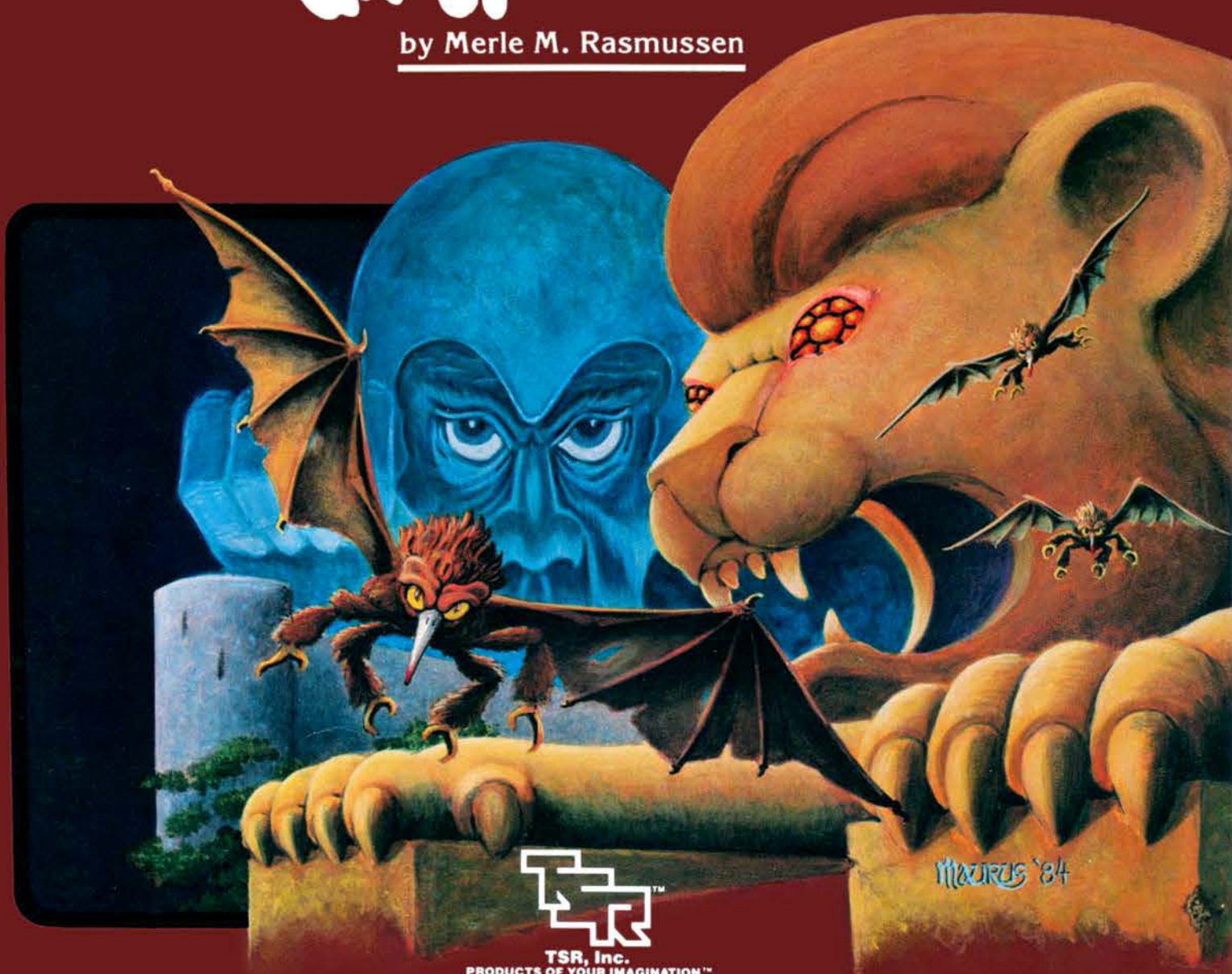


DUNGEONS & DRAGONS®

Official Basic Solo Adventure

GHOST of Lion Castle

by Merle M. Rasmussen



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

DUNGEONS & DRAGONS, D&D, and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc.

KEY

Murder Hole

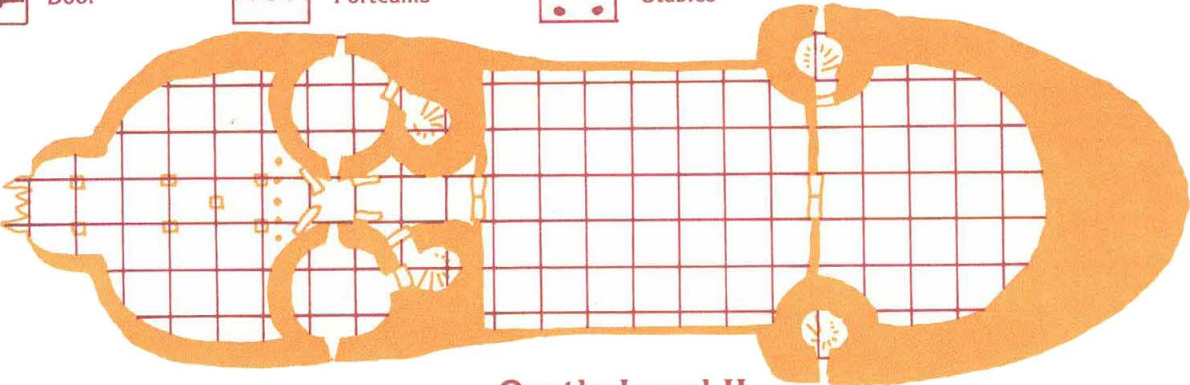
Door

Double Doors

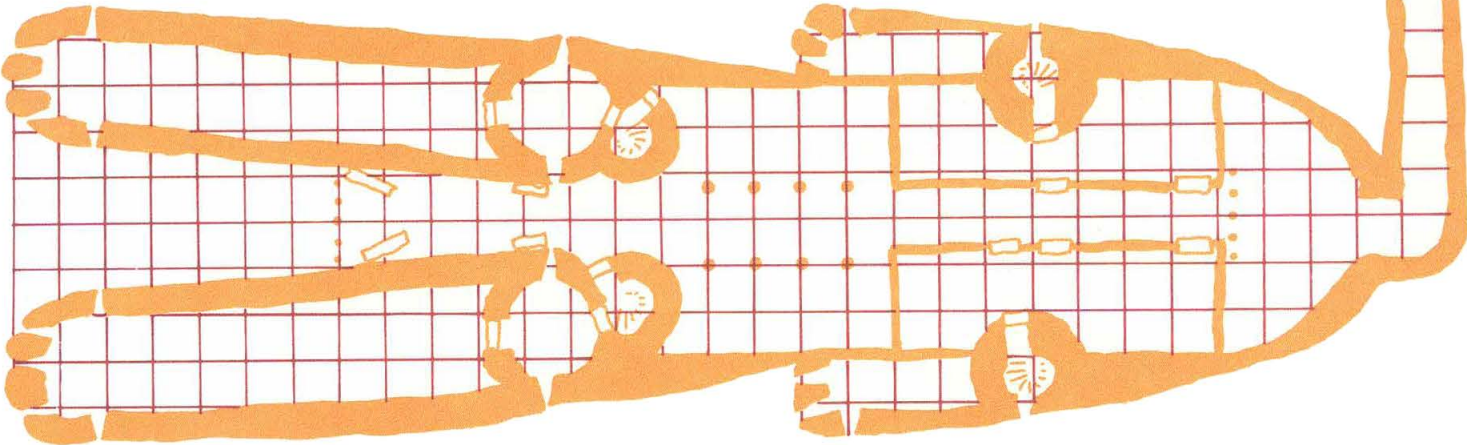
Portcullis

Spiral Staircase

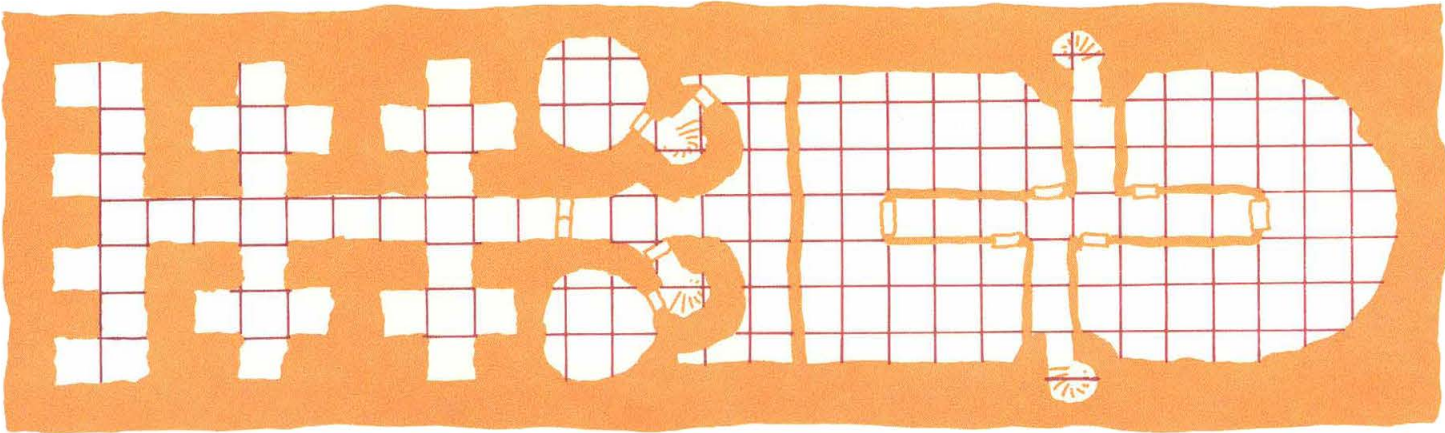
Stables



Castle Level II



Castle Level I



West Dungeon Level/East Dungeon Level

DUNGEONS & DRAGONS®

Official Basic Solo Adventure

GHOST of Lion Castle

by Merle M. Rasmussen



Editor: Tim Kilpin
Artist: Bob Maurus
Graphic Designer: Elizabeth Riedel

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR (UK) Ltd.

DUNGEONS & DRAGONS and D&D are registered trademarks owned by TSR, Inc.

©1984 TSR, Inc. All Rights Reserved. Printed in U.S.A.

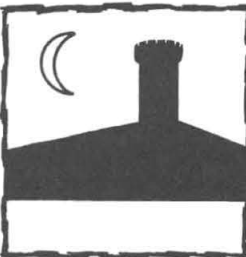
This adventure is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom



How to play, p. 2



Courtyard entries, p. 7



Lion Castle entries, p. 20



Prerolled characters, p. 31

TABLE OF CONTENTS

HOW TO PLAY THIS ADVENTURE

("R" entries) 2
Including notes on how to keep records, fight monsters, use magic, and begin the adventure.

COURTYARD ENTRIES ("C" entries) 7
Including entries for exploring the castle outskirts, the outer curtain, the outer ward, and the inner curtain.

LION CASTLE ENTRIES ("L" entries) 20
Including entries for exploring Castle Levels I-V, and the castle dungeon.

PREROLLED CHARACTERS 31
Featuring first through third level magic-users and elves.

LIST OF TABLES AND MAPS

Table 1: Monster Die Rolls and Modifiers 6
Table 2: Wandering Monsters 6
Table 3: Teleport Locations 30
Table 4: Saving Throws inside panel
Table 5: Character Hit Rolls inside panel
Table 6: Variable Weapon Damage inside panel
Table 7: Monster Hit Rolls inside panel
Combat Checklist inside panel
Abbreviations inside panel

West Dungeon Level/East Dungeon level ... inside panel
Castle Level I inside panel
Castle Level II inside panel
Castle Level III inside panel
Castle Level IV inside panel
Castle Level V inside panel
Lion Castle - Top View outside panel
Lion Castle South Flank - Side View outside panel

TO BEGIN YOUR SOLO ADVENTURE, TURN TO PAGE 2.



HOW TO PLAY THIS ADVENTURE

START HERE.

You will need the D&D® Basic rules, a set of polyhedral dice, paper, a pencil, and an eraser. Don't use a pen, because your traits and possessions may change during the adventure.

Read all of the "R" rules entries before starting the adventure.

R1. Welcome to the world of Sargon the Wizard. You're about to set out on a thrilling, magic-filled adventure in a dangerous, haunted castle, and you'll be on your own. Only your wits and your weapons can help you.

If you choose one of the prerolled characters provided with the adventure, your character will be a magic-user or an elf. If you decide to use your own character for this adventure, the character cannot be higher than third level. Your character cannot use any spell, magic item, or equipment that is not listed on p. 31-32.

This is a solo adventure. You read entries just like this one. Each entry asks you to make a decision about where you want to go or what you want to do. Some entries, like this one, simply direct you to the next entry. Read entry **R2**.

R2. Choosing an entry: Most entries in this adventure list several options for you. There are many different areas to explore in and around Lion Castle. Because of this, all of the adventure entries are lettered and numbered. If you are exploring the areas outside the castle, all entries begin with the letter "C" (courtyard entries). If you are exploring inside the castle, all entries begin with the letter "L" (Lion Castle entries).

The "C" entries are divided into five areas: the castle outskirts, the outer curtain, the outer ward, the inner curtain, and the inner ward. The "L" entries encompass several levels of the castle, but are not divided into specific categories.

For details on keeping records during your adventure, read entry **R3**.

R3. Keeping records: You will keep a record of your adventure as you explore Lion Castle. Each time you find an item on your journey, add it to your character sheet. If you lose an item, cross the item off your character sheet.

When you take an item from a room, that room's entry will direct you to cross out the sentence that describes the item. Doing this allows you to change the adventure the next time you or someone else plays it.

For details on the magic journal, read entry **R4**.

R4. The magic journal: The solo adventure pages in this booklet are bounded on each side by spaces marked "Magic Journal." Reminders on recordkeeping and how to play certain entries are here. You may also use the journal to make notes to yourself about a specific entry or direction.

You may write anything you wish in the magic journal. Some examples are: "Avoid **L21**," and "Enter through the postern gate." These notes will come in especially handy when you decide to play the adventure again as a different character.

For details on mapping, read entry **R5**.

R5. Mapping: Several maps of Lion Castle are shown on the booklet cover. These maps are not complete. You will have to fill in some of the blank areas as you explore the castle. A light grid is printed over the maps to make mapping easier. Most "L" entries list room dimensions for you.

All walls, ceilings, and floors in Lion Castle are made of stone, and all inside walls are 10 feet high.

You may erase the additions you have made to the maps when you play the adventure as another character, or when other players take characters into the castle.

For details on fighting monsters, read entry **R6**.

R6. Fighting monsters: When an entry states that you encounter a monster, go to the Combat Checklist on the booklet cover and follow its steps. You never encounter more than one monster at a time during this adventure. The following entries explain the steps of the Combat Checklist. For details on initiative, read entry **R7**.

R7. Initiative: Roll 1d6 for yourself first, and then for the monster you have encountered. If your die roll is higher, you may attack, or you may try to talk to the monster. (If the die rolls are the same, roll both dice again.) If you speak the monster's

language, the monster does not attack and allows you to pass unharmed. If you try to talk to a monster in a language it doesn't know, you lose initiative and the monster attacks.

For details on movement, read entry **R8**.

R8. Movement: Movement rates are used only in combat. During this part of step B on the Combat Checklist, you may use a defensive maneuver (retreating, or throwing food or treasure to a monster).

