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TO BEGIN YOUR SOLO ADVENTURE, TURN
TO PAGE 2.
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 danger-sewn, 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 six 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 record-keeping and how to play certain entries are here. You may also use the journal to note 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 prevent 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 werecat. 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 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 die 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.

**Lycanthrope (wereboar, wererat, wereriger):** You may use a spig of wolsbane as a weapon against any of these creatures. If you use wolsbane 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 wererecreature 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 penalty. 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, goblin, hobgoblin, ogre, or orc. The monster makes a saving throw vs. spells. If the saving throw fails, 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 paralysis. 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.

Elden 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**

<table>
<thead>
<tr>
<th>Monster Location</th>
<th>Die Roll</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Castle Level V</td>
<td>1d10</td>
<td>-4</td>
</tr>
<tr>
<td>Castle Level IV</td>
<td>1d12</td>
<td>-4</td>
</tr>
<tr>
<td>Castle Level III</td>
<td>1d12</td>
<td>+1</td>
</tr>
<tr>
<td>Castle Level II</td>
<td>1d12</td>
<td>+2</td>
</tr>
<tr>
<td>Castle Level I</td>
<td>1d12</td>
<td>+6</td>
</tr>
<tr>
<td>Castle Dungeon (west)</td>
<td>1d12</td>
<td>+7</td>
</tr>
<tr>
<td>Castle Dungeon (east)</td>
<td>1d12</td>
<td>+8</td>
</tr>
<tr>
<td>Tail Tunnel</td>
<td>1d12</td>
<td>+9</td>
</tr>
<tr>
<td>Outer Ward</td>
<td>1d12</td>
<td>+10</td>
</tr>
<tr>
<td>Courtyard Tower</td>
<td>1d12</td>
<td>+11</td>
</tr>
<tr>
<td>Other Courtyard Areas</td>
<td>1d12</td>
<td>+12</td>
</tr>
</tbody>
</table>

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

### TABLE 2
**WANDERING MONSTERS**

<table>
<thead>
<tr>
<th>No. from Table 1</th>
<th>Monster</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tiger (Roll 1d6. Weretiger on roll of 1-3, weretiger stats in parentheses): AC 6 (5); 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 - continual light, protection from evil, web (750 gp; potion of invisibility; potion of levitation)</td>
</tr>
<tr>
<td>2</td>
<td>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 - invisibility, levitate</td>
</tr>
<tr>
<td>3</td>
<td>Giant Drako 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 hold portal</td>
</tr>
<tr>
<td>4</td>
<td>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</td>
</tr>
<tr>
<td>5</td>
<td>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 light</td>
</tr>
<tr>
<td>6</td>
<td>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; shield</td>
</tr>
<tr>
<td>7</td>
<td>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; rope of climbing</td>
</tr>
<tr>
<td>8</td>
<td>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; gauntlets of ogre power</td>
</tr>
<tr>
<td>9</td>
<td>Bugbear: AC 5; HD 3-1; hp 15; MV 90’ (30’); #AT 1 club; D1d4 +1; Save F3; ML 9; AL C; XP 75 Treasure: 2 gp</td>
</tr>
<tr>
<td>10</td>
<td>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; elven boots</td>
</tr>
<tr>
<td>11</td>
<td>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’); #AT 1 tusk; D 4-8 (2-12); Save F2; ML 9; AL N; XP 25 Treasure: 135 gp; ring of invisibility; potion of healing</td>
</tr>
<tr>
<td>12</td>
<td>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</td>
</tr>
<tr>
<td>13</td>
<td>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</td>
</tr>
<tr>
<td>14</td>
<td>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; elven cloak</td>
</tr>
<tr>
<td>15</td>
<td>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</td>
</tr>
<tr>
<td>16</td>
<td>Rock Baboon: AC 6; HD 2; hp 9; MV 120’ (40’); #AT 1 club/bite; D 1-6/1-3; Save F2; ML 8; AL N; XP 20 Treasure: 135 gp; wand of paralysis (5 charges)</td>
</tr>
<tr>
<td>17</td>
<td>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</td>
</tr>
<tr>
<td>18</td>
<td>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</td>
</tr>
<tr>
<td>19</td>
<td>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</td>
</tr>
<tr>
<td>20</td>
<td>Stürge: AC 7; HD 1*; hp 5; MV 180’ (60’); flying; #AT 1; D 1-4; Save F2; ML 9; AL N; XP 13 Treasure: 225 gp gem</td>
</tr>
<tr>
<td>21</td>
<td>Orc: AC 6; HD 1; hp 5; MV 90’ (30’); #AT 1 club; D 1-4; Save F1; ML 6; AL C; XP 5 Treasure: 4 gp</td>
</tr>
<tr>
<td>22</td>
<td>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: 1 gp</td>
</tr>
<tr>
<td>23</td>
<td>Giant Bee: AC 7; HD 1/2; hp 4; MV 150’ (50’); #AT 1 sting; D 1-3 * special; Save F1; ML 9; AL N; XP 6 Treasure: Nil</td>
</tr>
<tr>
<td>24</td>
<td>Giant Rat (Roll 1d6. Wererat on roll of 1-3, wererat statistics in parentheses): AC 7; HD 1/2 (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 (59) Treasure: 750 gp (750 gp; bag of holding; ring of protection +1)</td>
</tr>
</tbody>
</table>
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 slips 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 fell.”

