

Spells

Invisible I made a change to the Invisible spell. This spell now only lasts for two turns. Also it is useless against Bellthors, Ogres, Giant Wolves and Werewolves. These monsters can sense the Hero's presence.

Unconsciousness When a Hero or Monster becomes asleep or unconscious. They can awaken if they can roll a 6 on one red dice. They get one try for each of their 'existing' mind points. This is why it's so important to build and keep your mind. Monsters never attack a sleeping Hero. They'd rather take them prisoner.

The **Sky Orb** doesn't increase a Hero's mind points it only protects their mind from 4 hits. When a hit is taken on the orb that point is lost forever. Heroes do not get them back at quest's end.

Stretching the rules As for all the other spells I allow the Heroes to use their imagination. Casting Boil on themselves when entering a freezing room, or a freeze spell on themselves when entering a room where the forge is running out of control.

Making suggestions There are a lot of spells that the Elf and Wizard can now use. It's very hard for a new player to just jump in and start using so many. You, Zargon, can make a lot of good suggestions to your Heroes if this happens. Let the Heroes stretch a few rules, sure, but don't let them get carried away also. Remember, in reality, unicorns can't fly.

Casting 2 spells To Give the monsters a bit more of a chance, I've made a rule that a Hero cannot have more than one spell cast upon him at one time, That is, if he has a spell that is lasting until he takes a hit, then he can't have another spell cast upon him until that first spell has worn off. Even if the Elf and Wizard can cast two spells on a single turn, they can't be under a Courage and rock skin spell at the same time. I only make an exception for a healing spell to be cast upon a Hero while he is under the influence of another spell. Potions and a spell can be mixed. But Heroes and Monsters can never have more than 6 combat dice on one roll.

Carrying Items

We discovered that it saves a lot of paper room on the stat sheets if you allow one Hero to carry all of a certain item. Examples are; Wizard carries all the Potions, Elf carries all the spell scrolls, Dwarf carries all the throwing weapons and so on. I've allowed the Heroes to "toss" an item to their friend so that they can use it. **Needing a Torch** Some quest require that the Heroes carry a torch. If they do not have one then they lose 2 attack dice and 1 defense dice.

Traps

I've always said that the Heroes can see a trap a mile off, giving them a chance to disarm them first. But now we're going to make it that Zargon's monsters have gotten a lot better at hiding their traps. The extra room that the board provides gives the Heroes a chance to walk around the traps. Heroes must step on a trap to see where it is, unless they can detect a pattern in the traps' setup. Here is a list of the traps that we will use and the rules for them.

Pit Traps

When a Hero steps on this space he falls into a pit. Single space pits cost the Hero 1 body point. Double space pits cost the Hero 2 body points. 4 space pits are always open. A Hero can willingly jump into a pit with no harm, unless otherwise stated.

To jump over a single square pit, Hero needs either shield.

To jump over a long pit trap, the long way, Hero needs a black shield.

When the Hero is down in the pit he can pull a treasure card. There is only one treasure card for each pit.

If a wandering monster card is pulled, that Monster was left in the pit to starve to death. The undead need magic to keep them alive. That Monster then can make a deal with the Heroes. If they spare his life he will join the Heroes and fight with them until the end of the quest, and then the monster leaves. When a Monster joins the Heroes he switches from using Black shields to white shields in defense.

Falling Block

When a Hero steps on this square. He must roll 3 combat dice. Each skull is a lost body point. Hero then must jump either forward,