If you choose to retreat, compare your movement rate per round with the monster's movement rate per round. If your rate is greater than the monster's rate, you escape the monster, and you may go on to the next entry of your choice. Before you leave, however, the attacking monster gets one more chance to hit you, gaining a +2 bonus to its hit roll. For this attack, you must calculate your Armor Class as if you had no shield. Also, you cannot defend yourself. If your movement rate per round is less than or equal to the monster's rate, you must stay and fight the monster. You may decide to throw food or treasure to the monster at this point.

If you choose to throw food or treasure to a monster, subtract the item you threw from your character sheet. Intelligent monsters are stopped only if you throw treasure (a coin, gem, or magic item). You may encounter the following intelligent monsters in this adventure: *bugbear*, *gnoll*, *goblin*, *hobgoblin*, *orc*, *wereboar*, and *wererat*. All other monsters in this adventure stop only if you throw food (1 ration).

After you have thrown the food or treasure, roll 1d6. On a 1, 2, or 3, the monster stops and marvels at its "gift." Consider the stopped creature as a "defeated" monster. You cannot take its treasure, however. On a roll of 4, 5, or 6, the monster ignores your gift and attacks.

For details on morale, read entry **R9**.

R9. Morale: During this part of step B on the Combat Checklist, roll 2d6 (only if you have hit the monster once). If the dice roll is greater than the monster's morale, the monster is demoralized and tries to retreat. You gain a +2 bonus to your hit rolls when a monster retreats. If the monster's movement rate per round is greater than your movement rate per round, or if you do not attack the monster as it retreats, the monster escapes. You cannot take treasure from a monster that escapes.

HOW TO PLAY THIS ADVENTURE

Example: During your combat round on the Combat Checklist, you hit a bugbear, causing 2 points of damage. In the bugbear's combat round, you roll 2d6 to determine if the bugbear's morale will fail. Its morale is 9. You roll an 11. The bugbear has failed its morale check. It retreats at the rate of 30 feet per round. You move at the rate of 40 feet per round, so you can attack the creature as it retreats. Add 2 to your hit roll because the bugbear is retreating.

For details on using magic in combat, read entry **R10**.

R10. Using magic in combat: If you decide to cast a spell when you attack a monster, you cannot use hand-to-hand combat in the same round. You may cast only one spell per combat round.

When you cast a spell at a monster, consider the monster to be in a 10-foot-square area and within 10 feet of you.

Some spells allow for the monster to make a saving throw to avoid the spell's full effect. Consult the monster's "Save" rating and then check Table 4: Saving Throws on the booklet cover. Monster saving throws are explained further on p. 23 of the *Dungeon Masters Rule Book*.

Because of the strange magic in Lion Castle, some spells do not work the same as they normally would. Elf and magic-user spells higher than second level do not work at all in the castle. For details on spells whose effects are altered in this adventure, read entry **R16**.

For details on hand-to-hand combat, read entry **R11**.

R11. Hand-to-hand combat: If you attack a monster and do not use a spell, you are engaging in hand-to-hand combat.

When it is your turn on the Combat Checklist to attack, consult Table 5: Character Hit Rolls on the booklet cover and make a hit roll. If you hit, check Table 6: Variable Weapon Damage to see how much damage you cause to the monster. If you have no weapon, your bare fist does 1 point of damage. If you have Strength bonus modifiers, add these to the damage. Subtract the total damage from the monster's hit points. When a monster's hit points reach 0, the monster is defeated. If a defeated monster had treasure, you may add that treasure to your character sheet.

When a monster attacks you, consult Table 7: Monster Hit Rolls on the booklet cover and make a hit roll for the monster. Some

monsters may have more than one attack. For each of the monster's attacks that hits you, roll to find the damage the attack does to you, using the dice indicated in the monster's statistics. Subtract the damage from your hit points. If your hit points reach 0, you are defeated. Entry **R18** (Defeated Characters) explains what to do when this happens.

If a monster hits you with a poisonous attack, you must make a saving throw vs. poison. If you fail the saving throw, you take 1 hit point of damage per Hit Die of the monster that hit you.

Special rules apply for some of the monsters you may encounter in this adventure. For details on these special monsters, read entry **R12**.

R12. Combat for special monsters: The following monsters in this adventure have special attacks or defenses.

Giant bee: If a giant bee stings you, the bee dies, but you must make a saving throw vs. poison. The stinger causes 1 point of damage before you are able to pull it out.

Stirge: If a stirge hits you, it attaches itself to you and causes 1-3 points of damage per round until it is defeated.

Lycanthropes (wereboar, wererat, weretiger): You may use a sprig of wolfsbane as a weapon against any of these creatures. If you use wolfsbane to hit one of them, the creature must make a saving throw vs. poison. If its saving throw fails, the creature runs away, leaving behind its treasure. When a lycanthrope is in animal form, only magic weapons, silvered weapons, or spells can harm it. If you defeat a lycanthrope, it returns to human form. The wereboar and weretiger cannot speak normal languages when in animal form, but a wererat can speak Common in any form.

If you lose more than 1/2 of your hit points in combat with a lycanthrope, you contract the disease lycanthropy. If you are an elf, you die in 2d12 days, unless you find a cure. If you are a magic-user, you turn into the same type of weretiger as the one you were fighting. This transformation occurs in 2d12 days, unless you find a cure.

Giant Rat: If a giant rat bites you, you have a chance of becoming diseased. Roll 1d20. If you roll a 1, the rat infects you. You may be able to avoid the disease by making a saving throw vs. poison. If you fail the saving throw, roll 1d4. If you roll a 1, you die in 1d6 days unless you find a cure. If you roll a 2, 3, or 4, you are sick and have a -1 hit roll pen-

alty. The penalty lasts until you find a cure for the sickness.

For details on fighting monsters in the dark, read entry **R13**.

R13. Fighting monsters in the dark: Elves have infravision and can fight monsters in the dark. If a magic-user has no light source and is fighting a monster in the dark, the magic-user suffers a -4 penalty on all hit rolls. The monster gains a +4 bonus to all hit rolls. These hit roll modifiers apply until the area is lighted or combat has ended. The magic-user may cast a *light* or *continual light* spell in this situation, if he has learned the spell that morning. He cannot read his spell book in the dark.

For details on wandering monster encounters, read entry **R14**.

R14. Wandering monster encounters: Entries occasionally ask you to "check for a wandering monster." To check for such an encounter, roll 1d6. If you roll a 2, 3, 4, 5, or 6, you do not encounter a monster, and you may go on in the adventure. If you roll a 1, you encounter a wandering monster. Follow these steps when you have such an encounter:

1. Refer to Table 1: Monster Die Rolls and Modifiers to determine what die roll and modifier should be used on Table 2: Wandering Monsters. Your location in the castle affects what type of monster you encounter. For example, if you are exploring Castle Level I, you roll 1d12 and add 6 to your die roll. If you rolled a 4, your final result would be 10.

2. Refer to Table 2 to determine which monster you encounter, using the modified die roll from step 1. For example, if your modified die roll from step 1 is 10, you check to see which monster corresponds to that number on Table 2. The monster you encounter is a giant black widow spider.

If you encounter a boar, a giant rat, or a tiger, roll 1d6. If you roll a 1, 2, or 3, the creature is a lycanthrope (wereboar, wererat, weretiger). These creatures' statistics are listed on Table 2 next to their "normal" counterparts.

3. After you have resolved your wandering monster encounter, record any treasure additions or hit point losses on your character sheet. Then return to your current entry.

HOW TO PLAY THIS ADVENTURE

For details on healing and resting, read entry **R15**.

R15. Healing and resting: If you want to regain lost hit points and do not have any magic means to do so, you may stop at an entry and rest. When you decide to rest, follow these steps:

1. Subtract 1 day's rations from your character sheet. If you have no rations, subtract 2 hit points because of hunger.

2. Roll 1d6. If you roll a 1, a wandering monster surprises you as you sleep. (The monster finds you even if you are invisible.) Refer to entry **R14** (Wandering Monster Encounters) for details on how to run the encounter.

3. If you do not encounter a wandering monster while you are resting, add 1 hit point to your hit point score on the character sheet.

4. You may study your spell book and regain any spells you lost so far during the adventure. Return to your current entry.

For details on how Lion Castle alters certain spell effects, read entry **R16**.

For details on defeated characters, read entry **R18**.

R16. Altered spell effects: These spells have different effects in this adventure.

First level magic-user and elf spells

Charm person. This spell may affect one living bugbear, gnoll, goblin, hobgoblin, ogre, or orc. The monster makes a saving throw vs. spells. If the saving throw succeeds, the spell has no effect. If the saving throw fails, the monster does not attack and hands over its treasure (if you ask for it). The monster does not answer questions, fight for you, or go with you. If you attack the monster with a weapon or another spell, this spell's effect is automatically broken. The spell's effect is also broken as soon as you enter another room or area.

Hold portal. This spell's effect is broken as soon as you enter another room or area.

Light. This spell defeats a monster if you cast it on the monster's eyes. The spell's effect is broken as soon as you enter another room or area.

Protection from evil. This spell's effect is broken as soon as you enter another room or area.

Read magic. This spell's effect is broken as soon as you enter another room or area.

Sleep. Roll 2d8 when you cast this spell. The dice roll indicates how many of a monster's Hit Dice are affected. If the dice roll is greater than the monster's number of Hit Dice, the monster falls asleep. No saving throws are allowed. The spell's effect is broken as soon as you enter another room or area. The spell does not affect giant draco lizards, lions, tigers, or weretigers.

Second level magic-user or elf spells

Continual light. You may cast this spell at any monster's eyes. The monster must make a saving throw vs. spells. If the saving throw fails, the monster is blinded and defeated. If the saving throw succeeds, the globe of light appears, but the monster suffers no ill effects. The spell's effect fades away as soon as you enter another room or area.

Invisibility. This spell's effect is broken as soon as you attack a monster or cast another spell.

Levitate. You may cast this spell on yourself when you retreat during combat. If the monster you are fleeing cannot fly, you escape. The monster cannot hit you. This spell has no effect if the monster you are fleeing can fly. The spell's effect is broken as soon as you enter another room or area.

You may also use this spell to scout out the surrounding area when you read an entry that lists any entry from **C1** to **C13** as an option. You may use the spell to read ahead to any of those "C" entries without actually traveling to that entry. In this case, the spell's effect is broken as soon as you have read all of the entries listed in your current entry.

Other "C" entries indicate when you may use this spell. These entries also tell you how long the spell's effect lasts.

Web. This spell's effect is broken as soon as you enter another room or area.

For details on how certain magic items work in Lion Castle, read entry **R17**.

R17. Magic items in Lion Castle: Sargon's power within Lion Castle

affects how some magic items work within its walls (all "L" entries). This entry lists these items' altered effects.

Potion of gaseous form. This potion does not work within Lion Castle ("L" entries).

Potion of healing. If you have a potion of healing, you may drink it at any time, except when you are fighting a monster. Roll 1d6 and add 1. This modified die roll is the number of hit points you regain from drinking the potion.

Potion of invisibility. This potion does not work within Lion Castle ("L" entries).

Potion of levitation. This potion does not work within Lion Castle ("L" entries).

Ring of invisibility. This ring does not work within Lion Castle ("L" entries).

Ring of protection +1. This ring works at all times. You may wear two rings of protection +1 at the same time, doubling the effects of one ring. Each ring improves your Armor Class by 1 and adds a +1 bonus to all of your saving throws.

Wand of paralyzation. You may use this item during the Magic Spells part of step B on the Combat Checklist. When you use the wand in combat, the monster you are fighting must make a saving throw vs. paralysis. If the saving throw fails, the monster is paralyzed until you leave the room or area.

Elven boots. This item has no effect in this adventure.

Rope of climbing. This item works only when a specific entry lists its use as an option. You may always use it as a normal rope. If you cut the rope during the adventure, the rope's length still stays the same.

Magic items whose effects are not altered by Lion Castle include *gauntlets of ogre power*, *elven cloaks*, and *bags of holding*.

For details on hand-to-hand combat, read entry **R11**.

For details on defeated characters, read entry **R18**.

R18. Defeated characters: If a monster defeats you, go to your character sheet, cross out the character's name, and circle the possessions still held by that character when he was defeated.

In the magic journal next to the last entry you read, write the following notes: "Skeleton of (character's name). Refer to circled items on character sheet."

When you play the adventure as a new character, you may find a defeated character's possessions. You may take these possessions and use them in your new adventure. Add any items you find in this manner to your character sheet. You cannot read another magic-user's spell book.

For details on beginning the adventure, read entry **R19**.

R19. Beginning the adventure:

Pages 31 and 32 of this booklet list six characters you may use for this adventure. Tear page 31 along the perforation and use it as your character sheet. Choose one of the characters from this sheet.

Now you are ready to begin! Read entry **C1**.



To choose a character, turn
to p. 31 and 32.

Then start the adventure
at entry **C1** on p. 7.

**TABLE 1
MONSTER DIE ROLLS
AND MODIFIERS**

Monster Location	Die Roll	Modifier
Castle Level V	1d10	-
Castle Level IV	1d12	-
Castle Level III	1d12	+1
Castle Level II	1d12	+2
Castle Level I	1d12	+6
Castle Dungeon (west)	1d12	+7
Castle Dungeon (east)	1d12	+8
Tail Tunnel	1d12	+9
Outer Ward	1d12	+10
Courtyard Tower	1d12	+11
Other Courtyard Areas	1d12	+12

Check the maps on the booklet cover for the names of areas in and around Lion Castle.