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 Strel 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.
Six days pass. You have seen few animals since you left Sardsell, 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.

If you
- 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.
- If you 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.
- If you 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.
- If you 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.
- If you 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.
- If you want to 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.
COURTYARD ENTRIES

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

If you want to read entry
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.

If you read entry
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 leads inside the door.

If you read entry
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.

If you read entry
go down the stairs C21
jump 20 feet down to the outer ward C38
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.

Table 2: Wandering Monsters is on p. 5.
COURTYARD ENTRIES

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.

If you enter the tower:
- C21
- C57
- C47
- C60
- 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.

If you go up the stairs to the roof:
- C20
- C59
- 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), or 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.

If you wait to become solid: C8
- 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.

If you sneak under the holes: C32
- 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.

If you flee forward: C33
- C31
- 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.
**COURTYARD ENTRIES**

### 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.

*If you* read entry

- 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), or 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.

*If you* read entry

- 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.

*If you* read entry

- 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.

*If you* read entry

- 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.

*If you* read entry

- 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.

*If you* read entry

- 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.
COURTYARD ENTRIES

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

*If you enter the tower*
- C21
- C57
- C47
- C60
- C12

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

*If you go down the stairs*
- C21
- C22
- C58
- C48
- C60
- 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.

*If you flee forward*
- C61
- C32
- 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.

*If you sneak under the holes*
- C51
- 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.

*If you wait to become solid*
- C62
- C17
- 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.
COURTYARD ENTRIES

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.

If you float through any arrow slit in the left rear paw the 5-foot-high arrow slit in tower the 15-foot-high arrow slit in tower the 25-foot-high arrow slit in tower the 35-foot-high arrow slit in tower the top of the south flank tower the 3-foot-high arrow slit in mane the 15-foot-high arrow slit in mane the 25-foot-high arrow slit in mane the 35-foot-high arrow slit in mane the 45-foot-high arrow slit in mane the top of the mane

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.

If you float through any arrow slit in the right rear paw the 5-foot-high arrow slit in tower the 15-foot-high arrow slit in tower the 25-foot-high arrow slit in tower the 35-foot-high arrow slit in tower the top of the north flank tower the 5-foot-high arrow slit in mane the 15-foot-high arrow slit in mane the 25-foot-high arrow slit in mane the 35-foot-high arrow slit in mane the 45-foot-high arrow slit in mane the top of the mane

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.

If you float through any arrow slit in the south forepaw any arrow slit in the north forepaw the opening in the lion’s chest the lion’s mouth either nostril in the lion’s muzzle

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

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.

If you continue upward stop climbing retreat read entry C85 C79 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.

If you advance stop climbing retreat read entry C84 C80 C65

You may want to make notes about what you encounter at a specific entry.
C61. A narrow path winds from the gatehouse and leads through the outer ward underbrush to an opening in the lion's chest.

