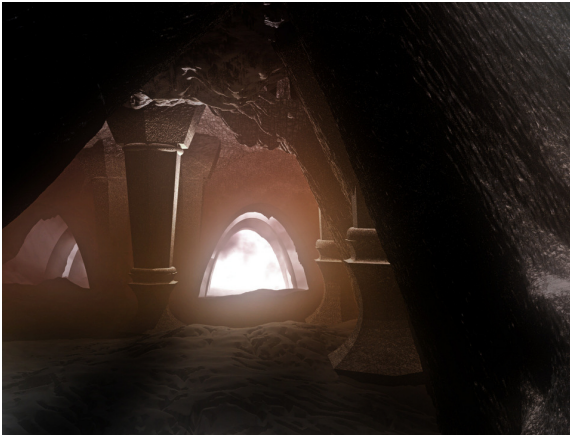


BENEATH THE RUINED WIZARD'S TOWER

This dungeon was created with Holmes' rules in mind. However, you might like to try it using Charlie Mason's *White Box: Fantastic Medieval Adventure Game*. Characters in White Box are a little weaker but so are the monsters (most only attack once and deal 1d6 damage). This document quickly edits the dungeon contents for *White Box* monsters and treasures.



The Dungeon Constable

Brubo the Hooded

Level 3 Cleric, HP 8, AC 3 [16], Quarter Staff for 1d6, Brubo wears plate mail armour.

Feg

HD 2, HP 8, AC 6 [13], Bite for 1d6, Feg wears studded leather armour.

New Monsters

Most of the monsters in the dungeon are found in the *White Box* rules. These monsters are either new to the dungeon or need to be converted from Holmes' rules:

Carrion Crawler

Armour Class: 7 [12]

Hit Dice: 3+1

Attacks: 8 tentacles (0 damage)

Special: Paralysis

Move: 9

HDE/XP: 4/120

These gigantic centipedes move easily along walls or ceilings. The long tentacles around their mouths do no damage but for every hit the target must save vs Paralysis or be immobilised for 1d6 turns.

Crystal Spider

Armour Class: 5 [14]

Hit Dice: 3+3

Attacks: Bite (1d6)

Special: Crystallisation

Move: 12

HDE/XP: 4/120

These magical spiders are the size of dogs and appear to be made of fluid glass. Their bite turns victims to immobile crystal on a failed save vs Petrification. Within the Crystal Labyrinth, crystalline characters will be absorbed into the walls after 1d12 hours. In the Crystal Labyrinth, these spiders surprise on a 1-4.

Living Crystal Statue

Armour Class: 4 [15]

Hit Dice: 3

Attacks: Fists (1d6+1)

Special: Invulnerable

Move: 9

HDE/XP: 3/60

These statues can move and (when they need to) talk. When motionless, they are indestructible.

The Haunted Sea Caves

C. Smugglers Room

There are **10 Smugglers** at work here, but they can be surprised on a 1-4 on a d6 because they are occupied with their work.

Smugglers (Bandits)

HD 1, AC 7 [12], bill hooks for 1d6-1 damage, MV 12, XP 15

They fight like Berserkers (+2 to hit) for 3 rounds, then flee, whether they are winning or not.

D. The Flooded Room

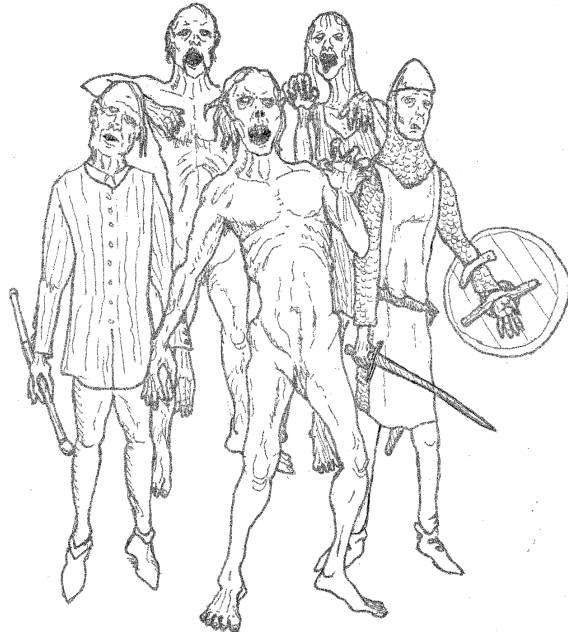
25' high

Ten Brine Zombies float in the water.