**TABLE 2
WANDERING MONSTERS**

No. from Table 1	Monster
1	Tiger (Roll 1d6. Weretiger on roll of 1-3, weretiger stats in parentheses): AC 6 (3); HD 6 (5); hp 27 (23); MV 150' (50'); #AT 2 claws/1 bite; D 1-6/1-6/2-12; Save F3 (F5); ML 9; AL N; XP 275 (300) Treasure: 135 gp; scroll of three spells - <i>continual light</i> , <i>protection from evil</i> , <i>web</i> (750 gp; potion of <i>invisibility</i> ; potion of <i>levitation</i>)
2	Lion: AC 6; HD 5; hp 23; MV 150' (50'); #AT 2 claws/1 bite; D 2-5/2-5/1-10; Save F3; ML 9; AL N; XP 175 Treasure: 135 gp; scroll of two spells - <i>invisibility</i> , <i>levitate</i>

3	Giant Draco Lizard: AC 5; HD 4+2; hp 20; MV 120' (40'); #AT 1 bite; D 1-10; Save F3; ML 7; AL N; XP 125 Treasure: 135 gp; scroll of <i>hold portal</i>	14	Giant Crab Spider: AC 7; HD 2*; hp 9; MV 120' (40'); #AT 1 bite; D 1-8 • poison; Save F1; ML 7; AL N; XP 25 Treasure: 135 gp; <i>elven cloak</i>
4	Ogre: AC 5; HD 4+1; hp 19; MV 90' (30'); #AT 1 club; D 1d4 +2; Save F4; ML 10; AL C; XP 125 Treasure: 50 gp	15	Gnoll: AC 5; HD 2; hp 9; MV 90' (30'); #AT 1 club; D 1d4 +1; Save F2; ML 8; AL C; XP 20 Treasure: 1 gp
5	Giant Ant: AC 3; HD 4*; hp 18; MV 180' (60'); #AT 1; D 2-12; Save F2; ML 7; AL N; XP 125 Treasure: 135 gp; scroll of <i>light</i>	16	Rock Baboon: AC 6; HD 2; hp 9; MV 120' (40'); #AT 1 club/1 bite; D 1-6/1-3; Save F2; ML 8; AL N; XP 20 Treasure: 135 gp; <i>wand of paralysis</i> (5 charges)
6	Panther: AC 4; HD 4; hp 18; MV 210' (70'); #AT 2 claws/1 bite; D 1-4/1-4/1-8; Save F2; ML 8; AL N; XP 75 Treasure: 135 gp; scroll of <i>shield</i>	17	Giant Fire Beetle: AC 4; HD 1+2; hp 7; MV 120' (40'); #AT 1 bite; D 2-8; Save F1; ML 7; AL N; XP 15 Treasure: Nil
7	Mountain Lion: AC 6; HD 3+2; hp 16; MV 150' (50'); #AT 2 claws/1 bite; D 1-3/1-3/1-6; Save F2; ML 8; AL N; XP 50 Treasure: 135 gp; <i>rope of climbing</i>	18	Hobgoblin: AC 6; HD 1+1; hp 6; MV 90' (30'); #AT 1 club; D 1-4; Save F1; ML 8; AL C; XP 15 Treasure: 1 gp
8	Giant Oil Beetle: AC 3; HD 3+1; hp 15; MV 150' (50'); #AT 1 bite; D 2-12; Save F2; ML 9; AL N; XP 50 Treasure: 135 gp; <i>gauntlets of ogre power</i>	19	Giant Ferret: AC 5; HD 1+1; hp 6; MV 150' (50'); #AT 1 bite; D 1-8; Save F1; ML 8; AL N; XP 15 Treasure: Nil
9	Bugbear: AC 5; HD 3+1; hp 15; MV 90' (30'); #AT 1 club; D 1d4 +1; Save F3; ML 9; AL C; XP 75 Treasure: 2 gp	20	Stirge: AC 7; HD 1*; hp 5; MV 180' (60') flying; #AT 1; D 1-3; Save F2; ML 9; AL N; XP 13 Treasure: 225 gp gem
10	Giant Black Widow Spider: AC 6; HD 3*; hp 14; MV 60' (20'); #AT 1 bite; D 2-12 + poison; Save F2; ML 8; AL N; XP 50 Treasure: 135 gp; <i>elven boots</i>	21	Orc: AC 6; HD 1; hp 5; MV 90' (30'); #AT 1 club; D 1-4; Save F1; ML 6; AL C; XP 10 Treasure: 1 gp
11	Boar (Roll 1d6. Wereboar on a roll of 1-3, wereboar statistics in parentheses): AC 7 (4); HD 3 (4+1); hp 14 (19); MV 90' (30') (150' (50')); #AT 1 tusk; D 2-8 (2-12); Save F2 (F4); ML 9; AL N; XP 35 (200) Treasure: Nil (750 gp; <i>ring of invisibility</i> ; <i>potion of healing</i>)	22	Goblin: AC 6; HD 1-1; hp 4; MV 90' (30'); #AT 1 club; D 1-4; Save NM; ML 7; AL C; XP 5 Treasure: 4 gp
12	Pit Viper: AC 6; HD 2*; hp 9; MV 90' (30'); #AT 1 bite; D 1-4 + poison; Save F1; ML 7; AL N; XP 25 Treasure: Nil	23	Giant Bee: AC 7; HD 1½; hp 4; MV 150' (50'); #AT 1 sting; D 1-3 + special; Save F1; ML 9; AL N; XP 6 Treasure: Nil
13	Giant Tiger Beetle: AC 4; HD 2*; hp 9; MV 120' (40'); #AT 1 bite; D 1-6; Save F1; ML 8; AL N; XP 25 Treasure: Nil	24	Giant Rat (Roll 1d6. Wererat on roll of 1-3, wererat statistics in parentheses): AC 7; HD 1½ (3); hp 4 (14); MV 120' (40'); #AT 1 bite; D 1-3 + disease (1-4 + disease); Save NM (F3); ML 8; AL N (C); XP 5, 6 if diseased (50) Treasure: 750 gp (750 gp; <i>bag of holding</i> ; <i>ring of protection</i> +1)



Castle outskirts

C1. Roars of laughter and the sound of hearty voices in song rise from the tables in this warm, smoky tavern. You make your way through the crowd, listening as people talk of the great wizard Sargon and his haunted castle.

Several of the tavern's patrons are apprentices of local magic-users, and that is your occupation as well. You have joined the others tonight in the village of Sarsdell to trade stories and talk of your favorite topic—Lion Castle.

"Sargon was the greatest magic-user of all time, he was," says an old woman who has stopped at your table. "No magic worked on him, no sir, none but his own. Why, I see warlocks, wizards, and sorcerers pass through here every day, and not one of them will go near that Lion Castle of his. They're afraid they'll lose all of their powers!"

"Not us, ma'am!" says one of your friends. "We've nothing to lose and everything to gain by exploring Sargon's castle."

"What is this Lion Castle?" a newcomer asks. The tavernkeeper, who has told this story many times before, eagerly steps forth to inform the newcomer.

"Sargon was a strong wizard indeed, son, and his castle is a sight to behold. He built it on the grassland plains in the land they now call the Ethengar Khanate. Lion Castle is a beauty, son. She rises above the landscape, built so she looks like a great cat about to pounce!"

The newcomer is entranced. You smile, because you know how this story goes. The tavernkeeper continues.

"Sargon's ghost resides there now, along with more than a few creatures, I suspect. The old wizard's ghost haunts the hallways, waiting for a worthy heir. Well, plenty have tried to enter that great stone cat, after having heard of all its great magical rewards. Not many return, though, and would you believe, those who make it back have turned into wild creatures! Whole armies have been defeated trying to enter Lion Castle, but they never knew the secret."

"What secret? What secret?" the newcomer pleads.

"Only one person at a time may pass through the magical defenses of Lion Castle, son, and magic-users and elves are about the only ones who even stand a chance."

The tavernkeeper's tale has stirred you and the others once again, and you decide to draw lots to see who will be the first to enter Sargon's Lion Castle.

The tavernkeeper gladly watches over your table, waiting to see who will go forth to face Sargon's ghost.

The lots are drawn. You are chosen! The tavernkeeper claps his hands and skips back to a cabinet in the back of the room. "You're a lucky one, my friend," he says as he pulls pieces of parchment from the cabinet. "Take these maps, and this magic journal with you. If you do not survive your quest, this journal magically reappears here in the tavern, so your friends and I know what sort of fate you befell."

The tavernkeeper hands you the journal and some incomplete maps of the castle. "Others before you were able to map this much before, ah, retiring. Finish these maps, and find that ghost, and you will be a hero indeed!"

"Now listen closely," says one of your friends. "Follow the Steel River east for six days, and then hike north for two. After eight days, you should be able to see that great stone lion rising from the plain."

"Be careful as you approach it," another friend cautions. "Wild beasts may attack you."

The tavernkeeper breaks in, "You'll come to the outer curtain wall, and you'll see towers and gatehouses. Once you get beyond the curtain, you have to cross the outer ward. From there, friend, you can explore the castle's towers, gatehouses, and inner levels. Somewhere in that castle roams the ghost of Sargon, waiting for you to inherit all his possessions!"

In the morning, you pack for your journey, study your spell book, and prepare your weapon. You pack 3 weeks' worth of iron rations for the long quest.

Your friends accompany you to the edge of Sarsdell, shake your hand, and wish you luck.

"I almost forgot to tell you," one of your friends says. "Legends say that entering the castle at night is very unwise. Rest before you enter, and approach in the light of dawn." You thank your friend and turn to leave.

You cross the river by ferry and turn east to walk along the river. The great grassland of the Ethengar Khanate stretches out ahead of you.

COURTYARD ENTRIES

Magic Journal

Magic Journal

Six days pass. You have seen few animals since you left Sarsdell, and you have talked to no one. You turn north away from the riverbank, and begin crossing the flat grasslands.

As the sun begins to set on the 8th day, a slight gray mound appears on the north horizon. The head of a huge stone beast pokes above the waving grass. Lion Castle stands ahead, only 1 day away!

Dawn comes quickly, and you set out toward the castle. The time seems to drag. Finally, in the late afternoon, you come upon a slight rise in the land. All of Lion Castle stands majestically before you. A 10-foot-high outer curtain wall stretches for 255 feet at the base of the castle. Twenty-foot-high towers rise from the wall, which is rimmed by a dry moat. Lion Castle itself rests on a 10-foot-high mound within the outer curtain wall. The lion's head rises 66 feet from the mound. Its great, roaring mouth faces west.

Subtract 9 days' worth of rations from your character sheet.

<i>If you</i>	<i>read entry</i>
circle to the east	C3
circle to the west	C5
decide to rest here	C6

C2. The north wall of the outer curtain stretches before you. The lion's tail bends from the body of the castle and runs downward toward the postern gatehouse, which stands near the east end of this wall.

<i>If you</i>	<i>read entry</i>
circle to the east	C3
circle to the west	C5
decide to rest here	C7

C3. The east wall of the outer curtain stretches before you. The outer gatehouse stands in the center of the wall. A narrow path leads inward from the gatehouse, winding to the south as it runs along the body of the castle.

<i>If you</i>	<i>read entry</i>
circle to the north	C2
circle to the south	C4
decide to rest here	C6

C4. The south wall of the outer curtain stretches before you. There appear to be no openings in the wall.

<i>If you</i>	<i>read entry</i>
circle to the east	C3
circle to the west	C5
decide to rest here	C6

C5. The west wall of the outer curtain stretches before you. The lion's head rises above the wall. The eyes of the great cat flicker, as roars and growls come from its toothy maw. A narrow path runs around the south side of the lion's body and leads into a dark opening in its chest.

<i>If you</i>	<i>read entry</i>
circle to the north	C2
circle to the south	C4
decide to rest here	C6

C6. Follow the steps in entry R15. At dawn the next day, you wake to continue your quest.

<i>If you want to</i>	<i>read entry</i>
enter over the west wall	C14
enter over the north wall	C14
enter through the outer gatehouse	C24
enter through the postern gatehouse	C35

C7. Follow the steps in entry R15. Roll 1d6. If you roll a 6, read entry C9. If you roll 1-5, read entry C8.



C8. You prepare to continue your quest. You may try to enter the castle.

<i>If you want to</i>	<i>read entry</i>
enter over the west wall	C14
enter over the north wall	C14
enter through the outer gatehouse	C24
enter through the postern gatehouse	C35
flee back to Sarsdell	C13

C9. As you sit studying your spell book, you notice something move through the tall grass. It's coming in your direction!

Roll 1d12 and add 12 to the result. Find that number on Table 2 to determine what type of monster has crept up on you.

If you turn gaseous or become *invisible*, read entry **C11**. If not, read entry **C10**.

C10. The monster rises from the tall grass. Follow the steps on the Combat Checklist.

If you defeat the monster, read entry **C8**. If the monster defeats you, read entry **C42**.

C11. The monster quickly runs past you, heading away from the castle. It disappears into the tall grass. Read entry **C8**.

C12. You reach the ground safely. Suddenly, the rope falls from above, as if someone or something has cut it. You may still use the rope later. Read entry **C8**.

C13. What a coward! After 9 days of walking, you arrive at Sarsdell. Your friends laugh at your cowardice. Subtract 9 days' rations from your character sheet.

If you want to choose a new character, read entry **R19**. If you want to try again with your current character, read entry **C1**.

Outer curtain

C14. A wall of the outer curtain stands before you. If you have the proper spells or magic items, you may

- levitate* (entry **C16**)
- turn gaseous (entry **C15**)
- use a *rope of climbing* (entry **C16**)

If you have the proper spell or item, you may also become *invisible* at the same time you use one of the listed options.

If you want to find another way into the castle, read entry **C8**.

C15. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however.

<i>If you</i>	<i>read entry</i>
wait to become solid	C8
float to the top of the wall	C17
float to the top of a tower	C18

C16. You may go to the top of the wall (entry **C19**), or the top of a tower (entry **C20**).

C17. As you reach the top of the wall, you suddenly materialize. Your Armor Class is now 9.

A nearby tower door stands open. A landing that leads to a spiral staircase stands inside the door.

<i>If you</i>	<i>read entry</i>
enter the tower	C21
jump 10 feet down to the outer ward	C57
jump 15 feet down outside the wall	C47

C18. As you reach the top of the tower, you suddenly materialize. Your Armor Class is now 9.

A spiral staircase leads down into the tower.

<i>If you</i>	<i>read entry</i>
go down the stairs	C21
jump 20 feet down to the outer ward	C58
jump 25 feet down outside the wall	C48
jump 10 feet down to top of the wall	C22

C19. You are on top of the wall. If you used magic to get here, the magic effect stops. If you were *invisible*, you now become visible. Read entry **C49**.

C20. You are on top of a tower. If you used magic to get here, the magic effect stops. If you were *invisible*, you now become visible. Read entry **C50**.

C21. You are in the tower. The sound of something moving on the stairs rises in the cool air of the tower.

Roll 1d12 and add 11 to the result. Find that number on Table 2 to determine what type of monster is on the stairs. You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

Follow the steps on the Combat Checklist. If you defeat the monster, read entry **C23**. If the monster defeats you, read entry **C42**.

If you turn gaseous, cross out all the possessions listed on your character sheet, except the Lion Castle maps and the magic journal.

Table 2: Wandering Monsters is on p. 6.

For details on fighting monsters, read entry R6.

A castle's outer curtain is the wall that encloses and surrounds the castle and its courtyard.

COURTYARD ENTRIES

Magic Journal

If you want to regain lost hit points, read entry R13.

C22. Roll 3d6. If the total is greater than your Dexterity score, you suffer 1 point of damage from the fall. If the total is less than or equal to your Dexterity score, you jump safely to the top of the wall.

A nearby tower door stands open.

<i>If you</i>	<i>read entry</i>
enter the tower	C21
jump 10 feet down into the outer ward	C57
jump 15 feet down outside the wall	C47
climb down a rope into the outer ward	C60
climb down a rope outside the wall	C12

C23. The staircase spirals up toward the tower roof and down to a door at the outer ward level. Doors lead from the stairs to the top of the outer curtain wall.

<i>If you</i>	<i>read entry</i>
go up the stairs to the roof	C20
go down the stairs	C59
go through a door to top of the wall	C19

C24. You are standing before the outer gatehouse. A raised portcullis rests over the gatehouse opening. Beyond the portcullis, two sets of thick wooden doors stand open. A path winds inward from the gatehouse and leads through patches of undergrowth toward the back of Lion Castle.

If you have the proper spells or magic items, you may go through the gatehouse by becoming *invisible* (entry **C25**) turning gaseous (entry **C27**) walking visibly (entry **C26**)

If you want to find another way into the castle, read entry **C8**.

C25. As soon as you enter the gatehouse, you become visible. Read entry **C26**.

C26. The portcullis falls as you pass under it. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

You may jump forward as the portcullis falls (entry **C28**), or you may jump backward (entry **C29**).

C27. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however.

<i>If you</i>	<i>read entry</i>
wait to become solid	C8
float through the gatehouse	C30

C28. You are inside the gatehouse. You cannot lift the portcullis behind you. You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

Murder holes pierce the ceiling between the two sets of wooden doors that stand ahead.

