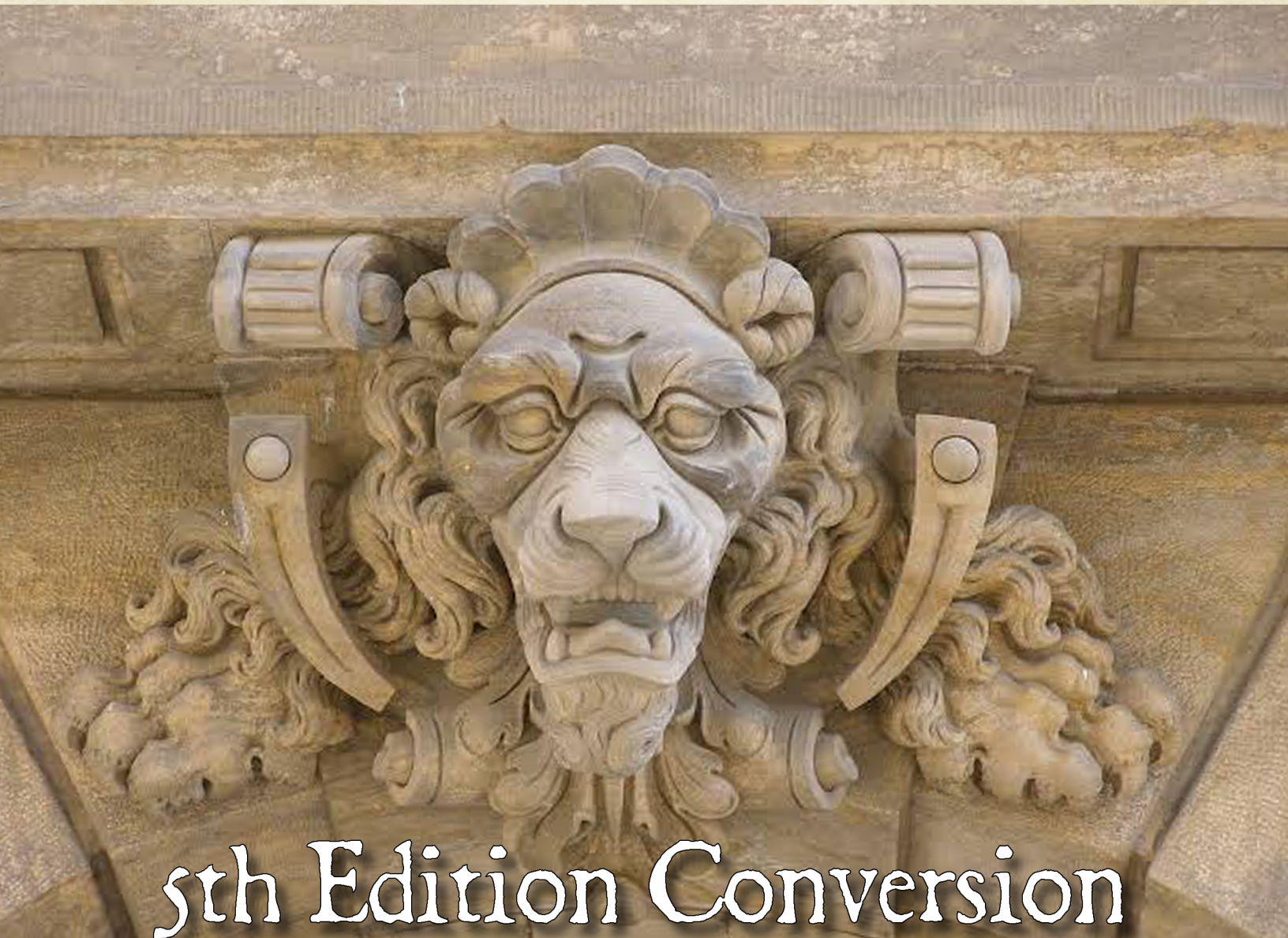# GHOST OF LION CASTLE

5th Edition Conversion

By Paul Bimler

Ghost Of Lion Castle

A 5E Solo Conversion

By Paul Bimler

CREDITS

Art credits:

Original Module by Merle M. Rasmussen

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INTRODUCTION: AN ORIGINAL D&D SOLO!

This is a conversion of the First Edition Dungeons and Dragons adventure "Ghost of Lion Castle." Every now and then fans of solo D&D hear the complaint "D&D is a social game! There are no solo adventures." Well here is proof to the contrary!

This is a Fifth Edition conversion of the solo adventure "Ghost of Lion Castle", originally written for 1st edition Dungeons & Dragons. You will need to own a copy of the OM of this adventure. In here you will find everything you need to convert the game for solo 5th Edition, including converted stat blocks and detailed directions for running the adventure. This adventure is copyright Wizards of the Coast 1984. Due to copyright issues, I cannot reprint any text from the OM in this document, hence the necessity to move between the two documents. You will be moving between this document and the 1e version.

