

## Words for Zargon

We begin this adventure right after the expansion "The Frozen Horror" So I allowed my Heroes to keep all that they had collected from the game.

My Heroes really liked having the Mercenaries, They kept two, a Swords man and a crossbow man. So to keep my Heroes happy, I had to allow the Mercenaries to be able to search for treasure and I also gave them two Heart strengthen potions to increase their body points. This adventure was made with 6 Heroes. You can play with more or less. More will be easier and very crowded and less will be a bit harder. The maps are not carved in stone. Zargon you can adjust the game accordingly. Keeping your Heroes happy.

Tell your Heroes to buy 4 troches.

I like the Yeti's hug attack. When a Yeti has a Hero, the Yeti can't attack, but He still has 3 defense dice. Also when the Yeti has a Hero, remove that Hero from the board. Yeti and Hero share the same square. This allows his friends to get in close enough in crowded spots.

I was having trouble with one of my Heroes stretching his red dice roll. Watch your Heroes that they don't start cheating in this way.

Potions of Dexterity give a Hero 5 extra spaces when he has a bad roll. They only cost 10 gold coins.

Give the Wizard and Elf their new spells in quest 5.

Remember the Heroes can see a suspicious spot and gets a chance to disarm the trap. If he then trips the trap, then he must take the consequences.

**H-** These giant metal doors are locked. Heroes need the Iron Key to open them.

**I-** When the Heroes search this room, they discover a small chest on the Fireplace. This chest is bobby trapped. 1 hit point if sprung. Inside is a large diamond worth 500 gold coins. The Large Chest inside this room is also bobby trapped. 2 hit point if sprung. Inside is gold and jewels worth 10,000 gold coins. Heroes also find the Iron Key.

**J-** When the Heroes open the doors to this building the prisoners awake. A woman runs up to the Hero carrying the little girl. She thanks you with all of her heart. "We're not out of this yet." Says the Barbarian. "We still got to get out of here." The people take the treasure chest and follow you.

**K-** This door leads you and the people back out of the city. You quickly make your way back into the ancient Halls. The Elf and Wizard lead the people back, they pick up all the left behind treasure. The dwarf and Barbarian give their friends an hour. The Sun starts to rise. They smash the pin and start running.

You all come out the other side and cross the valley. The good taste of freedom fills all of you with strength. You enter the next hall and break the pin. You run through. You hear the ceiling caving in behind you. You make it back through and listen as you rest to the ancient Halls cave in.

"WE DID IT!" You say. The people cheer. You make your way back to the city of Sunca and report to the elders. "With all of the treasure you brought back for us, we will be able to rebuild and this time we'll be ready if Zargon ever tries to cross the Mountains." They tell you. They hold a feast in your honor. But your biggest reward is when a little girl comes up to you and gives all of you a kiss on the cheek.