<i>If you</i>	<i>read entry</i>
sneak under the holes	C32
run under the holes	C33

C29. You are outside the outer gatehouse. You cannot lift the portcullis before you.

If you want to turn gaseous, read entry **C34**. If you want to find another way into the castle, read entry **C8**.

C30. You float past the first set of doors and then suddenly materialize. The doors slam shut behind you. Your Armor Class is now 9. All of your equipment lies on the ground on the other side of the closed doors. Read entry **C53**.

C31. You take 1d4 points of damage from the falling rocks. Read entry **C28**.

C32. Sharp rocks rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee forward	C33
stand still	C31
retreat	C28

C33. The second set of wooden doors slams shut behind you. You cannot open the doors. You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

A winding path leads through patches of undergrowth into the castle's outer ward. Read entry **C61**.

Magic Journal

If you turn gaseous, cross out all the possessions listed on your character sheet, except the Lion Castle maps and the magic journal.

If your Armor Class changes to 9, make sure you note it on your character sheet.

Magic Journal

C34. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however.

<i>If you</i>	<i>read entry</i>
wait to become solid	C8
float through the portcullis bars	C30

C35. You are standing before the postern gatehouse. Two sets of thick wooden doors stand open inside the gatehouse. Beyond the doors, a long tunnel leads into darkness.

If you have the proper spells or magic items, you may go through the gatehouse by
 becoming *invisible* (entry **C36**)
 turning gaseous (entry **C38**)
 walking visibly (entry **C37**)

If you want to find another way into the castle, read entry **C8**.

C36. As soon as you enter the gatehouse, you become visible. Read entry **C37**.

C37. Murder holes pierce the ceiling between the two sets of wooden doors in this gatehouse.

<i>If you</i>	<i>read entry</i>
sneak under the holes	C39
run under the holes	C40
retreat	C35

C38. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however.

<i>If you</i>	<i>read entry</i>
wait to become solid	C8
float through the gatehouse	C41

C39. Sharp rocks rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee forward	C40
stand still	C46
retreat	C35

C40. The second set of wooden doors slams shut behind you. You cannot open the doors.

You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

You are in a dark tunnel. Read entry **L5**.

C41. You float past the first set of doors and then suddenly materialize. The doors slam shut behind you. Your Armor Class is now 9. All of your equipment lies on the ground on the other side of the closed doors. Read entry **C45**.

C42. Your character has been defeated. Don't be upset, though, because you may start the adventure again! Read entry **R18** (Defeated Characters), and then read entry **R19** (Beginning the Adventure).

C43. Sharp rocks rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee forward	C40
stand still	C44
retreat	C45

C44. You take 1d4 points of damage from the falling rocks. Read entry **C45**.

C45. A set of massive wooden doors stands closed behind you. A second set of doors stands open ahead. Murder holes pierce the ceiling between the two sets of doors.

You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

<i>If you</i>	<i>read entry</i>
sneak under the holes	C43
run under the holes	C40

C46. You take 1d4 points of damage from the falling rocks. Read entry **C37**.

C47. Roll 3d6. If the total is greater than your Dexterity score, you suffer 1-2 points of damage from the fall. If the total is less than or equal to your Dexterity score, you jump safely to the ground. Read entry **C8**.

C48. Roll 3d6. If the total is greater than your Dexterity score, you suffer 1d4 points of damage from the fall. If the total is less than or equal to your Dexterity score, you jump safely to the ground. Read entry **C8**.

Magic Journal

If your Armor Class changes to 9, make sure you note it on your character sheet.

If your hit points reach 0, read entry **C42**.

A postern gate is a small gate, usually found at the rear or side of a castle.

If you want to regain lost hit points, read entry **R13**.

COURTYARD ENTRIES

Magic Journal

C49. A nearby tower door stands open. A landing that leads to a spiral staircase stands inside the door.

<i>If you</i>	<i>read entry</i>
enter the tower	C21
jump 10 feet down into the outer ward	C57
jump 15 feet down outside the wall	C47
climb down a rope into the outer ward	C60
climb down a rope outside the wall	C12

C50. You are on top of a tower. A spiral staircase leads down into the tower.

<i>If you</i>	<i>read entry</i>
go down the stairs	C21
jump 10 feet down to top of the wall	C22
jump 20 feet down into the outer ward	C58
jump 25 feet down outside the wall	C48
climb down a rope into the outer ward	C60
climb down a rope outside the wall	C12

C51. Sharp rocks rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee forward	C61
stand still	C52
retreat	C53

C52. You take 1d4 points of damage from the falling rocks. Read entry **C53**.

C53. A set of massive wooden doors stands closed behind you. A second set of doors stands open ahead. Murder holes pierce the ceiling between the two sets of doors.

You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

<i>If you</i>	<i>read entry</i>
sneak under the holes	C51
run under the holes	C33

C54. You are standing inside the outer curtain wall. If you have the proper spells or magic items, you may

- levitate* (entry **C55**)
- turn gaseous (entry **C56**)
- use a *rope of climbing* (entry **C55**)

If you have the proper spell or item, you may also become *invisible* at the same time you use one of the listed options.

C55. You may go to the top of the wall (entry **C19**), or the top of a tower (entry **C20**).

C56. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however.

<i>If you</i>	<i>read entry</i>
wait to become solid	C62
float to the top of the wall	C17
float to the top of a tower	C18

Outer ward

C57. Roll 3d6. If the total is greater than your Dexterity score, you suffer 1 point of damage from the fall. If the total is less than or equal to your Dexterity score, you jump safely down to the outer ward. Read entry **C59**.

C58. Roll 3d6. If the total is greater than your Dexterity score, you suffer 1-3 points of damage from the fall. If the total is less than or equal to your Dexterity score, you jump safely down to the outer ward. Read entry **C59**.

C59. You are in the castle's outer ward. Thick patches of underbrush grow around the courtyard. Suddenly, something rustles in the brush.

Roll 1d12 and add 10 to the result. Find that number on Table 2 to determine what type of monster lurks in the brush. The monster jumps out of the brush. You have no time to become *invisible* or turn gaseous here.

Follow the steps on the Combat Checklist. If you defeat the monster, read entry **C62**. If the monster defeats you, read entry **C42**.

C60. You reach the ground safely. Suddenly, the rope falls from above, as if someone or something has cut it. You may still use the rope later. Read entry **C59**.

Magic Journal

If you turn gaseous, cross out all the possessions listed on your character sheet, except the Lion Castle maps and the magic journal.

An outer ward is a castle's surrounding courtyard. An outer curtain wall usually surrounds an outer ward.

See Lion Castle - Top View for details on how the outer ward relates to other areas of the Lion Castle courtyard.

For details on fighting monsters, read entry **R6**.

C61. A narrow path winds from the gatehouse and leads through the outer ward underbrush to an opening in the lion's chest.

<i>If you follow the</i>	<i>read entry</i>
path to the lion's south flank	C64
path to the lion's front paws	C65
path to the outer gatehouse	C63

If you leave the path, read entry **C59**. If you decide to retreat over the outer curtain wall, read entry **C54**.

C62. You are standing in the castle's outer ward.

<i>If you go to the</i>	<i>read entry</i>
outer gatehouse	C63
lion's south flank	C64
lion's north flank	C66
lion's front paws	C65
winding path	C61

If you decide to retreat over the outer curtain wall, read entry **C54**.

C63. The wooden doors of the outer gatehouse are tightly shut. You cannot open them. Read entry **C61**.

C64. You are standing before the lion's south flank. Arrow slits are cut into the spaces between the claws on the lion's left rear paw.

A 35-foot-tall tower rises from the lion's left rear leg. Arrow slits mark the tower at 5 feet, 15 feet, 25 feet, and 35 feet above the ground. Arrow slits run up the lion's mane at the same intervals; a fifth arrow slit is cut into the lion's mane at 45 feet above the ground.

If you have the proper spells or magic items, you may

<i>levitate to the top of the tower (entry C67)</i>
<i>turn gaseous (entry C68)</i>
<i>use a rope of climbing to reach the top of the tower (entry C67)</i>

If you have the proper spell or item, you may also become *invisible* at the same time you use one of the listed options.

If you want to find another way into the lion, read entry **C62**.

C65. You are standing in front of Lion Castle. Arrow slits are cut into the spaces between the claws of the lion's forepaws. Two small holes pierce the lion's muzzle. A patch of lead lies on the path below the holes.

An opening is cut into the lion's chest. A raised portcullis rests over the opening. Beyond the portcullis, two sets of wooden doors stand open.

If you have the proper spells or magic items, you may

<i>levitate to the lion's mouth (entry C69)</i>
<i>turn gaseous (entry C70)</i>
<i>use a rope of climbing to reach the lion's mouth (entry C69)</i>

If you want to go through the opening in the lion's chest, read entry **C75**.

If you have the proper spell or item, you may also become *invisible* at the same time you use one of the listed options.

If you want to find another way into the castle, read entry **C62**.

C66. You are standing before the lion's north flank. Arrow slits are cut into the spaces between the claws on the lion's right rear paw.

A 35-foot-tall tower rises from the lion's right rear leg. Arrow slits mark the tower at 5 feet, 15 feet, 25 feet, and 35 feet above the ground. Arrow slits run up the lion's mane at the same intervals; a fifth arrow slit is cut into the lion's mane at 45 feet above the ground.

If you have the proper spells or magic items, you may

<i>levitate to the top of the tower (entry C71)</i>
<i>turn gaseous (entry C72)</i>
<i>use a rope of climbing to reach the top of the tower (entry C71)</i>

If you have the proper spell or item, you may also become *invisible* at the same time you use one of the listed options.

If you want to find another way into the castle, read entry **C62**.

C67. If you are *invisible*, read entry **C85**. If not, read entry **C73**.

C68. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however. If you wait to become solid, read entry **C64**.

If your Armor Class changes to 9, make sure you note it on your character sheet.

This entry is illustrated in the map of Lion Castle's south flank.



MAURUS

If you float into any of the following locations, you materialize as soon as you enter the area. You have no equipment, and your Armor Class changes to 9.

<i>If you float through</i>	<i>read entry</i>
any arrow slit in the left rear paw	L63
the 5-foot-high arrow slit in tower	L39
the 15-foot-high arrow slit in tower	L46
the 25-foot-high arrow slit in tower	L25
the 35-foot-high arrow slit in tower	L59
the top of the south flank tower	L59
the 5-foot-high arrow slit in mane	L11
the 15-foot-high arrow slit in mane	L48
the 25-foot-high arrow slit in mane	L41
the 35-foot-high arrow slit in mane	L57
the 45-foot-high arrow slit in mane	L71
the top of the mane	L71

C69. If you are *invisible*, read entry C84. If not, read entry C74.

C70. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however. If you wait to become solid, read entry C65.

If you float into any of the following locations, you materialize as soon as you enter the area. You have no equipment, and your Armor Class changes to 9.

<i>If you float through</i>	<i>read entry</i>
any arrow slit in the south forepaw	L1
any arrow slit in the north forepaw	L2
the opening in the lion's chest	C94
the lion's mouth	C95
either nostril in the lion's muzzle	L3

C71. If you are *invisible*, read entry C86. If not, read entry C76.

C72. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however. If you wait to become solid, read entry C66.

If you float into any of the following locations, you materialize as soon as you enter the area. You have no equipment, and your Armor Class changes to 9.

<i>If you float through</i>	<i>read entry</i>
any arrow slit in the right rear paw	L61
the 5-foot-high arrow slit in tower	L38
the 15-foot-high arrow slit in tower	L52
the 25-foot-high arrow slit in tower	L60
the 35-foot-high arrow slit in tower	L75
the top of the north flank tower	L75
the 5-foot-high arrow slit in mane	L12
the 15-foot-high arrow slit in mane	L49
the 25-foot-high arrow slit in mane	L43
the 35-foot-high arrow slit in mane	L58
the 45-foot-high arrow slit in mane	L72
the top of the mane	L72

C73. A glowing arrow flies from one of the slits in the lion's south flank. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
continue upward	C85
stop climbing	C79
retreat	C64

C74. Two scorching streams of molten lead pour from the lion's nostrils. Make a saving throw vs. wands. If the saving throw succeeds, you take no damage from the lead. If the saving throw fails, you take 1d6 points of damage from the lead.

From here, you see that murder holes pierce the roof of the lion's mouth.

<i>If you</i>	<i>read entry</i>
advance	C84
stop climbing	C80
retreat	C65

You may want to make notes about what you encounter at a specific entry.

COURTYARD ENTRIES

Magic Journal

Magic Journal

C75. If you are *invisible*, read entry C87. If not, read entry C77.

C76. A glowing arrow flies from one of the slits in the lion's north flank. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
continue upward	C86
stop climbing	C81
retreat	C66

C77. A glowing arrow flies from one of the slits in the lion's north forepaw. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
continue inward	C78
stand still	C82
retreat	C65

C78. Two scorching streams of molten lead pour from the lion's nostrils. Make a saving throw vs. wands. If the saving throw succeeds, you take no damage from the lead. If the saving throw fails, you take 1d6 points of damage from the lead.

From here, you see that murder holes pierce the lion's jaw.

<i>If you</i>	<i>read entry</i>
advance	C89
stand still	C83
retreat	C77

C79. A glowing arrow flies from one of the slits in the lion's south flank. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
continue upward	C85
stop climbing	C73
retreat	C64

C80. You take 1d6 points of damage from molten lead pouring down on you.

From here, you see that murder holes pierce the roof of the lion's mouth.

<i>If you</i>	<i>read entry</i>
advance	C88
stop climbing	C74
retreat	C65

C81. A glowing arrow flies from one of the slits in the lion's north flank. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
continue upward	C86
stop climbing	C76
retreat	C66

C82. A glowing arrow flies from one of the slits in the lion's south forepaw. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
continue inward	C78
stand still	C77
retreat	C65

C83. You take 1d6 points of damage from molten lead pouring down on you.

From here, you see that murder holes pierce the lion's jaw.

<i>If you</i>	<i>read entry</i>
advance	C89
stand still	C78
retreat	C77

Inner curtain

C84. You are at the mouth of the lion. If you used magic to get here, the magic effect stops. Read entry C88.

C85. You are at the top of the tower. If you used magic to get here, the magic effect stops. If you were *invisible*, you now become visible. Read entry L59.

C86. You are at the top of the tower. If you used magic to get here, the magic effect stops. If you were *invisible*, you now become visible. Read entry L75.

C87. As you enter the lion's chest, you become visible. Read entry C90.

A castle's inner curtain is the fortification or embankment that protects the castle entrance.

C88. You are inside the lion's mouth! The entire ceiling of this chamber is pierced by murder holes. A raised portcullis stands ahead. Beyond the portcullis, two sets of wooden doors stand open. A pool of lead lies on the ground 10 feet below the opening of the lion's mouth.

You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

Suddenly, huge stones rain down from the murder holes. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee inward	C97
stand still	C96
jump 10 feet down from lion's mouth	C112
climb down a rope from lion's mouth	C113

C89. Huge stones rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee forward	C90
stand still	C93
retreat	C78

C90. The portcullis falls as you pass under it. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

You may jump forward as the portcullis falls (entry C91), or you may jump backward (entry C92).

C91. You are in the castle's front entrance. You cannot lift the portcullis behind you. You cannot *levitate*, turn gaseous, or become *invisible* here.

Murder holes pierce the ceiling between the two sets of wooden doors that stand ahead.