Each round that there are PCs in this cave, 0-3 (1d4-1) Brine Zombies will activate and attack. The Zombies cannot be turned by a Cleric until they have activated.

Brine Zombies

HD 1+1, AC 7 [12], strike for 1d6 damage, undead, MV 6/9, XP 30



Sheridan McGuire, 2020

G. The Corsair's Tomb

10' high

The Undead Corsair is a **Wight**..

Undead Corsair (Wight)

HD 3, 11 Hit Points, AC 5 [14], claw (1d6 damage) + drain level on hit, only magic/silver weapons will harm it, XP 240

H. Tomb Entrance

10' high

A heavy blade springs out of the wall on a 1-3 on a d6, attacking the necks of all human-sized intruders within 10' of the doorway. Intruders must save vs death or be decapitated and take 1d6 damage if they succeed. Dwarves and Halflings are too short to be affected by the trap and Elves save at +2.

Dwarves might detect the trap on a 1-2 on a d6. Thieves can use Thievery to detect and deactivate the trap.

The Undead Crew

12-15' high

They are **Lesser Wights**, former Smugglers drained by the Undead Corsair.

Lesser Wights

HD 3, AC 5 [14], cutlass for 1d6 damage, half damage from non-magical weapons, full damage from magical/silver weapons, XP 120

K. Cavern of Ghosts

10-20' high

The ghost of the woman fights as a **Shadow**:

Ghost (Shadow)

HD 3+3, AC 7 [12], touch drains 1 Strength for 90 mins, only harmed by magic weapons, XP 120



Sheridan McGuire, 2020

The Temple of the Rat God

L. Mother Rat's Lair

10' high

This is the nest for the **Mother Rat** who is a giant specimen and the other Giant Rats fight twice as fiercely to defend her.

Mother Rat

HD 2, 7 Hit Points, AC 6 [13], bite for 1d6 + disease, XP 30

Giant Rats

HD ½, AC 7 [12], bite for 1d6, XP 15, two attacks per round

M. Prisoner Pit

10' high

The prisoner in the pit is **Osberd the Unready**, a Thief who entered the Rat Tunnels to steal the gems from the Idol of the Rat God.

Osberd the Unready

2nd level Chaotic Thief, 7 Hit Points, AC 7 [12], 2 in 6 Thievery

Osberd the Wererat

HD 3, 10 Hit Points, AC 6 [13], bite for 1d6 + lycanthropy, surprise 1-4, silver or magic weapons needed to hit, XP 120

O. Rat Priest's Vestry

10' high

The **Wererat Priest, Lowill Treb**, can be found here in half-rat form,

Lowill Treb (Wererat)

HD 3, 11 Hit Points, AC 6 [13], magic knife for 1d6 or bite for 1d6, needs magic/silver to hit, XP 120.



Karl McMichael, 2020

P. Gateway to the Catacombs

15' high

The chamber is occupied by a clan of **5 Ghouls**.

Ghouls

HD 2, AC 6 [13], claw for 1d6 + paralysis, undead, XP 60

The Ghouls are led by a **Master Ghoul** who is larger and more hideous than the rest. This creature is tuned as a Wight rather than a Ghoul.

Master Ghoul

HD 3, 12 Hit Points, AC 4 [15], claw for 1d6+1 + paralysis, undead, XP 240

Q. Cultist Prayer Room

10' high

A group of **nine Acolytes** are here, changing into their robes.

Acolytes

Level 1 Chaotic Clerics, AC 7 [12], cudgels for 1d6, XP 10

One carries a scroll of **detect magic** and **detect chaos**.

Kara the Wererat

HD 3, 9 Hit Points, AC 6 [13], bite for 1d6 + lycanthropy, silver or magic weapons needed to hit, XP 120

R. The Luxurious Prison

10' high

This is **Bes the Blessed**, a female Lawful Cleric.