If you follow the

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.

If you go to the

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

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

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

levitate to the top of the tower (entry C71)
turn gaseous (entry C72)
use a rope of climbing to reach the top of the tower (entry C71)
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.
COURTYARD ENTRIES

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.

If you continue upward read entry 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.

If you continue inward read entry 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.

If you advance read entry 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.

If you continue upward read entry 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.

If you advance read entry 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.

If you continue upward read entry 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.

If you continue inward read entry 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.

If you advance read entry 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.
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.

If you flee inward read entry 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.

If you flee forward read entry 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.

If you sneak under the holes read entry 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.

If you flee forward read entry 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.

If you flee forward read entry 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 C109), 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.

If you flee forward read entry C99
stand still C100
retreat C91
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 C4.

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.

If you wait to become solid read entry 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.

If you read entry
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.

If you read entry
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.

If you read entry
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, causing 1d6+1 points of damage, and then disappears.

If you read entry
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, causing 1d6+1 points of damage, and then disappears.

If you read entry
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.

If you read entry
jump 10 feet down from lion’s mouth C112
climb down a rope from lion’s mouth C113
stand still C111
retreat inward C109
C111. You take 1d4 points of damage from the falling stones.

If you
jump 10 feet down from lion’s mouth
climb down a rope from lion’s mouth
stand still
retreat inward

C112
C113
C110
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.

If you
sneak under the holes
run under the holes

C116
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.

If you
flee forward
stand still
retreat

C99
C117
C115

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

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 southwest spiral staircase door L14
northwest spiral staircase door L15
“Stairs” door L16
“Food Storage” door L17
“Blacksmith” door L18
“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.

If you sneak past the arrow slits L9
run past the arrow slits L8
**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.

If you continue inward read entry 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.

If you continue inward read entry 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) and 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.)

If you go through the west door read entry 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.)

If you go through the west door read entry 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."

If you go through the eastern double doors read entry 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.

If you go through the northwest door read entry 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.

If you go through the northeast door read entry L4

go through the northwest door L12

go up the stairs L34

go down the stairs L37
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.)

If you
go through the spiral staircase door
   read entry 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.

If you
lie on the bed
read entry 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.

If you
read entry
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.

If you
read entry
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.

If you
read entry
through the north door
L13
up the stairs through the trapdoor
L59
down the stairs
L46
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.

If you read entry

- 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.

If you read entry

- 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 bed tray 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.

If you read entry

- 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.

If you read entry

- 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.

If you read entry

- 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.

If you read entry

- go through the northwest door [L35]
- go through the southwest door [L50]
- go up the stairs [L14]
L37. You are at the bottom of a dark spiral staircase. Two doors, leading to the northeast and southwest, stand at this landing.

If you go through the northwest door, read entry L56. If you go through the southeast door, read entry L57. If you go up the stairs, read entry L71. If you go down the stairs, read entry L23.

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.

If you go through the south door, read entry L15. If you go up the stairs, read entry L52. If you go down the stairs, read entry 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.

If you go through the north door, read entry L19. If you go up the stairs, read entry L46. If you go down the stairs, read entry 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.

If you go through the northwest door, read entry L56. If you go through the southeast door, read entry L57. If you go up the stairs through the trapdoor, read entry L71. If you go down the stairs, read entry 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.

If you go through the northwest door, read entry L58. If you go up the stairs through the trapdoor, read entry L72. If you go down the stairs, read entry 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 "I" 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.

If you go up the stairs, read entry L25. If you go down the stairs, read entry L39.

L47. You are on Castle Level II. This large, semicircular 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 RI4.

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

**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.

If you

| 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.

If you

| 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.

If you

| 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.

If you

| 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.”
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)

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.)

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.

If you 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.

If you go 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.

If you 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.

If you 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.
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 panthers. 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 mountain lions. 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.

If you go through the trapdoor to the stairs read entry L42

cross the mane to the north tower read entry L72
climb down to the north flank tower

climb down to the south flank tower

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.