<i>If you</i>	<i>read entry</i>
sneak under the holes	C98
run under the holes	C99

C92. You are in the castle's inner curtain. You cannot lift the portcullis before you.

If you want to turn gaseous, read entry C101. If you want to find another way into the castle, you will have to retreat. Read entry C102.

C93. You take 1d4 points of damage from the falling stones.

<i>If you</i>	<i>read entry</i>
flee forward	C90
stand still	C89
retreat	C78

C94. You float past a set of doors and then suddenly materialize. The doors slam shut behind you. A second set of doors stands open ahead. Your Armor Class is now 9. All of your equipment lies on the ground on the other side of the closed doors. Read entry C115.

C95. You float through the lion's teeth and then suddenly materialize. Your Armor Class is now 9. All of your equipment lies beyond the lion's teeth. Read entry C88.

C96. You take 1d4 points of damage from the falling stones.

<i>If you</i>	<i>read entry</i>
flee forward	C97
stand still	C88
retreat	C74

C97. The portcullis falls as you pass under it. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

You may jump forward as the portcullis falls (entry L6), or you may jump backward (entry C109).

C98. Sharp rocks rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee forward	C99
stand still	C100
retreat	C91

COURTYARD ENTRIES

Magic Journal

Magic Journal

C99. The second set of wooden doors slams shut behind you. You cannot open the doors.

You cannot *levitate*, turn gaseous, or become *invisible* here.

You are in a dark passage. Read entry **L4**.

C100. You take 1d4 points of damage from the falling rocks. Read entry **C91**.

C101. Everything you are carrying falls through your body as you turn gaseous. You are still holding the magic journal and the maps, however.

<i>If you</i>	<i>read entry</i>
wait to become solid	C102
float through the portcullis bars	C94

C102. If you are *invisible*, read entry **C65**. If not, read entry **C103**.

C103. Huge stones rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

A pool of dried lead lies on the ground here.

<i>If you</i>	<i>read entry</i>
flee outward	C104
stand still	C105
retreat inward	C92

C104. Two scorching streams of molten lead pour from the lion's nostrils. Make a saving throw vs. wands. If the saving throw succeeds, you take no damage from the lead. If the saving throw fails, you take 1d6 points of damage from the lead.

From here, you see that arrow slits pierce the lion's north and south forepaws.

<i>If you</i>	<i>read entry</i>
flee outward	C107
stand still	C106
retreat inward	C103

C105. You take 1d4 points of damage from the falling stones. Read entry **C103**.

C106. You take 1d6 points of damage from molten lead pouring down on you.

From here, you see that arrow slits pierce the lion's north and south forepaws.

<i>If you</i>	<i>read entry</i>
flee outward	C107
stand still	C104
retreat inward	C103

C107. A glowing arrow flies from one of the slits in the lion's north forepaw. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
flee outward	C65
stand still	C108
retreat inward	C104

C108. A glowing arrow flies from one of the slits in the lion's south forepaw. It hits you, causes 1d6+1 points of damage, and then disappears.

<i>If you</i>	<i>read entry</i>
flee outward	C65
stand still	C107
retreat inward	C104

C109. You are in the castle's inner curtain. You cannot lift the portcullis before you. You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

The entire ceiling of this chamber is pierced by murder holes.

If you want to find another way into the castle, read entry **C110**.

C110. Huge stones rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

A pool of lead lies on the ground 10 feet below the opening of the lion's mouth.

<i>If you</i>	<i>read entry</i>
jump 10 feet down from lion's mouth	C112
climb down a rope from lion's mouth	C113
stand still	C111
retreat inward	C109

If you turn gaseous, cross out all the possessions listed on your character sheet, except the Lion Castle maps and the magic journal.

C111. You take 1d4 points of damage from the falling stones.

<i>If you</i>	<i>read entry</i>
jump 10 feet down from lion's mouth	C112
climb down a rope from lion's mouth	C113
stand still	C110
retreat inward	C109

C112. Roll 3d6. If the total is greater than your Dexterity score, you suffer 1 point of damage from the fall. If the total is less than or equal to your Dexterity score, you jump safely to the ground. Read entry **C114**.

C113. You reach the ground safely. Suddenly, the rope falls from above, as if someone or something has cut it. You may still use the rope later. Read entry **C114**.

C114. You are standing between the lion's front legs. You may either run toward the opening in the lion's chest (entry **C89**), or you may run away from it (entry **C104**).

C115. You are in the castle's inner curtain. You cannot open the massive doors behind you. You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

Murder holes pierce the ceiling between the two sets of wooden doors in this area.

<i>If you</i>	<i>read entry</i>
sneak under the holes	C116
run under the holes	C99

C116. Sharp rocks rain down through the murder holes as you pass under them. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

<i>If you</i>	<i>read entry</i>
flee forward	C99
stand still	C117
retreat	C115

C117. You take 1d4 points of damage from the falling rocks. Read entry **C115**.



LION CASTLE ENTRIES

Magic Journal

Intelligent monsters who may stop if you throw treasure as a defensive maneuver: bugbear, gnom, goblin, hobgoblin, orc, werewolf, and wererat.

L1. You are on Castle Level I. Five arrow slits light the west end of this 10-foot-wide, 45-foot-long chamber. A door stands along the room's curved east wall. The floor slopes from this door down toward the arrow slits. Eight bunkbeds stand against the north wall.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, you may leave the room. Read entry **L11**. If a monster defeats you, read entry **C42**.

L2. You are on Castle Level I. Five arrow slits light the west end of this 10-foot-wide, 45-foot-long chamber. A door stands along the room's curved east wall. The floor slopes from this door down toward the arrow slits. Eight bunkbeds stand against the north wall.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, you may leave the room. Read entry **L12**. If a monster defeats you, read entry **C42**.

L3. You are on Castle Level III. Twenty murder holes in the floor help light this large, oddly-shaped room. The dull, red glow of molten lead lights the room's west end.

The room measures 35 feet at its widest point. It is roughly 37 feet long.

Two troughs run from the west wall down the face of the lion. A lever is set into this wall. The words "hot lead" are scrawled in Common above the lever.

You may look through the 1-foot-wide murder holes. More holes pierce the floor of the room below this one. Double doors stand in the east wall of the room.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, you may go through the double doors. Read entry **L13**. If a monster defeats you, read entry **C42**.

L4. You are on Castle Level I. This dark hallway is 5 feet wide and 78 feet long. A closed portcullis blocks the east end. Double doors stand at the hallway's west end. You cannot open the portcullis or the doors.

For details on mapping the areas of Lion Castle, read entry **R5**.

Magic Journal

Stables line the north and south walls of the room. Straw fills all of the stables.

Two sets of spiral staircases lead from this room. The door to the southwest staircase stands 5 feet from the double doors. The door to the northwest staircase stands behind the stables along the north wall.

Beyond the stables to the east, two doors line the north wall, and three doors line the south wall. A carved sign has been hung on each door. The signs on the north doors are in Common and read, from west to east, "Stairs," and "Food Storage." The signs on the south doors are also in Common and read, from west to east, "Blacksmith," "Kitchen Entrance," and "Kitchen Exit."

If you go through the read entry

southwest spiral staircase door	L14
northwest spiral staircase door	L15
"Stairs" door	L16
"Food Storage" door	L17
"Blacksmith" door	L19
"Kitchen Entrance" door	L18
"Kitchen Exit" door	L87

L5. You are in the lion's tail tunnel. This dark, 5-foot-wide stone tunnel rises 10 feet into the darkness. The tunnel runs for 55 feet and then opens into a semicircular chamber. The chamber is 15 feet in diameter. A raised portcullis rests above the west wall of the chamber. A dark hallway leads west beyond the portcullis.

You encounter a wandering monster in the tunnel. If you have no light source, follow the guidelines in entry **R13**. To determine what type of monster is in the tunnel, follow the steps in entry **R14**.

If you defeat the monster, or if you escape during combat, you may go through the portcullis. Read entry **L20**. If the monster defeats you, read entry **C42**.

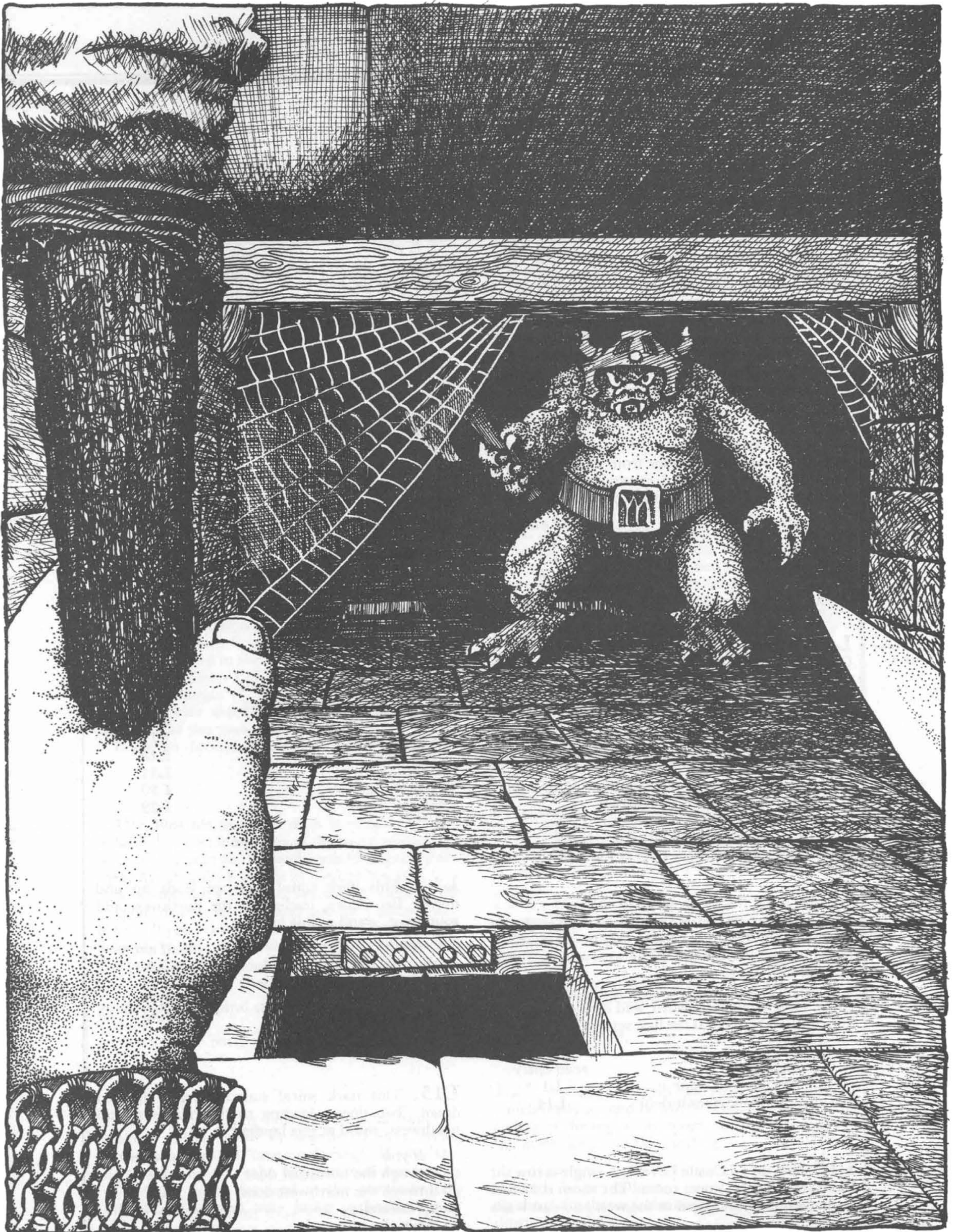
L6. You are on Castle Level II. You cannot lift the portcullis to the west of you. You cannot levitate, turn gaseous, become invisible, or use a rope of climbing here.

Arrow slits pierce the walls between the two sets of wooden doors that stand ahead.

<i>If you</i>	<i>read entry</i>
sneak past the arrow slits	L9
run past the arrow slits	L8

For details on defensive maneuvers (retreating, throwing food or treasure to a monster), read entry **R8**.

A sleep spell does not work if you encounter one of the following monsters: giant draco lizard, lion, tiger, or weretiger.



LION CASTLE ENTRIES

Magic Journal

Magic Journal

L7. A glowing arrow flies from each arrow slit. Each arrow hits you and causes 1d6+1 points of damage. All of the arrows then disappear.

<i>If you</i>	<i>read entry</i>
continue inward	L8
stand still	L9
retreat	L6

L8. The second set of wooden doors slams shut behind you. You cannot open the doors.
You are in a dark area. Read entry **L10**.

L9. A glowing arrow flies from each arrow slit. Each arrow hits you and causes 1d6+1 points of damage. All of the arrows then disappear.

<i>If you</i>	<i>read entry</i>
continue inward	L8
stand still	L7
retreat	L6

L10. You are in an oddly-shaped anteroom on Castle Level II. Double doors stand in the west wall. They do not open. The north and south walls curve outward. A door in the southwest corner of the room leads to a spiral staircase. A set of double doors stands in the east wall.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through
the eastern double doors (entry **L32**)
the spiral staircase door (entry **L33**)
If a monster defeats you, read entry **C42**.

L11. You are on Castle Level I. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. Doors stand in the west and northeast walls of this room.

A normal sword leans against the wall in this room. (If you take the sword, add it to your character sheet, and cross out the first sentence of this paragraph.)

<i>If you</i>	<i>read entry</i>
go through the west door	L1
go through the northeast door	L14

L12. You are on Castle Level I. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. Doors stand in the west and east walls of this room.

A war hammer leans against the wall in this room. (If you take the hammer, add it to your character sheet, and cross out the first sentence of this paragraph.)

<i>If you</i>	<i>read entry</i>
go through the west door	L2
go through the east door	L15

L13. Double doors stand on both ends of this dark hallway, which is 5 feet wide and 55 feet long. The hallway runs east and west.

Two sets of spiral staircases lead from this room. A side passage in the northwest corner of the room leads to the northwest staircase. A side passage in the southeast corner of the room leads to the southeast staircase.

A total of six doors (three on each side) line the hallway. A carved sign has been hung on each door. The signs on the north doors are in Common and read, from west to east, "Butcher," "Mason," and "Chef." The signs on the south doors are also in Common and read, from west to east, "Baker," "Barber," and "Brewer."

<i>If you go through the</i>	<i>read entry</i>
eastern double doors	L22
western double doors	L3
northwest spiral staircase door	L24
southeast spiral staircase door	L25
"Butcher" door	L26
"Mason" door	L27
"Chef" door	L28
"Baker" door	L31
"Barber" door	L30
"Brewer" door	L29

L14. This dark spiral staircase leads up and down. Two doors, leading to the northwest and southwest, stand at this landing.

<i>If you</i>	<i>read entry</i>
go through the northwest door	L4
go through the southwest door	L11
go up the stairs	L33
go down the stairs	L36

L15. This dark spiral staircase leads up and down. Two doors, leading to the northeast and northwest, stand at this landing.

<i>If you</i>	<i>read entry</i>
go through the northeast door	L4
go through the northwest door	L12
go up the stairs	L34
go down the stairs	L37

Magic-users may use only daggers in combat.

For details on mapping the areas of Lion Castle, read entry **R5**.

Table 2: Wandering Monsters is on p. 6.

