

Words for Zargon

This adventure was made using two extra mercenaries. We allowed the mercenaries to search for treasure just like the Heroes.

The 31 Highlighted Artifacts cards from the checklist are a new deck that is used along side the treasure cards. When Zargon tells the Heroes that they found an Artifact, Zargon shuffles this deck face down and lets the Heroes choose a card. The Heroes keep these cards until the end of the quest and if they did not use the card during the quest they record it down on their status sheet, so that at the beginning of the next quest, there are 31 Artifact cards in the deck.

We allow for cross bow, throwing weapons and spells to be shot over the tops of most furniture. Zargon, Be generous, If a Hero has a bad red dice roll and needs to shoot through a friend. That Hero can yell to his friend to duck down and allow him to make the shot. This rule of course also works for the monsters.

Sometimes the Fimirs use 'Fighting Magic' to attack the Heroes. This works as a normal attack, but when a Hero takes a hit. They lose mind points instead of body points.

A good question brought up was if the cursed coin causes the Heroes to lose the extra mind points gained from the sky orbs. I say no, because the lost is temporary. But the mind points lost from the dust trap or poison cards will cause the Heroes to lose sky orb points, unless a potion, like Renewal, is drank right away.

The Fire Place spell also works on the Forge.

Heroes and Monsters can never use more than 6 combat dice on one roll.

Heroes will sometimes find more than one of the same Artifacts.