If you go through the trapdoor to the stairs read entry L44

cross the mane to the south tower read entry L71
climb down to the north flank tower

climb down to the south flank tower

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
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."

**If you go through the north staircase door** read entry L62

**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.

**If you go up the stairs through the trapdoor** read entry L82

**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.

**If you go through the trapdoor to the stairs** read entry L60

**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 doorframe. 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.

**If you fleece through the trap door** read entry L74

**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.
**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>
<thead>
<tr>
<th>Die Roll</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>L17</td>
</tr>
<tr>
<td>2</td>
<td>L51</td>
</tr>
<tr>
<td>3</td>
<td>L61</td>
</tr>
<tr>
<td>4</td>
<td>L63</td>
</tr>
<tr>
<td>5</td>
<td>L65</td>
</tr>
<tr>
<td>6</td>
<td>L79</td>
</tr>
</tbody>
</table>

**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.
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:** 9

**Movement:** 120’ (40’)

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

**Languages:** Bugbear, Common, Goblin, Neutral, Orc

**Equipment:**
- dagger +1
- rope of climbing
- tinder box
- two large sacks
- magic journal
- iron rations (21 days)
- robes
- lantern
- full waterskin
- four oil flasks
- backpack
- Lion Castle maps

---

Eztar
Conjurer
Third level magic-user

| Strength | 9 |
| Intelligence | 18 |
| Wisdom | 12 |
| Armor Class | 9 |

**Hit points:** 9

**Movement:** 120’ (40’)

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

**Languages:** Bugbear, Common, Goblin, Neutral, Orc

**Equipment:**
- sword +1
- chain mail armor
- rope of climbing
- shield
- magic journal
- backpack
- large sack
- iron rations (21 days)
- Lion Castle maps

---

Philiam
Warrior-Seer
Second level elf

| Strength | 15 |
| Intelligence | 9 |
| Wisdom | 7 |
| Armor Class | 3 |

**Hit points:** 9

**Movement:** 120’ (40’)

**Spells:**
- First level: magic missile, read magic

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

**Equipment:**
- sword +1
- chain mail armor
- rope (50 feet)
- shield
- magic journal
- backpack
- large sack
- iron rations (21 days)
- Lion Castle maps
- potion of gaseous form
# PREROLLED CHARACTERS

<table>
<thead>
<tr>
<th>Zayghel Seer</th>
<th>Leesmith Veteran-Medium</th>
<th>Cortayo Medium</th>
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</thead>
<tbody>
<tr>
<td><strong>Second level magic-user</strong></td>
<td><strong>First level elf</strong></td>
<td><strong>First level magic-user</strong></td>
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<td><strong>Strength</strong> 14</td>
<td><strong>Dexterity</strong> 13</td>
<td><strong>Strength</strong> 13</td>
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<tr>
<td><strong>Intelligence</strong> 17</td>
<td><strong>Constitution</strong> 15</td>
<td><strong>Intelligence</strong> 16</td>
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<tr>
<td><strong>Wisdom</strong> 11</td>
<td><strong>Charisma</strong> 19</td>
<td><strong>Wisdom</strong> 12</td>
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<td><strong>Hit Dice</strong> 2</td>
<td><strong>Armor Class</strong> 7</td>
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<td><strong>Movement:</strong> 120’ (40’’)</td>
<td><strong>Hit points:</strong> 4</td>
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<tr>
<td><strong>Movement:</strong> 120’ (40’’)</td>
<td><strong>Spells:</strong> First level: <em>hold portal</em>, <em>read magic</em></td>
<td><strong>Movement:</strong> 120’ (40’’)</td>
</tr>
<tr>
<td><strong>Languages:</strong> Common, Gnoll, Hobgoblin, Neutral</td>
<td><strong>Languages:</strong> Bugbear, Common, Elf, Gnoll, Hobgoblin, Neutral, Orc</td>
<td><strong>Languages:</strong> Common, Hobgoblin, Neutral, Ogre</td>
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<tr>
<td><strong>Equipment:</strong></td>
<td><strong>Equipment:</strong></td>
<td><strong>Equipment:</strong></td>
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<tr>
<td><em>dagger</em> <em>1</em></td>
<td><em>sword</em> <em>1</em></td>
<td><em>dagger</em> <em>1</em></td>
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<tr>
<td>backpack</td>
<td>shield</td>
<td>four oil flasks</td>
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<td>lantern</td>
<td>wolfbane</td>
<td>tinder box</td>
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<tr>
<td>full wineskin</td>
<td>backpack</td>
<td>full wineskin</td>
</tr>
<tr>
<td>two large sacks</td>
<td>full wineskin</td>
<td>magic journal</td>
</tr>
<tr>
<td>potion of levitation</td>
<td>potion of gaseous <em>form</em></td>
<td>potion of healing</td>
</tr>
<tr>
<td>iron rations (21 days)</td>
<td>iron rations (21 days)</td>
<td>ring of protection</td>
</tr>
<tr>
<td>robes</td>
<td>leather armor</td>
<td><em>1</em></td>
</tr>
<tr>
<td>four oil flasks</td>
<td>rope (50 feet)</td>
<td>ring of invisibility</td>
</tr>
<tr>
<td>tinder box</td>
<td>large sack</td>
<td>ring of protection</td>
</tr>
<tr>
<td>magic journal</td>
<td>potion of healing</td>
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<tr>
<td>iron rations (21 days)</td>
<td>ring of protection</td>
<td>potion of gaseous <em>form</em></td>
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---