L16. This dark room is roughly 12 feet wide and 20 feet long. Part of the north wall curves outward. A door in this wall leads to a spiral staircase. Another door stands in the south wall.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may

go through the spiral staircase door (entry **L38**)

go through the south door (entry **L4**)

If a monster defeats you, read entry **C42**.

L17. This dark, empty food pantry is roughly 12 feet wide and 15 feet long. One door stands in the south wall.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, you may go through the south door (entry **L4**). If the monster defeats you, read entry **C42**.

L18. This kitchen is 12 feet wide and 20 feet long. Utensils and pans lie scattered about on the floor. Two doors stand in the north wall.

A silver kitchen knife lies on the floor. You may use it as a dagger. (If you take the knife, add it to your character sheet, and cross out the first two sentences of this paragraph.)

If you go through either door, read entry **L4**.

L19. This blacksmith's shop is roughly 12 feet wide and 15 feet long. Part of the south wall curves outward. A door in this wall leads to a spiral staircase. Another door stands in the north wall.

A blacksmith's hammer lies in the ashes of the forge in this room. You may use the hammer as a mace. (If you take the hammer, add it to your character sheet, and cross out the first two sentences of this paragraph.)

<i>If you</i>	<i>read entry</i>
go through the spiral staircase door	L39
go through the north door	L4

L20. The portcullis falls as you pass under it. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d4 points of damage.

You may jump forward as the portcullis falls (entry **L4**), or you may jump backward (entry **L21**).

L21. This semicircular room narrows to a 5-foot-wide tunnel that turns to the north and leads toward daylight. A portcullis stands closed to the west of you.

You cannot lift the portcullis. You cannot *levitate*, turn gaseous, become *invisible*, or use a *rope of climbing* here.

The dimly lit tunnel leads north and runs for 55 feet before sloping 10 feet downward to a set of open double doors.

Check for a wandering monster in this area. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the double doors. Another set of double doors stands open beyond. Read entry **C35**. There is no other way out of this area. If the monster defeats you, read entry **C42**.

L22. You are in Sargon's bedchamber. The room is roughly semicircular. Double doors stand in the west wall. A huge, canopied bed stands against the west wall. A single pillow lies on the bed.

Nothing happens if you place anything on or under the bed.

<i>If you</i>	<i>read entry</i>
lie on the bed	L40
go through the double doors	L13

L23. This dark spiral staircase leads up and down. A door that leads to the southwest stands at this landing.

<i>If you</i>	<i>read entry</i>
go through the southwest door	L41
go up the stairs	L42
go down the stairs	L33

L24. This dark spiral staircase leads up and down. Two doors, leading to the northeast and northwest, stand at this landing.

<i>If you</i>	<i>read entry</i>
go through the northeast door	L13
go through the northwest door	L43
go up the stairs	L44
go down the stairs	L34

L25. A single arrow slit lights this spiral staircase, which leads up and down. A trapdoor rests in the ceiling at the top of the stairs. A door that leads to the north stands at this landing.

<i>If you go</i>	<i>read entry</i>
through the north door	L13
up the stairs through the trapdoor	L59
down the stairs	L46

Remember, if you rest in a dark area, you might encounter a wandering monster. If you have no source of light when fighting a monster, read entry **R13**.

If you encounter a stirge, a giant bee, a giant rat, or a lycanthrope, read entry **R12** before fighting the monster.

Magic-users may use only daggers in combat.

LION CASTLE ENTRIES

Magic Journal

L26. This dark room is 10 feet wide and 12 feet long. Doors stand in the south and east walls. A large butcher knife suddenly swings forward! Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d6+1 points of damage.

<i>If you</i>	<i>read entry</i>
go through the south door	L13
go through the east door	L27

L27. This dark room is 10 feet wide and 12 feet long. Doors lead out of the south and west walls. A block of stone suddenly falls from the ceiling.

Roll 3d6. If the total is greater than your Strength score, you take 1d6 points of damage. If the total is less than or equal to your Strength score, you catch the stone and take no damage.

<i>If you</i>	<i>read entry</i>
go through the south door	L13
go through the west door	L26

L28. This dark room is 15 feet wide and 12 feet long. Part of the northeast wall curves outward. One door stands in the center of the south wall.

A meal (equal to 1 day's rations) lies on a bedtray in this room. (If you take the food, add 1 day's rations to your character sheet, and cross out the first sentence of this paragraph.)

The south door is this room's only exit. Read entry **L13**.

L29. This dark room is 10 feet wide and 12 feet long. Doors stand in the north and west walls. The smell of strong beer fills the room. Your eyelids get heavy, and you slump to the ground. Read entry **L80**.

L30. This dark room is 10 feet wide and 12 feet long. Doors stand in the north and east walls. A cold draft suddenly rips through the room. All of your hair is gone! If you are injured, the blast of air restores 1 hit point.

<i>If you</i>	<i>read entry</i>
go through the north door	L13
go through the east door	L29

L31. This dark room is roughly 12 feet wide and 12 feet long. Part of the west wall curves outward. One door stands in the north wall. The smell of baking bread fills the room. Suddenly, a blast of heat rips through the room. You take 1d4 points of damage from the heat.

The north door is this room's only exit. Read entry **L13**.

L32. This dark room is 30 feet wide and roughly 37 feet long. Double doors stand in both the east and west walls. Two long trestle tables run east and west. Wooden benches stand along the tables.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through

the eastern double doors (entry **L47**)
the western double doors (entry **L10**)

If a monster defeats you, read entry **C42**.

L33. This dark spiral staircase leads up and down. Two doors, leading to the northwest and southwest, stand at this landing.

<i>If you</i>	<i>read entry</i>
go through the northwest door	L10
go through the southwest door	L48
go up the stairs	L23
go down the stairs	L14

L34. This dark spiral staircase leads up and down. A door that leads to the northwest stands at this landing.

<i>If you</i>	<i>read entry</i>
go through the northwest door	L49
go up the stairs	L24
go down the stairs	L15

L35. You are on Lion Castle's West Dungeon Level. Double doors stand in the west wall of this oddly-shaped room. Doors in the southwest and northeast corners lead to spiral staircases.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through

the double doors (entry **L55**)
the southwest spiral staircase door (entry **L36**)
the northeast spiral staircase door (entry **L37**)

If a monster defeats you, read entry **C42**.

L36. You are at the bottom of a dark spiral staircase. Two doors, leading to the northwest and southwest, stand at this landing.

<i>If you</i>	<i>read entry</i>
go through the northwest door	L35
go through the southwest door	L50
go up the stairs	L14

Remember, if you rest in a dark area, you might encounter a wandering monster. If you have no source of light when fighting a monster, read entry **R13**.

L37. You are at the bottom of a dark spiral staircase. Two doors, leading to the northeast and southwest, stand at this landing.

<i>If you</i>	<i>read entry</i>
go through the northeast door	L35
go through the southwest door	L51
go up the stairs	L15

L38. A single arrow slit lights this spiral staircase, which leads up and down. A door that leads to the south stands at this landing.

<i>If you</i>	<i>read entry</i>
go through the south door	L16
go up the stairs	L52
go down the stairs	L53

L39. A single arrow slit lights this spiral staircase, which leads up and down. A door that leads to the north stands at this landing.

<i>If you</i>	<i>read entry</i>
go through the north door	L19
go up the stairs	L46
go down the stairs	L54

L40. As soon as your head touches the pillow, you fall fast asleep and begin dreaming.

Sargon's ghost swirls about in your dream. "You shall rest well, adventurer, for you are on a bed of relaxation. In a day, you will wake, feeling refreshed. All of your wounds will have healed. All of your diseases will be cured. All of your curses will be removed. Of course, this wonderful rest is not free! All your treasures will disappear!"

You wake with a start. Sargon's ghost was telling the truth. All of your treasure is gone.

Cross out all of the treasures on your character sheet.

You may lie down on the bed again, but nothing happens. Double doors stand in the west wall of the room. These doors are the room's only exits. Read entry **L13**.

L41. You are on Castle Level III. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. A door stands in the northeast wall.

A blacksmith's apron and gloves lie on the floor of this room. You may use these items as leather armor. (If you take the apron and gloves, add them to your character sheet, and cross out the first two sentences of this paragraph.)

The northeast door is this room's only exit. Read entry **L23**.

L42. This dark spiral staircase leads up and down. A trapdoor rests in the ceiling at the top of the stairs. Two doors, leading to the northwest and southwest, stand at this landing.

<i>If you go</i>	<i>read entry</i>
through the northwest door	L56
through the southwest door	L57
up the stairs through the trapdoor	L71
down the stairs	L23

L43. You are on Castle Level III. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. A door stands in the east wall.

A hand axe lies under a pile of wood shavings in this room. (If you take the hand axe, add it to your character sheet, and cross out the first sentence of this paragraph.)

The east door is this room's only exit. Read entry **L24**.

L44. This dark spiral staircase leads up and down. A trapdoor rests in the ceiling at the top of the stairs. A door that leads to the northwest stands at this landing.

<i>If you go</i>	<i>read entry</i>
through the northwest door	L58
up the stairs through the trapdoor	L72
down the stairs	L24

L45. Roll 3d6. If the total is less than or equal to your Constitution score, you taste a sweet liquid. If the total is greater than your Constitution score, your vision blurs, and your knees wobble. You now have a hit roll penalty of -1 for the rest of the time you are in Lion Castle (all "L" entries).

The west door is this room's only exit. Read entry **L73**.

L46. A single arrow slit lights this spiral staircase, which leads up and down.

<i>If you</i>	<i>read entry</i>
go up the stairs	L25
go down the stairs	L39

L47. You are on Castle Level II. This large, semi-circular room is roughly 25 feet wide and 30 feet long. Double doors stand in the west wall. The southwest and northwest corners of the room curve outward. A door in the northwest corner leads to a spiral staircase.

A windlass stands near the center of the room. It raises and lowers a portcullis on Castle Level I.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may

go through the double doors (entry L32)
go through the north door (entry L52)

If a monster defeats you, read entry **C42**.

Magic-users may use only daggers in combat.

Make sure you record any changes to your hit rolls on your character sheet.

Intelligent monsters who may stop if you throw treasure as a defensive maneuver: bugbear, goblin, hobgoblin, orc, werewolf, and wolverine.

A windlass is a lifting machine made up of a drum wound with rope and turned by a crank.

LION CASTLE ENTRIES

Magic Journal

Magic Journal

Remember, magic-users may not wear armor.

L48. You are on Castle Level II. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. A door stands in the northeast wall.

A suit of chain mail is stashed in a trunk in this room. (If you take the chain mail, add it to your character sheet, and cross out the first sentence of this paragraph.) The chain mail improves your Armor Class to 5.

The northeast door is this room's only exit. Read entry L33.

Remember, magic-users may not use a shield in combat.

L49. You are on Castle Level II. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. A door stands in the east wall.

A shield hangs on the wall in this room. (If you take the shield, add it to your character sheet, and cross out the first sentence of this paragraph.) The shield improves your Armor Class by 1.

The east door is this room's only exit. Read entry L34.



L50. This dark, circular tower room is 12 feet in diameter. A door stands in the northeast wall. A well stands in the center of the room. A bucket tied to a frayed rope hangs over the well.

You may throw anything you like into the well. The object you throw splashes after falling 10 feet. You may draw fresh water from the well.

<i>If you</i>	<i>read entry</i>
lower yourself into the well	L87
jump into the well	L87
go through the northeast door	L36

L51. This dark, circular tower room is 12 feet in diameter. A door stands in the east wall.

Check for a wandering monster in this room. Follow the steps in entry R14.

If you encounter and defeat a monster, or if there is no monster, you may go through the east door (entry L37). If a monster defeats you, read entry C42.

L52. A single arrow slit lights this spiral staircase, which leads up and down. A door that leads to the south stands at this landing.

<i>If you</i>	<i>read entry</i>
go through the south door	L47
go up the stairs	L60
go down the stairs	L38

L53. A single arrow slit lights this spiral staircase, which leads up and down. A door that leads to the west stands at a landing halfway down these stairs, between Castle Level I and the East Dungeon Level.

<i>If you</i>	<i>read entry</i>
go through the west door	L61
go up the stairs	L38
go down the stairs	L62

L54. A single arrow slit lights this spiral staircase, which leads up and down. A door that leads to the west stands at a landing halfway down these stairs, between Castle Level I and the East Dungeon Level.

<i>If you</i>	<i>read entry</i>
go through the west door	L63
go up the stairs	L39
go down the stairs	L64

L55. Double doors stand at both ends of this dark, 45-foot-long hallway. The hallway slopes down toward the west. Four doors line the hallway, which runs east-west. A carved sign has been hung on each door. The signs on the north doors are in Common, and read, from west to east, "Tigers," and "Panthers." The signs on the south doors are also in Common, and read, from west to east, "Lions," and "Mountain Lions."

Some spell's effects are altered by Lion Castle. Read entry R16 for details.

<i>If you go through the</i>	<i>read entry</i>
eastern double doors	L35
western double doors	L65
"Tigers" door	L66
"Panthers" door	L68
"Lions" door	L67
"Mountain Lions" door	L69

L56. You are on Castle Level IV. Double doors stand in the west wall of this oddly-shaped ante-room. Parts of the north and south walls curve outward. A door in the southwest corner of the room leads to a spiral staircase.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the double doors (entry **L70**) the southwest spiral staircase door (entry **L42**) If a monster defeats you, read entry **C42**.

L57. You are on Castle Level IV. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. A door stands in the northeast wall.

A potion of *healing* sits on a table in this room. (If you take the potion, add it to your character sheet, and cross out the first sentence of this paragraph.)

The northeast door is this room's only exit. Read entry **L42**.

L58. You are on Castle Level IV. A single arrow slit lights this circular tower room. The room is 12 feet in diameter. A door stands in the east wall.

A ruby worth 1,000 gp sits in a dust-covered box in this room. (If you take the ruby, add it to your character sheet, and cross out the first sentence of this paragraph. Then read entry **L87**.)

The east door is this room's only exit. If you have not taken the ruby, read entry **L44**.

L59. You are atop a tower on the lion's back. A trapdoor in the floor leads down to a spiral staircase. To the north, another tower stands on the lion's north flank. To the west, the lion's back rises to its mane.

<i>If you</i>	<i>read entry</i>
go through the trapdoor to the stairs	L25
cross to the north flank tower	L75
climb the lion's back to its mane	L86

L60. A single arrow slit lights this spiral staircase, which leads up and down. A trapdoor rests in the ceiling at the top of the stairs.

<i>If you go</i>	<i>read entry</i>
up the stairs through the trapdoor	L75
down the stairs	L52

L61. You are on Castle Level I. Three arrow slits in the west wall light this 5-foot-wide, 20-foot-long chamber. A door stands in the curved east wall of this room.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the east door (entry **L53**). If a monster defeats you, read entry **C42**.

L62. You are at the bottom of a dark spiral staircase. A door at this landing leads to the south.

<i>If you</i>	<i>read entry</i>
go up the stairs	L53
go through the south door	L73

L63. You are on Castle Level I. Three arrow slits in the west wall light this 5-foot-wide, 20-foot-long chamber. A door stands in the curved east wall of this room.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the east door (entry **L54**). If a monster defeats you, read entry **C42**.

L64. You are at the bottom of a dark spiral staircase. A door at this landing leads to the north.