Bes the Blessed

2nd level Lawful Cleric, 6 Hit Points, AC 9 [10], no weapon, Light spell, XP 30

The Pre-human City

S. Chamber of the Sceptre

15' high

A **Crystal Living Statue** stands on three of the corners of the grid.

Living Crystal Statues

HD 3, AC 4, fists for 1d6+1, invulnerable when not moving, XP 60

The sceptre is a **rod of opening** (opens any locked chest or door once a day); it is used to open the portal in room **Y**.

T. The Wizard's Laboratory

30' high

Players may mix chemicals to brew a **random potion** (or 20% healing, 20% giant strength, 20% heroism, 20% flying, 20% poison).

A brass gourd contains a **Djinn**.

Djinn

HD 7+1, 25 Hit Points, AC 5 [14], fists for 2d6, conjure food or objects, create illusion, fly, gaseous form, become invisible, whirlwind, XP 1100

There is a disassembled **Crystal Spider** from the **Crystal Labyrinth (Z)**. If restored, the creature will attack.

Crystal Spider

HD 3+3, 12 Hit Points, AC 5 [14], bite for 1d6 + save vs petrification or turn to crystal, XP 120

U. Well Room

12' high

The final well appears to half only a puddle at the bottom but this is a **Grey Ooze** that will squirm out if disturbed.

Grey Ooze

HD 3, 9 Hit Points, AC 8 [11], strike for 1d6 damage, corrodes armour and weapons, XP 240

V. Exhibit Chamber

10' high

Rag Phildo is a **Doppelganger**, an ancient and evil denizen of the Pre-human City.

Rag Phildo (Doppelganger)

HD 4, 11 Hit Points, AC 5 [14], strike for 1d6, shapechange, save at +5 vs magic, XP 240

W. Living Statue Sentinel

10' high corridor

A Living Statue guards this corridor.

Living Crystal Statues

HD 3, AC 4, fists for 1d6+1, invulnerable when not moving, XP 60

The Crystal Labyrinth

Z. The Tunnels of Crystal

7-10' high

The tunnels are stalked by **Crystal Spiders** that will devour any trail the party leave.

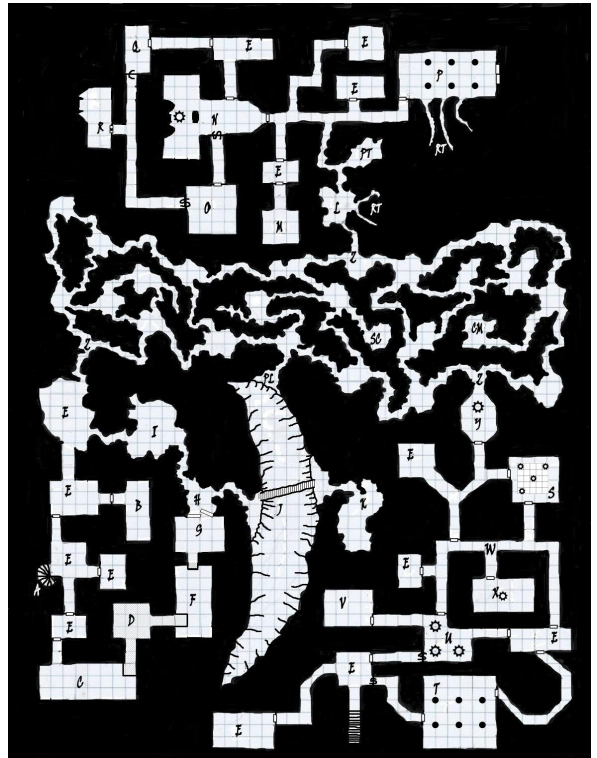
Crystal Spider

HD 3+3, AC 5 [14], bite for 1d6 + save vs petrification or turn to crystal, XP 120

CM Crystal Monolith: There is a (preserved) corpse of a dead magic-user whose spell book contains **hold portal**, **detect thoughts (ESP)**, and **web**.

SC: Smugglers Camp: A group of 4 Smugglers have made camp (**HD 1, AC 6 [13], cutlasses for 1d6, XP 15**).

PL Perilous Ledge: This exit from the Labyrinth emerges on the side of the **Perilous Chasm (J)**. A Thief could use her Thievery skill to cross the distance to the bridge, only falling on the third failed roll.



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