the map and notes that you found. The queen has the families banished from the empire.

You tell her your story and how you were able to complete your quest thanks to the help from an old Wizard called Elfwid.

"I will build a statue to honor him. His name will never be forgotten." You are given a Hero's dinner and you and your friends head off in search of new adventures.