<i>If you</i>	<i>read entry</i>
go up the stairs	L54
go through the north door	L73

L65. Four alcoves have been carved into the west wall of this 5-foot-wide, 35-foot-long hallway. The alcoves are unused catacombs. Double doors stand in the east wall.

Check for a wandering monster in this area. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the double doors (entry **L55**). If a monster defeats you, read entry **C42**.

L66. This burial vault has alcoves in the north, east, and west walls. A door stands in the south wall.

Each alcove holds the mummified remains of one of Sargon's pet tigers.

A topaz worth 500 gp decorates one of the mummies. (If you take the topaz, add it to your character sheet, and cross out the first sentence of this paragraph.)

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the south door (entry **L55**). If a monster defeats you, read entry **C42**.

If you encounter a stirge, a giant bee, a giant rat, or a lycanthrope, read entry **R12** before fighting the monster.

LION CASTLE ENTRIES

Magic Journal

L67. This burial vault has alcoves in the south, east, and west walls. A door stands in the north wall.

Each alcove holds the mummified remains of one of Sargon's pet lions.

A garnet worth 100 gp decorates one of the mummies. (If you take the garnet, add it to your character sheet, and cross out the first sentence of this paragraph.)

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the north door (entry **L55**). If a monster defeats you, read entry **C42**.

L68. This burial vault has alcoves in the north, east, and west walls. A door stands in the south wall.

Each alcove holds the mummified remains of one of Sargon's pet panthers.

An onyx worth 50 gp decorates one of the mummies. (If you take the onyx, add it to your character sheet, and cross out the first sentence of this paragraph.)

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the south door (entry **L55**). If a monster defeats you, read entry **C42**.

L69. This burial vault has alcoves in the south, east, and west walls. A door stands in the north wall.

Each alcove holds the mummified remains of one of Sargon's pet mountain lions.

A turquoise worth 10 gp decorates one of the mummies. (If you take the turquoise, add it to your character sheet, and cross out the first sentence of this paragraph.)

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go through the north door (entry **L55**). If a monster defeats you, read entry **C42**.

L70. The fiery glow from two braziers along the west wall lights this oddly-shaped laboratory. A spiral staircase runs up to the ceiling in the center of this room. Double doors stand in the center of the east wall. The northeast and southeast corners of the room curve outward.

Laboratory glassware and cobwebs line the walls here. Two windows shaped as lion's eyes are set into the west wall beyond the braziers. You cannot break the windows. The braziers' coals give off a flickering light, but no heat or smoke.

You may pick up one glowing coal at a time. (If you take a coal, add it to your character sheet, and cross out the first sentence of this paragraph.) You may use the coal as a source of light.

Check for a wandering monster in this room. Follow the steps in entry **R14**.

If you encounter and defeat a monster, or if there is no monster, you may go

through the double doors (entry **L56**)

up the spiral staircase (entry **L74**)

If a monster defeats you, read entry **C42**.

L71. You are on the lion's mane, standing atop a tower. A trapdoor in the tower floor leads to a spiral staircase.

The lion looks toward the west. Its mane lies between this tower and another tower to the north. The lion's back stretches down toward the east. Also to the east, two towers stand on the lion's north and south flanks.

<i>If you</i>	<i>read entry</i>
go through the trapdoor to the stairs	L42
cross the mane to the north tower	L72
climb down to the north flank tower	L75
climb down to the south flank tower	L59

L72. You are on the lion's mane, standing atop a tower. A trapdoor in the tower floor leads to a spiral staircase.

The lion looks toward the west. Its mane lies between this tower and another tower to the south. The lion's back stretches down toward the east. Also to the east, two towers stand on the lion's north and south flanks.

<i>If you</i>	<i>read entry</i>
go through the trapdoor to the stairs	L44
cross the mane to the south tower	L71
climb down to the north flank tower	L75
climb down to the south flank tower	L59

L73. You are on Lion Castle's East Dungeon Level. Cobwebs hang from the ceiling and walls here. This dark hallway runs north-south and east-west. Doors at the north and south ends of the hallway lead to spiral staircases. Two doors stand at the east and west ends of the hallway. Four more doors line the hallway.

Carved signs have been hung on all doors in this hallway except for the doors that lead to staircases. All of the signs are in Common.

The sign on the west door reads "Treasury." The sign on the east door reads "Wine Cellar." The

Magic Journal

You may want to make notes about what you encounter at a specific entry.

signs on the north doors read, from west to east, "Pet Food," and "Winemaker." The signs on the south doors read, from west to east, "Storage," and "Brewery."

<i>If you go through the</i>	<i>read entry</i>
north staircase door	L62
south staircase door	L64
"Treasury" door	L76
"Wine Cellar" door	L77
"Pet Food" door	L83
"Winemaker" door	L79
"Storage" door	L81
"Brewery" door	L80

L74. A fiery glow from below lights this spiral staircase, which leads up and down. A trapdoor rests in the ceiling at the top of the stairs.

<i>If you go</i>	<i>read entry</i>
up the stairs through the trapdoor	L82
down the stairs	L70

L75. You are atop a tower on the lion's back. A trapdoor in the floor leads down to a spiral staircase. To the south, another tower stands on the lion's south flank. To the west, the lion's back rises to its mane.

<i>If you</i>	<i>read entry</i>
go through the trapdoor to the stairs	L60
cross to the south flank tower	L59
climb the lion's back to its mane	L86

L76. This dark, empty room is 15 feet wide and 30 feet long. A door stands in the east wall.

Suddenly, a huge blade swings past the door-frame. Make a saving throw vs. wands. If your saving throw succeeds, you take no damage. If your saving throw fails, you take 1d8 points of damage.

The east door is this room's only exit. Read entry L73.

L77. This dark, semicircular room has a diameter of 17 feet. A door stands in the west wall.

Liquid-filled bottles line the walls of the room. You cannot carry a bottle out of the room. If you try, the bottle simply stops in midair as you reach the door. If you want to take a sip from a bottle, read entry L45.

The west door is this room's only exit. Read entry L73.

L78. The books that line the walls of this room are about general subjects, and are in various languages. You may try to push pieces of furniture through the trapdoor, but nothing fits.

A ripple of cool air flows through the room. You become aware of a presence in the room, drifting

about and watching you as you move. You turn around slowly to see a swirling mass of dust and light take shape 2 feet off the floor. Sargon's ghost has come to you. The ghost slowly raises its hand as it turns to face you.

<i>If you</i>	<i>read entry</i>
flee through the trap door	L74
stand and watch the ghost	L84
attack the ghost (weapon or spell)	L85

L79. This dark room is 12 feet wide and 15 feet long. A door stands in the south wall. One wine press stands in the center of the room.

Check for a wandering monster in this room. Follow the steps in entry R14.

If you encounter and defeat a monster, or if there is no monster, you may go through the south door (entry L73). If a monster defeats you, read entry C42.

L80. This dark room is 12 feet wide and 20 feet long. A door stands in the north wall. The smell of strong beer fills the room. Your vision blurs, and your knees wobble. You now have a hit roll penalty of -1 for the rest of the time you are in Lion Castle (all "L" entries).

The north door is this room's only exit. Read entry L73.

L81. This dark room is 12 feet wide and 15 feet long. A door stands in the north wall.

A leather tube containing a scroll lies on the dusty floor in this room. The scroll holds three spells: *continual light*, *sleep*, and *web*. (If you take the scroll, add it to your character sheet, and cross out the first two sentences of this paragraph.)

The north door is this room's only exit. Read entry L73.

L82. You are in Sargon's private study. The room is 30 feet in diameter. A trapdoor lies near the center of the floor. There are no other doors.

Loaded bookshelves line the walls of the room. Four cushioned chairs circle a marble table.

You encounter a wandering monster in this room. Follow the steps in entry R14.

If you defeat the monster, you may go through the trapdoor (entry L74), or you may search the room (entry L78). If the monster defeats you, read entry C42.

L83. This dark room is 12 feet wide and 20 feet long. A door stands in the south wall.

Out of the darkness, a monster attacks you! You are the pet food! You automatically lose initiative. Follow the steps in entry R14 to determine what type of monster has attacked you.

If you defeat the monster, you may go through the south door (entry L73). If the monster defeats you, read entry C42.

Make sure you record any changes to your hit rolls on your character sheet.

A sleep spell does not work if you encounter one of the following monsters: giant draco lizard, lion, tiger, or weretiger.

For details on defensive maneuvers (retreating, throwing food or treasure to a monster), read entry R8.

L84. The ghost hovers above the floor. Cool breezes blow around you.

"You have done well, adventurer," the ghost says. "You have passed many tests, seen and unseen, to get this far. I hope you have learned that determination often succeeds where strength fails. You are proof that a clear mind and good health are better tools than weapons and magic."

Sargon's ghost swirls around behind you. As you turn, it speaks again. "If you came here hoping to become my heir, congratulations. You already are. My castle's treasures are transient ones of worldly value and fading magic. The true treasure is within you—the benefits of the experience you have gained.

"If you are ailing, go to the east room on the third level of my castle. If you carry no light source, I have coals in the room below that you may have. Go now, brave heir. Leave this place of death and decay forever. If you enter again, it will only cause you grief. I give you my ring as a sign that you are my rightful heir."

The swirling mass slowly dissipates. The breezes diminish. As the room grows warmer, a silver signet ring appears on your finger. The ring bears the head of a lion.

You have succeeded in your quest! If you wish, you may continue to explore the castle. You may go through the trapdoor in the floor (entry **L74**). As soon as you decide to leave the castle, you are instantly teleported back to the tavern in Sarsdell. Read entry **L89**.

If you do not wish to continue exploring, you are instantly teleported back to the tavern in Sarsdell, where you began your quest. Read entry **L89**.

L85. Your attack has no effect. Sargon's ghost laughs at you.

"Your attack cannot harm me now, mortal. I am beyond your power in this form." Sparks of lightning fly from the ghost's fingertips. Make a saving throw vs. spells. If your saving throw succeeds, read entry **L88**. If your saving throw fails, read entry **L87**.

L86. You are on the lion's back (Castle Level V). A monster suddenly comes down the mane from the top of the lion's head. Follow the steps in entry **R14** to determine what type of monster you have encountered.

If you defeat the monster, you may climb the lion's mane and go to the north tower (entry **L72**), or the south tower (entry **L71**). If the monster defeats you, read entry **C42**.

L87. You have been teleported! Roll 1d6 and check Table 3 to determine your new entry location.

TABLE 3
TELEPORT LOCATIONS

Die Roll	Entry Location
1	L17
2	L51
3	L61
4	L63
5	L65
6	L79

L88. You may either flee through the trapdoor in the floor (entry **L74**), or you may stop and listen to the ghost (entry **L84**).

L89. You materialize in a corner of the tavern. The tavernkeeper notices you instantly.

"Look, mates! Look who's returned! And in one piece yet! Congratulations, adventurer. You survived Lion Castle."

Your friends gather around you. The tavernkeeper notices the ring on your finger and grabs your hand. His voice lowers almost to a whisper. "My friend, you are an heir to Sargon. This ring proves it."

"What's the ring worth?" one of your friends calls out.

"Why, at least a thousand gold pieces. Maybe a hundred more," replies the tavernkeeper.

"Ah, why don't you cash it in, pal?" your friend says.

Before you even have a chance to speak, the tavernkeeper silences your friend. "Are you mad? Cashing in such a ring would tarnish Sargon's mighty name! This adventurer is an heir to the greatest wizard that ever walked these lands! I dare say that is a fine reward in itself. So don't just stand there, get this tired soul a hot meal!"

In addition to gaining experience points for defeating monsters and collecting treasure, your character automatically gains one level of experience.

If you wish to play this adventure again, read entry **R19**.

If you have a rope of climbing, you may use it as a normal rope, even if an entry says you cannot use a rope of climbing.

If you want, you may use this character in other D&D® Basic Game Adventures.

Other TSR solo adventures include: Blizzard Pass (Basic Invisible Ink Adventure); Lathan's Gold (Expert Solo Adventure); and Maze of the Riddling Minotaur (Expert Invisible Ink Adventure).

A sleep spell does not work if you encounter one of the following monsters: giant draco lizard, lion, tiger, or weretiger.



PREROLLED CHARACTERS

When you begin the adventure, choose one of the characters from this page or page 32. When you collect items, add them to the blank spaces at the bottom of your character's description.

Each character's Armor Class has been adjusted based on his equipment and abilities.

Nathel Swordmaster-Conjurer Third level elf

Strength	12	Dexterity	9
Intelligence	17	Constitution	10
Wisdom	11	Charisma	15
Armor Class	4	Hit Dice	3

Hit points: 14

Movement: 120' (40')

Spells:

First level: *charm person, read magic*
Second level: *continual light*

Languages: Bugbear, Common, Elf, Gnoll, Hobgoblin, Neutral, Ogre, Orc

Equipment:

<i>sword +1</i>	chain mail armor
shield	<i>rope of climbing</i>
magic journal	backpack
wolfsbane	large sack
iron rations (21 days)	Lion Castle maps

Ezta Conjurer Third level magic-user

Strength	9	Dexterity	11
Intelligence	18	Constitution	9
Wisdom	12	Charisma	11
Armor Class	9	Hit Dice	3

Hit points: 9

Movement: 120' (40')

Spells:

First level: *read magic, sleep*
Second level: *web*

Languages: Bugbear, Common, Goblin, Neutral, Orc

Equipment:

<i>dagger +1</i>	robes
<i>rope of climbing</i>	lantern
tinder box	full waterskin
two large sacks	four oil flasks
magic journal	backpack
iron rations (21 days)	Lion Castle maps

Philiam Warrior-Seer Second level elf

Strength	15	Dexterity	14
Intelligence	9	Constitution	9
Wisdom	7	Charisma	11
Armor Class	3	Hit Dice	2

Hit points: 9

Movement: 120' (40')

Spells:

First level: *magic missile, read magic*

Languages: Common, Elf, Gnoll, Hobgoblin, Neutral, Orc

Equipment:

<i>sword +1</i>	chain mail armor
shield	rope (50 feet)
magic journal	backpack
full waterskin	large sack
wolfsbane	iron rations (21 days)
potion of gaseous form	Lion Castle maps

PREROLLED CHARACTERS

Zayghel Seer
Second level magic-user

Strength	14	Dexterity	15
Intelligence	17	Constitution	14
Wisdom	11	Charisma	9
Armor Class	8	Hit Dice	2

Hit points: 5

Movement: 120' (40')

Spells:
First level: *hold portal, read magic*

Languages: Common, Gnoll, Hobgoblin, Neutral

Equipment:
dagger +1 robes
 backpack four oil flasks
 lantern tinder box
 full wineskin full waterskin
 two large sacks magic journal
 potion of levitation potion of *gaseous form*
 iron rations (21 days) Lion Castle maps

Leesmith Veteran-Medium
First level elf

Strength	14	Dexterity	13
Intelligence	15	Constitution	12
Wisdom	10	Charisma	12
Armor Class	4	Hit Dice	1

Hit points: 5

Movement: 120' (40')

Spells:
First level: *read magic*

Languages: Bugbear, Common, Elf, Gnoll, Hobgoblin, Neutral, Orc

Equipment:
sword +1 leather armor
 shield rope (50 feet)
 wolfsbane large sack
 backpack magic journal
 full waterskin potion of *healing*
 potion of *gaseous form* ring of *protection +1*
 iron rations (21 days) Lion Castle maps

Cortayo Medium
First level magic-user

Strength	13	Dexterity	14
Intelligence	16	Constitution	11
Wisdom	12	Charisma	10
Armor Class	7	Hit Dice	1

