

Notes for Zargon

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Greetings fellow Zargon- Well this is the fourth time I have talked to you and I do not want to repeat myself again. I just would like to share with you all of the things that I have discovered which I feel make me a better Zargon. I can not stress the importance enough, but as Zargon, it is up to you to make sure that your Heroes have the time of their lives. If any event comes up and there is arguing, give in to the Heroes, because if they don't have a good time then we will have no one that will play with us. So act like you're out to kill them and sometimes do, because that makes it fun to bring them back from the dead, but it is so great to see your friend beat such impossible odds, so make it hard, but always make a way for them to get through it. If the unthinkable does happen, as it did with us in this adventure, yeah, that's right we lost all 4 heroes, then treat it like a computer game would. Don't make the Heroes start over from the very beginning; just start "That Quest" over. They will do better the second time.

So when your Monsters have a choice between attacking two or more Heroes. You as Zargon should know which of the heroes are hurting bad. Attack the Hero who has higher body points left. Keep this a secret between us.

If a Hero dies and there is some reason that the other Heroes need to leave the room, you can suggest that a hero stays behind to guard the body, until the others return.

Buying and selling weapons- Heroes can only buy weapons in the course of their adventure when they are in a town. It only makes sense. If a hero wants to sell a weapon back, he gets $\frac{1}{2}$ the cost. When a Throwing Weapon is used, Hero rolls white dice and count skulls. Then the Monster gets to defend accordingly with His dice.