

Words for Zargon

To Play Kellar's Keep 2 you will need the items from the first 4 Adventures, plus the items from the Kellar's Keep game.

This Adventure introduces a new Hero, Captain Kenaron. We made a card for him. You can use a Chaos Warrior figure if you do not have an extra figure.

Have a couple of pennies available so that when a hero picks a cursed coin from the treasure cards, they can place it on their status sheet. This is a good reminder.

We hide a lot of Monsters around the corners in the hallways.

Use them to come up behind the Heroes.

Zargon you will need to be inventive, because of the Wizard's spells. Be fair and generous. Keep your Heroes happy.

After room is cleared of Monsters, have Heroes draw treasure cards if they want to and after they play them out, then tell the heroes about anything else that is in the room.

A helpful tip for the Heroes is to stick together. Line up in front of the doors before opening it, getting that first attack is so important. Don't wear plate armor; a Hero needs those two red dice for movement.

To make the giant ledge more exciting. When Heroes step onto the ledge their dice roll is divided by 3. So a rolled 7 would mean that the Hero moves only 2 spaces as long as he is on the ledge. If a Hero rolls a 2 on the dice, Then He slips on the ledge. He then rolls one white dice, If He rolls a black shield, That Hero just fell to His death. Zargon if this happens, then its up to you to give your players a replacement Hero. They can find him chained to the wall in a room. Give Him beginners' stats, and build him up quickly to replace the lost Hero.

Movement	Attack	Defend	Body	Mind
7	6	6	8	6

Balak Knows "Firestorm" He casts this twice. Then He resorts to physical combat.

E- Inside this room the Heroes discover a Mountain Orc Chained to the wall. "If you help me. I will fight by your side." He says. The choice is yours Heroes. Kill Him, Leave Him, If Heroes free Him, He joins you and fights with you. This Orc must now roll two red dice for movement.

F- When Heroes search this room, They discover a secret door.

G- This chest is booby trapped. 2 hit points if sprung. Inside are 10,000 gold pieces worth of jewels.

H- There is a beautiful female Dwarf tied to the rack. She is very weak. Heroes need to give Her a healing Potion. When Heroes search this room they discover the secret door that will lead them out of Lachish.

Dwarf history records a day when Captain Kenaron and a group of Heroes saved the Dwarf Kingdom from a massive attack on Kar's Bridge. After killing Zargon's general the Dwarf army moved across the bridge and drove Zargon's forces back across the boarder.