

Words For Zargon

Zargon- Sorry about the maps being so crowded. You should go over each quest by yourself before playing with your Friends, so that no mistakes are made and your friends can have an enjoyable game.

Orc's Bane- Allow Hero to attack two different orcs, if he kills one on the first attack.

Heroic Brew- Allow Hero to attack a second monster if he kills one on the first attack.

Treasure Cards- There are so many treasure cards now that once a card is picked, it's better to make a discard pile. So Heroes get to keep good cards and bad cards are discarded after Hero completes the action.

Monsters with Potions- There will be times offered when if a hero can take out a monster before they get a chance to drink the potion, That Hero could claim the monster's potion. These events are specified inside the quests.

Attacking- When Heroes open the door and the monsters are placed on the board. It's a puzzle. Your Heroes need to figure out the best attack formation that they can. Strong heroes up front, taking multiple attacks, protect the Wizard or wounded companions, and so on, Enjoy!

Artifact Cards- When Heroes discover an Artifact, shuffle artifact cards and allow Hero to pick. Hero keeps card until quest's end, then he records what he has not used during the game and artifacts cards are collected so that for the next quest Heroes will have a fresh pile to pick from again.

Arm Bands of healing- Each Hero can wear two, if they are lucky enough to pick them.

Mist- We changed the rules regarding the Mist. Only Tempest, Remove Air, Dispel and Turn to Stone spells can kill the Mist.

Stone Mummies- This Adventure introduces a new monster. Stone mummies can be destroyed by the following spells. Landslide, Sandstone and Pass Through Stone.

