

Says the Elf. "Your scent will alert the Wolves. I can make a paste that will mask your scent, then you can sneak up on them tonight."

Says Elfwid.

Night comes quickly and you make your way up to the main gates. They are lightly guarded; you race in to make your attack.

A- Starting place of the Heroes.

B- This metal door is locked. Heroes need the Iron Key to open it.

C- This chest is bobby trapped. 2 hit points if sprung. Inside are 4 Heroic Brews, 4 Potions Of Strength and 4 Potions Of Defense.

D- When the Heroes search this room, they discover on the Weapon's Rack 3 throwing daggers.

E- When the Heroes search this room, they discover inside the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared. Heroes also find the Iron Key.

F- This Hobgoblin knows magic. He immediately casts Summon Wolves when the Heroes open the door.

G- This chest is bobby trapped. 2 hit points if sprung. Inside are 4 Heroic Brews, 4 Potions Of Strength, 4 Potions Of Defense and a Treasure Without Doom artifact.

H- All of these Hobgoblins have crossbows. They do not need to follow the line of sight rule for this room. Their crossbows have 3 attack dice. The Elf Archers also attack the Heroes.

I- When the Heroes search this room, they discover inside the pit 12 Wolf Cubs. They are harmless. Heroes can leave them, kill them or set them free at Quest' end. But, they cannot adopt them.

J- This Hobgoblin has a crossbow that He uses. Can the Heroes take Him out before He can shoot?

K- This chest is bobby trapped. 1 hit point if sprung. Inside are 400 gold coins and some jewelry. The Elf recognizes the jewelry. "This is Millandriell's jewelry. She was here." He says. We are getting closer to saving her. But we need to move quickly." Says the Barbarian. You all agree and leave the castle.

E- When the Heroes search this room, they discover the secret door.

F- When the Heroes search this room, they discover the Ancient Staff from the artifacts cards.

G- This wooden door is locked. 5 hit points will break it in.

H- This room is full of Eleven Prisoners. They are very weak. But, alive. You tell them to wait here until you return.

I- When the Heroes search this room, they discover inside the Bookcase 2 Healing Potions, each potion will restore 4 body points. Heroes also find a small chest. It's booby-trapped, 2 hit points if sprung. Inside is a large emerald worth 500 gold coins.

J- This Warlock casts Summon Wolves as soon as the Heroes open the door.

Zargon- This can be a very powerful spell, be merciful.

When Heroes search this room, they discover inside the Alter a secret compartment. Inside is an Elixir Of Life and a Treasure Without Doom artifact.

K- This chest is bobby trapped. 2 mind points lost if sprung. Inside is a potion. Only the Wizard knows that this is a Heart Strengthening Potion. The Hero that drinks this will gain 2 extra body points on His Status card.

Zargon- Each Hero can only drink one of these potions.

L- When the Heroes search this room, they discover inside the desk a note to Zargon. "The Chaos Warriors are fighting among themselves for control of the army. They're asking who is in control." You say. "This is good!" Says the Dwarf. "No, my friend, this means that Zargon might speed up His plans." Says the Elf. "I fear we are out of time." You say.

M- When the Heroes search this room, they discover on the Weapon's Rack, 2 good throwing axes. Heroes also find the secret door.

N- This chest is bobby trapped. 1 mind point lost if sprung. Inside are 2 Healing Potions. Each potion will restore 4 body points and 40 gold coins.