---
Castle Level II

Castle Level I

West Dungeon Level/East Dungeon Level
### TABLE 4
**SAVING THROWS**

<table>
<thead>
<tr>
<th>Saving Throw</th>
<th>Normal</th>
<th>Fighter</th>
<th>Elf</th>
<th>Magic-user</th>
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</thead>
<tbody>
<tr>
<td>Death ray/poison</td>
<td>14</td>
<td>12</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>Magic wands</td>
<td>15</td>
<td>13</td>
<td>11</td>
<td>13</td>
</tr>
<tr>
<td>Paralysis/turn to stone</td>
<td>16</td>
<td>14</td>
<td>12</td>
<td>13</td>
</tr>
<tr>
<td>Breath attack</td>
<td>17</td>
<td>15</td>
<td>13</td>
<td>15</td>
</tr>
<tr>
<td>Rod, staff, spell</td>
<td>17</td>
<td>16</td>
<td>14</td>
<td>15</td>
</tr>
</tbody>
</table>

### TABLE 5
**CHARACTER HIT ROLLS**

<table>
<thead>
<tr>
<th>Character Class</th>
<th>Target's Armor Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td>7</td>
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<td>7</td>
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<tr>
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<td>0</td>
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</table>

<table>
<thead>
<tr>
<th>Monster's Hit Dice</th>
<th>Target's Armor Class</th>
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</thead>
<tbody>
<tr>
<td>up to 1</td>
<td>10</td>
</tr>
<tr>
<td>1+ to 2</td>
<td>9</td>
</tr>
<tr>
<td>2+ to 3</td>
<td>8</td>
</tr>
<tr>
<td>3+ to 4</td>
<td>7</td>
</tr>
<tr>
<td>4+ to 5</td>
<td>6</td>
</tr>
<tr>
<td>5+ to 6</td>
<td>5</td>
</tr>
<tr>
<td>6+ to 7</td>
<td>4</td>
</tr>
<tr>
<td>7+ to 9</td>
<td>3</td>
</tr>
<tr>
<td>9+ to 11</td>
<td>2</td>
</tr>
</tbody>
</table>

### TABLE 6
**VARIABLE WEAPON DAMAGE**

<table>
<thead>
<tr>
<th>Die</th>
<th>Damage</th>
</tr>
</thead>
</table>
| 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.

### ABBREVIATIONS

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

### TABLE 7
**MONSTER HIT ROLLS**

### 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. **Morale** check (monster only)
   2. **Movement** (defensive maneuvers)
   3. **Magic spells**
      a. Make saving throw (if necessary)
      b. Apply results immediately. Skip to step C.
   4. **Hand-to-hand combat**
      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.
"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.

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