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: Paralysation

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 Paralysation or be immobilised for 1d6 turns.

Crystal Spider

Armour Class: 5 [14] Hit Dice: 3+3

Attacks: Bite (1d6)
Special: Crystalisation

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 crustal 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 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 1/4, 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

Not for resale. Permission granted to print or photocopy this document for personal use only.

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

3

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.



This document is © 2020 Jonathan Rowe. It is not for resale or republication online but may be copied or printed for personal use.

"Swords & Wizardry, S&W, WhiteBox, and Mythmere Games are the trademarks of Matthew J. Finch"

Jonathan Rowe & Fen Orc is not affiliated with Matthew J. Finch or Mythmere $Games^{TM}$.

OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation

and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the

extent necessary to make it enforceable. 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.