This solo adventure was originally written for play without a dungeon master, and this conversion preserves that playstyle. You will not need a DM to run this adventure. You will, however, need a copy of the original module, *Ghost of Lion Castle,* available on Dungeon Master's Guild here:

https://www.dmsguild.com/product/17107/BSOLO-Ghost-of-Lion-Castle-Basic

> **Welcome to the world of Sargon the Wizard!**

LEVEL

The original version of this adventure specifies that your PC be no higher than Level 3.

It so happens that if we convert this adventure more or less literally, (ie: using the Fifth Edition versions of the monsters listed within) **Ghost of Lion Castle** ends

up being balanced for a level 5 PC using Fifth Edition. You may also take 500 gp, which you can spend on anything from the equipment lists in the *Player's Handbook*).

MAPS
The maps you receive from the tavernkeeper are found on p.33-34 of the OM. Use these as you see fit. You may want to screenshot them and drop them into a VTT.

OPTIONAL RULE: Max HP
In our gamebook series (beginning with the *Death Knight's Squire*) we introduced the rule that a solo player can begin with Max HP, as well as any Constitution bonuses. This enables your character to be a little less squishy.
Alternately, you can ignore the Max HP rule and use the *Healing Surges* rule given on p.266 of the *Dungeon Master's Guide*.

COMBAT CHECKLIST
In many places in the adventure, the Combat Checklist is mentioned, which is a sequence printed on the inside back cover. Ignore this, and simply use 5e Combat Rules.

ENTRIES R1-R2
Read through these entries. They all apply for this 5e conversion.

ENTRIES R3-R4:
The various directions to take notes etc - follow these as you wish. You may wish to ignore them entirely and simply focus on the adventure as it is played. Keep track of your inventory though. Converted versions of the items will be detailed throughout this text.

R5: MAPPING
One thing you might want to do is print out or copy the map shown on the inside cover of the OM. You could also screenshot the map from the pdf version, and drop it into a VTT.

R6-7: FIGHTING MONSTERS / INITIATIVE
Ignore these directions. Use Fifth Edition combat rules.

R8: MOVEMENT
As stated in the OM, we will only use Fifth Edition movement rules *while in combat.* When not engaged in combat, move freely around. The rules on throwing items and food at monsters are interesting, however, and you may employ these if you wish.

R9: OPTIONAL MORALE RULE
Run the adventure with this if you feel like it. It will add an interesting twist to your quest and may make your character live a little longer!

R10-13: VARIOUS COMBAT ISSUES.
You may ignore all this. Follow normal 5e combat rules.

R14: WANDERING MONSTER ENCOUNTERS
There is a converted Wandering Monster table found here.

R15: HEALING AND RESTING
Follow step 2 of this sequence. When taking a short rest, roll a d6. If you roll a 1 or a 2, you get a wandering monster and do not get the benefits of a short rest.
If taking a long rest, roll a d6. If you roll 1-3, you get a wandering monster and do not get the benefits of a long rest.
You may attempt to rest only 3 times during the adventure.

You may use healing feats, spells and potions as you see fit, keeping track of spell slots and inventory. When in combat, follow normal 5e combat rules.

R16: ALTERED SPELL EFFECTS

Use 5e rules on spellcasting in place of these directions, including keeping track of spell slots. When determining how spells affect combat, roleplay as you see fit. Use common sense according to what context the spell is cast in.

R17: MAGIC ITEMS IN LION CASTLE

Sargon's magic affects certain magic items in this adventure. The items which are rendered useless are:

- Potion of Gaseous Form
- Potion of Invisibility
- Boots of Striding and Springing
- Ring of Invisibility
- Rope of Climbing

R18-19: Ignore.

Time to begin the adventure! Go straight to entry C1, on p8 of the OM.

WANDERING MONSTER TABLE

ROLLING ON THE TABLE: Follow the directions given in the text for rolling. They will still work on this table.

NOTE: The original adventure had loot with every beast and monster encountered. It's hard to imagine how a tiger or a giant ant could be carrying loot with it, including spell scrolls and the like, so I've tried to be generous where the creature does justify the presence of loot. I've also included alternate loot for some creatures. The higher the roll, the harder the encounter (roughly), with the roll of 20 being the only CR 3 monster. All the monsters here can be found in the *Monster Manual.*

First Edition adventures had a lot of encounters, hence the rules regarding HP (see earlier) and also the gifting of Potions of Healing as loot.

SPAWN INSTRUCTIONS: Roll a d10. Spawn the creature that many squares from your PC.

(When the table calls for a d2, roll a d4 and divide by 2 for the result)

