

A- The Heroes start on the stairs

B- All these Fimirs know magic. They cast Chill or Ice Storm as often as they can. They all have an Elixir of Life that they drink. When the Heroes search this room, they discover the Iron Key on one of the Fimirs.

C- This metal door is locked. Heroes need the Iron Key to open it. When the Heroes search this room, they discover the secret door.

D- This Chest is safe. Inside is a large necklace worth 300 gold coins. "This necklace was made by Dwarves, for their King." Says the Dwarf. "Look at the symbols on the wall. I am not familiar with these signs. Do you know what they mean? Asks the Wizard. "They are the symbols of an ancient royal family. Their blood line ran out a long time ago." Says the Dwarf. "This Bookcase is full of books. There is a lot of history here. It's a crime against history that we can't take these books with us." Says the Wizard. "Let us not take too long. We still got a job to do and some people to save." Says the Barbarian.

"This book says that there is a green valley on the North side of this mountain, with a small river that runs from the mountains out to the sea." Says the Dwarf. "Can that be possible? This area has a very short summer for growing crops and the towns people told me that the ground is very rocky, making for very hard plowing." Says the Elf. "This book also says that all the races built these halls together. Look at the date that they used here." Says the dwarf. "Then these halls are nearly 2,000 years old. And their still pretty solid, what an achievement. Imagine an age where we all live together. It must have been soon after we won our lives back from Zargon's rein." Says the Wizard. "It says here that the Dwarfs built in a destruction lever in case these halls ever needed to be destroyed." "Do you think you can find this lever?" Asks the Barbarian. "Oh sure, we still use them today. You never know when you need to stop an invading army." "Alright then, my friends, let us move on." Says the Barbarian.

J- Zargon- (Unless the Heroes have 2 Ice Bridge Scrolls.) If they decide to use the Ice Bridge Scroll here. Tell them that the Wizard suddenly has a vision. "Don't use the Ice Bridge here. We going to need it later." He says.

K- When the last Hero reaches this spot, the ceiling over the ice river collapses. Sealing the Hallway.

L- Zargon- Here's a good place to use the Ice Storm Scroll.

M- When the Heroes open the door, This Warlock immediately casts Mind Freeze on the Hero that opened the door. This Warlock can cast a spell and make a physical attack on each of his turns. He uses Soothe to heal Himself. The Hero that was attacked with the Mind Freeze can use the Psychic Recovery Scroll to heal himself.

N- The Heroes need Staff Log Spell or the Ice Bride Scroll here to get across.

O- This is the main gate to the castle. The Heroes can choose to leave now, but they are leaving part of the castle unexplored.

P- This metal door is locked. Heroes need the Silver Key to open it.

Q- This Chest is safe. Inside is a pair of magical Snowshoes of Speed from the Artifacts cards.

R- The Hero that opens the Tomb is attacked by a mummy. When the Heroes search this room, they discover inside the Tomb a large sapphire worth 500 gold coins. Heroes also find the Silver Key.

S- When the Heroes search this room, they discover a woman tied to the Rack. She's alive. The Heroes untie her. "Oh Thank You, They were going to eat me. and turn me into an undead skeleton." She says. "Well, You're safe now Las, stay with us." Says the Dwarf. The woman follows behind you.

T- Zargon- Place the Mountain Orcs with their backs to the door. They are really busy working the Forge, making an Iron Skeleton. The Heroes can sneak up behind them and make their first attack with the Orcs having no defense, after that they can defend. There are 6 people chained to the walls of this room. The Heroes set them free and give them food. You lead the people out of the castle.