

# HERO QUEST



Adventure 2 – Slaves of Zargon

INSTRUCTION  
BOOKLET



## Words for Zargon

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 Elixir of Life that you can have found in a crack in the wall or whatever 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 an 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. See the new Monster Cards for statistics.

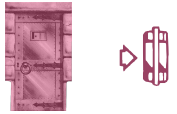
You will be told which Skeletons are Iron Skeletons. Their icons look the same, so we gave them a letter designation. They don't appear until near the end of the adventure anyway.

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

## New Tiles and Quest Map Symbols

### Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



### Locked Door

These doors are locked and will require a key to be opened.



### Key

This key comes in different colors on the Quest map. They unlock the doors with the same color.

