

Words for Zargon

With all the playing that we have done over the years. We find that it is a lot more fun when a hero dies every now and then. It reminds us that they are in a very dangerous quest. So we stretch the rules when it comes to a hero dying. He can still be saved by one of his friends pouring a life restoring potion down their throat. We make it a question of how long has the person been dead. Now Zargon, if a hero should die and no one has a elixir of life on them, Then you can make it possible for them to find some in a secret compartment in the wall or in a chest. You are Zargon and you know that you are going to lose. It's all a matter of making the heroes work and have fun beating you. There is a problem with bad players, I've played the game with many people and I'm lucky to have children who take the game realistically. Always remember that you are Zargon! You control the board, so you are only limited by your imagination as to how you can adjust the game to match your players. But also is a problem with heroes running off by themselves. I encountered this problem with a person who understood nothing about team work and the friendship between the heroes. It took me little time to Finnish him off and the game was over. We tend to look at the game as true to life as one can get. If I was in a dungeon filled with monsters, your darn right I'm going to stick close to my friends. Now because we stretch the rules on a hero dying, we give back to Zargon this. We make it cost a hero's turn to drink any potion. He 'must' back away from the fighting, drink, and then resume his fighting. Sounds more real anyway.

This adventure introduces a new item. The poisoned throwing dagger. When a hero throws one. He rolls 3 white dice. 0 skulls is a miss. 1, 2, or 3 skulls is a hit. Each skull costs the monster a body point. If the monster has more body point left, then the poison takes effect and the monster will lose 2 body points on each of its next turns. If more skulls are rolled than the monster has body points for then this is an instant kill. The poison has no effect on the undead. We thought, for this adventure, that we would limit the number of arrows the Elf has. Forcing him to use them wisely. More challenging.