WANDERING MONSTER TABLE

ROLL	MONSTER	MM Page	LOOT (If any)
1	*Giant Fire Beetle*	*325*	-
2	*1d8 Giant Rats*	*327*	-
3	*1d8 Kobolds*	*195*	*d6 x 10 gp*
4	*1d4 Giant Wolf Spiders*	*330*	-
5	*1d6 Goblins*	*166*	*d6 x 10, 1 Potion of Healing*
6	*1d6 Skeletons*	*272*	-
7	*1d2 Orcs*	*246*	*d6 x 10, 1 Potion of Healing*
8	*1d2 Hobgoblins*	*186*	*d8 x 10 gp*
9	*1d2 Jackalweres*	*193*	*d8 x 10 gp, 1 Potion of Healing*
10	*1d2 Rust Monsters*	*262*	-
11	*1d4 Shadows*	*269*	-
12	*Brass Dragon Wyrmling*	*106*	-
13	*1 Bugbear + 1 Orc*	*33, 246*	*d8 x 10 gp, 2 Potions of Healing*
14	*1 Ghoul + 1 Shadow*	*148, 269*	-
15	*Goblin Boss + 2 Goblins*	*166*	*d10 x 10 gp, 1 Potion of Healing*
16	*1 Ogre*	*237*	*d10 x 10 gp, 1 Potions of Healing*
17	*1 Ogre, 1 Half-ogre*	*237, 238*	*d12 x 10 gp, 1 Potion of Greater Healing*
18	*2 Bugbears*	*33*	*d12 x 10 gp, 2 Potions of Healing, 1 Potion of Hill Giant Strength*
19	*Carrion Crawler*	*37*	-

20	Gelatinous Cube	242	-
21	Hell Hound	182	-
22	1 Hell Hound, 1 Manes Demon	182, 60	-
23	1 Hook Horror	189	-
24	1 Wight	300	Roll a d4. 1-2: Longsword +1 3-4: Ring of Protection.

ENTRY NOTES

Any time you are asked to roll dice or do anything using game mechanics, find your entry number in this section and follow the instructions given,

COURTYARD ENTRIES

C14: Add all similar spells and feats to this list of options, such as the *Fly* spell.
C17-18, C30: Ignore the change to AC.
C22: Make this a DC 13 Athletics check
C26: DC 15 Dexterity save. 1d4 bludgeoning damage on a failed save.
C30: Ignore the change to AC.
C32: DC15 Dexterity save or take 1d6 bludgeoning damage.
C39: DC15 Dexterity save or take 1d6 bludgeoning damage.
C41: Ignore the change to AC.
C43: DC15 Dexterity save or take 1d6 bludgeoning damage.
C44, 46: Take 1d6 bludgeoning damage.
C47, 48: Make a DC15 Dexterity Saving Throw or take 1d6 fall damage.
C51: DC15 Dexterity save or take 1d6 bludgeoning damage.
C52: Take 1d6 bludgeoning damage.
C57, 58: Make a DC15 Dexterity Saving Throw or take 1d6 fall damage.
C73: Take 1d6+1 piercing damage.
C74: DC15 Dexterity save or take 1d8 fire damage.
C76, 77: Take 1d6+1 piercing damage.

C78: DC15 Dexterity save or take 1d8 fire damage.
C79: Take 1d6+1 piercing damage.
C80: Take 1d8 fire damage.
C81, 82: Take 1d6+1 piercing damage.
C83: Take 1d8 fire damage.
C88, 89: DC15 Dexterity save or take 1d6 bludgeoning damage.
C90: Make a DC15 Dexterity Saving Throw or take 1d6 fall damage.
C93: Take 1d6 bludgeoning damage.
C94, 95: Ignore the change to AC.
C96: Take 1d6 bludgeoning damage.
C97, 98: DC15 Dexterity save or take 1d6 bludgeoning damage.
C100: Take 1d6 bludgeoning damage.
C103: DC15 Dexterity save or take 1d6 bludgeoning damage.
C104: DC15 Dexterity save or take 1d8 fire damage.
C105: Take 1d5 bludgeoning damage.
C106: Take 1d8 fire damage.
C107, 108: Take 1d6+1 piercing damage.
C110: DC15 Dexterity save or take 1d6 bludgeoning damage.
C111: Take 1d6 bludgeoning damage.
C112: Make a DC15 Dexterity Saving Throw or take 1d6 fall damage.
C116: DC15 Dexterity save or take 1d6 bludgeoning damage.
C117: Take 1d6 bludgeoning damage.

LION CASTLE ENTRIES

L7, L9: Take 3d6+3 piercing damage.

L11: This is a longsword.

L12: This is a standard warhammer.

L18: This is a normal dagger.

L19: This is a light hammer.

L20: DC15 Dexterity save or take 1d6 bludgeoning damage.

L26: DC15 Dexterity save or take 1d6 slashing damage.

L27: DC15 Dexterity save or take 1d8 bludgeoning damage.

L31: Take 1d6 fire damage.

L41: This is normal leather armor.

L43: This is normal handaxe.

L45: Make a DC 12 Constitution save. If you succeed, you taste a sweet liquid. I you fail, you have a -1 penalty on all attack rolls for the rest of your time in Lion Castle.

L48: This is a suit of chain mail.

L49: This is a shield.

L57: This is a normal Potion of Healing.

L58: This is a Star Ruby (1000 gp).

L66: This is a Topaz (500 gp).

L67: This is a Garnet (100 gp).

L68: This is an Onyx (50 gp).

L69: This is a Turquoise (10 gp).

L76: DC15 Dexterity save or take 1d8 slashing damage.

L80: Hit roll penalty of -1.

L81: This is a first-level spell scroll containing the spell *Sleep.*

L89: The ring is worth 1100 gp. And, as reward for completing the quest, you may progress to Level 6!