Hit points: 4

Movement: 120' (40')

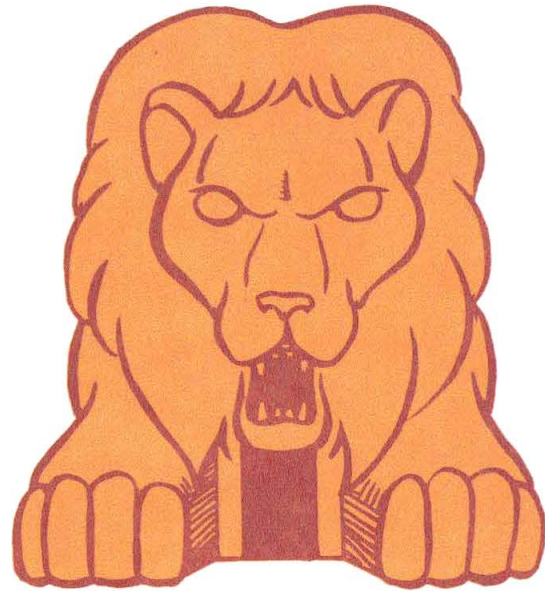
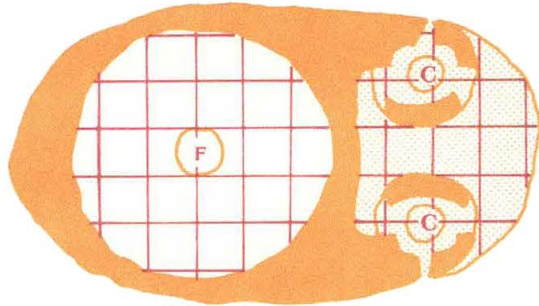
Spells:
First level: *read magic*

Languages: Common, Hobgoblin, Neutral, Ogre

Equipment:
dagger +1 robes
 full waterskin four oil flasks
 lantern tinder box
 backpack two large sacks
 magic journal iron rations (21 days)
 ring of *invisibility* potion of *gaseous form*
 ring of *protection +1*



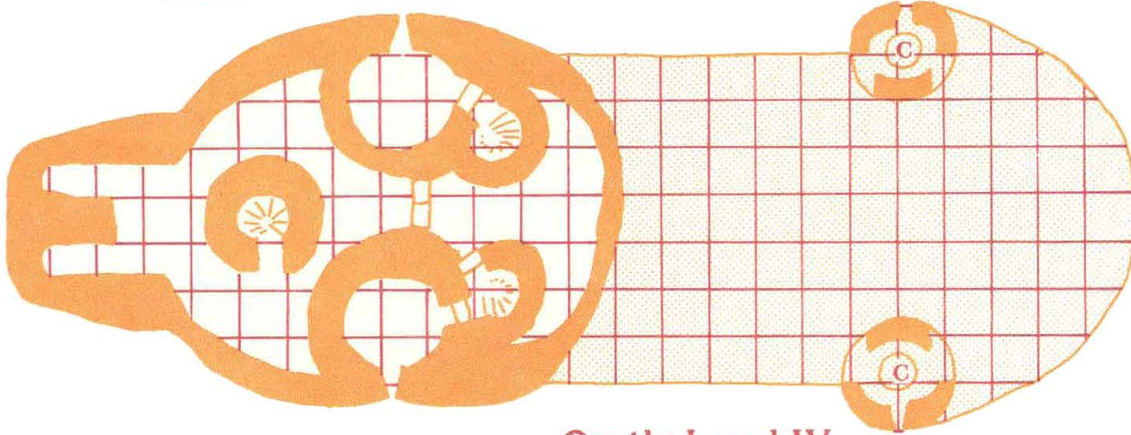
Castle Level V



Front View

KEY

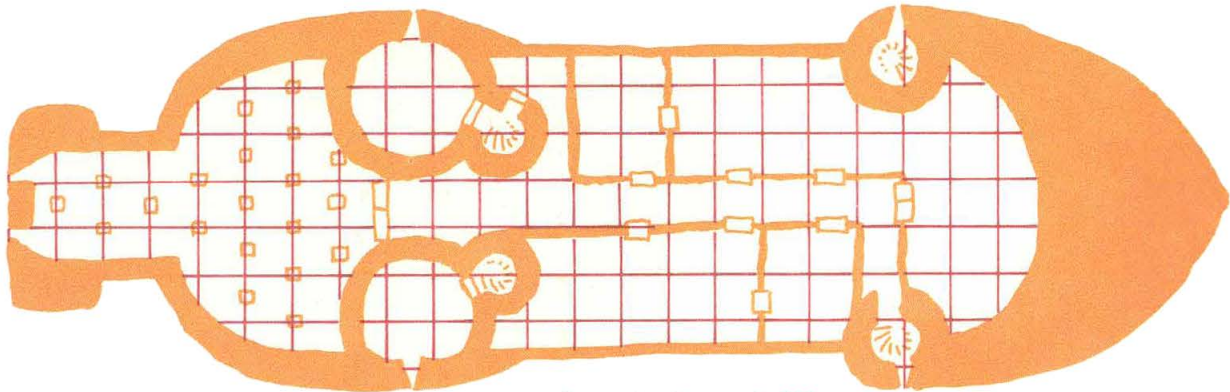
	Trapdoor in Floor		Double Doors
	Spiral Staircase		Murder Hole
	Door		Trapdoor in Ceiling



Castle Level IV

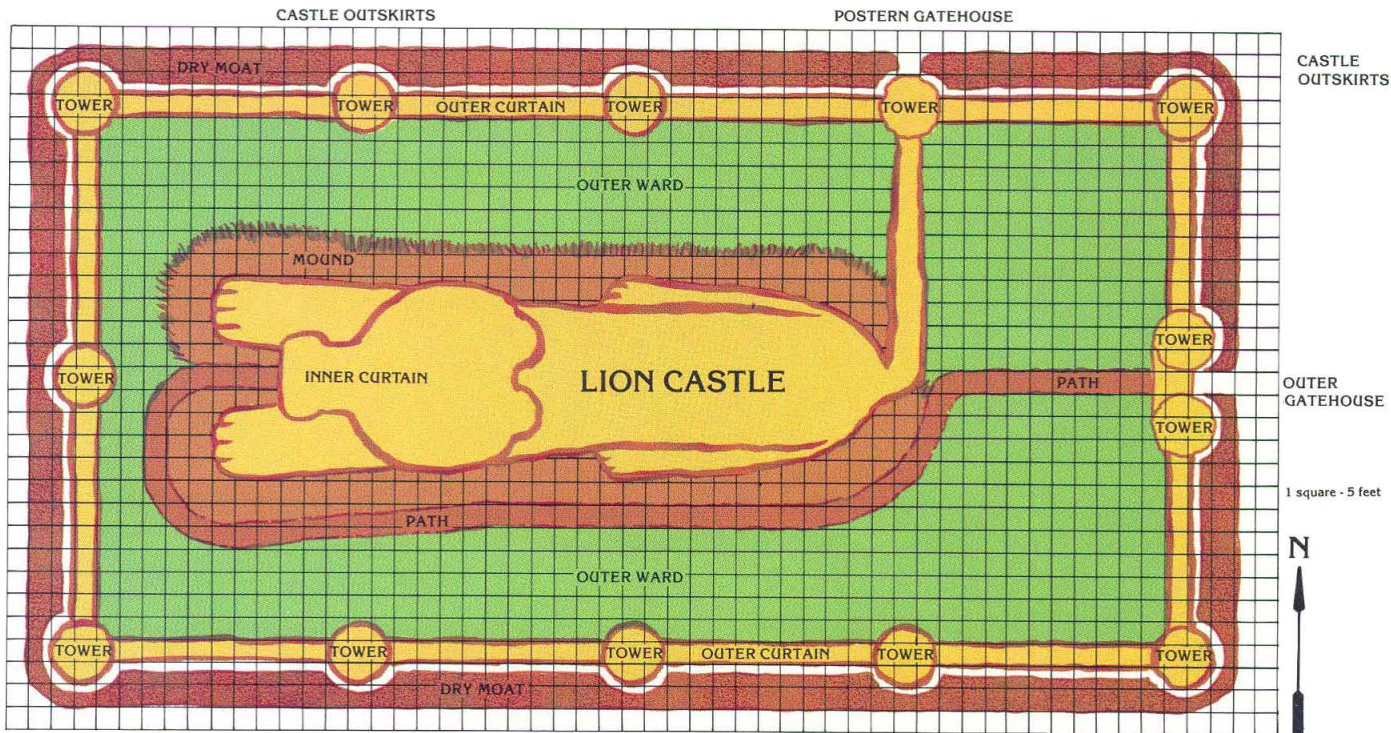


1 square = 5 feet



Castle Level III

Lion Castle - Top View



Lion Castle South Flank - Side View

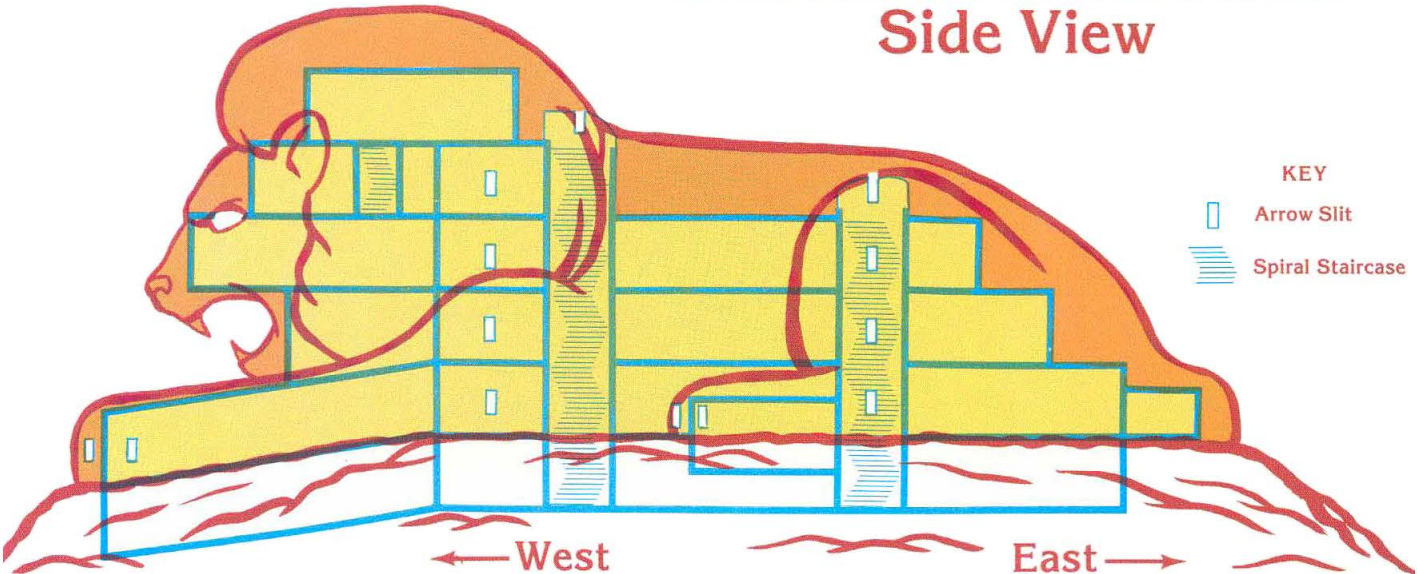


TABLE 4 SAVING THROWS					
Saving Throw	Normal Man	Fighter 1-3	Elf 4-5	Magic-user 1-3	
Death ray/poison	14	12	10	12	13
Magic wands	15	13	11	13	14
Paralysis/turn to stone	16	14	12	13	13
Breath attack	17	15	13	15	16
Rod, staff, spell	17	16	14	15	15

ABBREVIATIONS	
AC - Armor Class	D - Damage
HD - Hit Dice	Save - Save As
hp - hit points	ML - Morale
MV - Movement	AL - Alignment
#AT - No. of attacks per round	XP - Experience point value
F - Fighter	N - Neutral
C - Chaotic	

TABLE 5 CHARACTER HIT ROLLS											
Character Class	Target's Armor Class										
	9	8	7	6	5	4	3	2	1	0	
Fighter/Elf/Magic-user	10	11	12	13	14	15	16	17	18	19	

TABLE 7 MONSTER HIT ROLLS										
Monster's Hit Dice	Target's Armor Class									
	9	8	7	6	5	4	3	2	1	
up to 1	10	11	12	13	14	15	16	17	18	
1+ to 2	9	10	11	12	13	14	15	16	17	
2+ to 3	8	9	10	11	12	13	14	15	16	
3+ to 4	7	8	9	10	11	12	13	14	15	
4+ to 5	6	7	8	9	10	11	12	13	14	
5+ to 6	5	6	7	8	9	10	11	12	13	
6+ to 7	4	5	6	7	8	9	10	11	12	
7+ to 9	3	4	5	6	7	8	9	10	11	
9+ to 11	2	3	4	5	6	7	8	9	10	

TABLE 6 VARIABLE WEAPON DAMAGE	
1d4	(1-4) points of damage: club dagger sling stone torch
1d6	(1-6) points of damage: *arrow (long or short bow) hand axe mace *quarrel (crossbow) short sword spear war hammer
1d8	(1-8) points of damage: sword (normal) *battle axe
1d10	(1-10) points of damage: lance *pole arm *two-handed sword
* This weapon requires two hands for use. Attacker may not use a shield, and he always loses initiative.	

COMBAT CHECKLIST
A. Initiative: Roll 1d6 for each side to determine who gains initiative. (Pit vipers always gain initiative and attack first.)
B. The side that wins the initiative acts first:
1. <i>Morale</i> check (monster only)
2. <i>Movement</i> (defensive maneuvers)
3. <i>Magic spells</i>
a. Make saving throw (if necessary)
b. Apply results immediately. Skip to step C.
4. <i>Hand-to-hand combat</i>
a. Make hit rolls
b. Roll damage for hits
C. The side that lost initiative now completes all the actions listed in step B.
D. If neither side is defeated, continue combat by repeating steps A through D.



Official Basic Solo Adventure

Ghost of Lion Castle

by Merle M. Rasmussen

"A great cat sits upon the northern grasslands, my friend, waiting to pounce on adventurers just like you." As you part the tall grass with your sword, the words of the tavernkeeper echo in your head.

"He was the mightiest wizard we'd ever known, and that Lion Castle was his home." Your friends' voices mingle with the tavernkeeper's. "He's but a ghost now, haunting those halls, and waiting for an heir."

The ground rises slightly. A strong wind rushes through the field. Suddenly, the grasses part, and Lion Castle rises majestically before you!

"Magical riches await those who enter!" "Beware of man-beasts!" Voices flood your head again. Will you brave the haunted castle? Can you afford not to? It's all up to you in this D&D® Solo Adventure.

Ghost of Lion Castle is for one player only, but that one player makes all of the choices and enjoys all of the rewards. An entire castle and courtyard await your exploration. The adventure also includes a complete solo combat system.

This adventure is for use with the DUNGEONS & DRAGONS® Basic Set, and cannot be played without the D&D® Basic rules produced by TSR, Inc.

1984 TSR, Inc. All Rights Reserved. Printed in U.S.A.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

ISBN 0-88038-107-8
394-54001-8TSR0600

