



Isle of the Unknown

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INTRODUCTION

FOR THE REFEREE

THIS BOOK describes an island nearly 35,000 square miles in size. Using traditional fantasy role-playing rules, the Referee can conduct adventures upon the Isle of the Unknown. It can be placed anywhere in the Referee's campaign world, or it can serve as the basis of a new campaign, or as the setting for one-shot adventures.

One point of interest is described for each of the map's 330 land hexes. None of the monsters, magic spells, magic items, etc. in this book has been taken from any previously published role-playing game product. This will help ensure freshness and a sense of wonder and newness as your players explore a realm that is truly unknown.

Since each hex covers over 86 square miles of territory, much more can be found in a hex than the supplied point of interest. The author assumes that most encounters will be with men or with mundane animals, but other Referees might decide otherwise. The wise Referee will use or ignore the hex descriptions as he sees fit. He need never be caught unprepared. Regardless which hex players wander into, the Referee will always have something at hand.

To aid the Referee, only the weird, fantastical, and magical is described herein. The mundane is left to the discretion of the campaign Referee, to be supplied according to the characteristics of his own conceptions or campaign world. Detailed encounter tables of (for example) French knights, monks, pilgrims, etc. would be of scant use to a Referee whose campaign

The societies, flora, and fauna of this predominantly mountainous and wooded isle resemble those of the French territory of Auvergne circa A. D. 1311. The island's highest elevation reaches 8,900 feet, and the most common trees are various types of pines as well as aspens. The human population numbers approximately 70,000. Though only places with a population of at least 1,500 are noted in the hex descriptions, many hamlets, villages, thorps, etc. dot the island. Ruins (similar to Roman ruins of circa A. D. 200) of a previous civilization are found throughout the island.

5



0609 Tulips of variegated colors bloom in profusion in a meadow roughly 300' in diameter. When any human walks in the meadow, the stalks of the flowers bend towards the person, and a musical humming almost too soft to be heard emanates from the tulips.

0610 A 30' long serpentine platypus (ARMOR: as chain + shield, HD 5, HP 28, MOVE 120' [slithering or flying], 2d6/bash) has no limbs, so it slithers as a snake upon the ground, walls, or ceiling with equal facility. It copiously perspires blood. At will the beast can emit light (as the spell) from its body. Anyone killed by it will transform and rise as another such creature in 3d12 hours. A *Remove Curse* spell will restore such victims' humanity.

0611 In a secluded glen, perpetual spring reigns. Within grow bay laurel, palm, and apple trees. The vegetation is a veritable cornucopia of medicinal herbs and flowers. From one of the trees grows golden apples that when eaten cure all diseases and leave one in a drunken stupor for 12 hours. This valley is a paradise to all but ophidiophobics, for harmless snakes (brightly colored and gorgeously patterned) slither throughout. An 8th-level magic-user (ARMOR: none, HD 8, HP 31, MOVE 120') dwells here. He carries a 6' long snake, patterned with blue and yellow rings, across his shoulders. The magic-user is armed only with a bronze staff. He will use his medicinal knowledge of the valley's flora to heal all non-hostile men at a rate of 1d8 HP per day. The snakes here will attack in writhing hordes anyone wicked enough to harm the magic-user. Each victim will automatically take 1d6 points of damage each round until he escapes the valley.

0612 A mossy stone well stands 30' from the last remnants of a wooden cabin. The winch still works, and the wooden bucket is still sound. The dark green waters 20' down will lower a drinker's charisma by 1d6 points



0610



0708

0708 A 16' tall aspen (ARMOR: none, HD 9, HP 41, MOVE none, 1d8/bash) has four trunks rising from the ground to join into a larger trunk 6' above the ground. One of the four lower trunks has the likeness of an ineffably sad human face, while the opposite one has the likeness of a laughing human face. Anyone who dares to touch one of the faces (or who damages the tree) will be buffeted by a branch of the aspen tree.

0709 Thirteen bipedal termites (ARMOR: as chain + shield, HD 7, HP 32, 32, 19, 30, 32, 36, 29, 35, 32, 26, 26, 32, 48, MOVE 90', 1d3/projectile) are 2' tall, have glowing blue eyes, and are covered with sores oozing foul slime. Anyone touching the ooze will lose 3 points of strength (which return at the rate of 1 point/hour). The gaze of a termite-man will trap its victim in a crackling blue energy barrier of up to 35 square feet. Those trapped are helpless, but another can harmlessly collapse the barrier by touching it with metal. The monsters attack by spurting (up to 40' distant) a noxious liquid. They can walk upon walls and ceilings.

0710 Upon a sweeping greensward rises a castle invisible to all those outside it. To those entering the castle, though, it becomes visible. Here dwells a grave and courteous knight, who is a 5th-level fighter (ARMOR: plate + shield, HD 5, HP 24, MOVE 60'), and his retinue of 40 souls.

0711 A 7' long caterpillar (ARMOR: as plate + shield, HD 6, HP 23, MOVE 120', 1d6+1/bite) has skin made of metal. It can crawl upon walls and ceilings as easily as upon the ground.

0712 A woodcutter from this town (population 1,800) claims to have found a glen of perpetual spring (hex 0611). His fear of the multitudinous serpents within the glen kept him from entering.



0709

0713 The delicate influence of the Enchantress of Petals, a 6th-level magic-user (ARMOR: none, HD 6, HP 10, MOVE 120'), keeps winter and autumn at bay in this secluded mountain vale. Garbed in dresses made of flower petals, her fresh and tender beauty makes it impossible to attack her unless a saving throw is made at -3. She can entice flowers of any sort to grow to maturity within minutes, and she can make animated rose bushes with long thorns to both defend and attack (automatic 1d6 damage per round, no saving throw).

0714 Twelve weird monstrosities (ARMOR: none, HD 5, HP 22, 23, 27, 27, 27, 23, 22, 21, 20, 18, 27, 18, MOVE 60', 1d3/fists) consist of transparent mold in the shape of 18" tall humanoids. They are so unnatural that they cannot abide the existence of humans (though any magically affected human [cursed, polymorphed, etc.] will not be attacked by the creatures except in self-defense). In combat each will attack the foe that inflicted the most damage with its most recent attack. Failing that, they will attack the foe with the most remaining hit points. In mêlée these creatures are quite ineffective, flailing with their small fists. In lieu of its mêlée attack, these monsters can generate a circle of death. Any creature within this area must make a saving throw or take 3d10 points of damage each round it is in the area of effect. This attack can be centered on a point up to 70' away from the monster, affecting everyone within a 70' radius. These mold-men are unable to be hurt by fire (whether natural or magical).

0715 Amongst the pines is the humble home of the Chromatic Master of Hues, a 4th-level magic-user (ARMOR: chain, HD 4, HP 10, MOVE 90') armed with a halberd with a multi-colored shaft. His only power is the ability to change the color of anything in his sight (no saving throw). He will change the color of any man who threatens him. Hot pink skin with bright yellow



0711



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