

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES



DUNGEON OF THE UNKNOWN



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CREDITS

Author: Geoffrey McKinney

Artwork: Amos Orion Sterns

Cartography: Glenn Collier

Editor: James Edward Raggi IV

Design and Layout: Jeremy Jagosz

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LEGENDS

The Referee might wish to let each player character know one or more of the following legends about the dungeons. The Referee will determine each one's degree of truthfulness (if any).

1. The dungeons hold the Lost Treasure of the Electrum King.
2. If you see a donkey in the dungeons, feed it.
3. The dungeons periodically flood.
4. The dungeons hold invaluable Atlantean artifacts.
5. Death awaits those who enter the bull's mouth.
6. A pirate ship has been spotted near the dungeons.
7. A dragon lairs deep within the dungeons.
8. King Minos's true Labyrinth lies not in Krete but within the dungeons.
9. Beware of odd stone shapes, for they might be the fungus dragon!
10. Kiss the beautiful naked woman within the dungeons.
11. The ancient myths lie: Bellerophon did not slay the Chimera, for it resides in the dungeons.
12. Berserkers from the North lie in wait for dungeon explorers.
13. Forbidden pagan mysteries in the dungeon will tempt even the pure of heart.
14. The dungeons have more than one entrance.
15. Some kind of nut runs around in the dungeons. Stay away from him. He's not normal.
16. A rich merchant's lovely daughter is held for ransom within the dungeons.
17. It is best not to touch anything that glows in the dungeons.
18. Bloodthirsty guinea pigs infest the dungeons. They are susceptible to specially-trained dungeon chickens—only 6 tin pieces each!
19. A maker of magical statues domiciles within the dungeons.
20. The dungeon has dozens of levels.

WANDERING MONSTERS

Check for wandering monsters every three turns (1 in 6 chance).

Dungeon Level One

- 1: Goop, Glop, or Glob (pages 4-8)
- 2-3: Chimeric Creature (pages 15-28)
- 4: Human (pages 29-31)
- 5-6: Animated Animal (page 32)

Dungeon Level Two

- 1-2: Goop, Glop, or Glob (pages 4-8)
- 3-4: Chimeric Creature (pages 15-28)
- 5: Human (pages 29-31)
- 6: Animated Animal (pages 32)

GOOPS, GLOPS, AND GLOBS

All goops have the same armor class as does an unarmored man. Being mindless, these entities are all immune to mind-affecting magic. Roll on the following tables to determine their other characteristics:

Color

01-07:	amber
08-14:	aquamarine
15-21:	cerulean
22-28:	chartreuse
29-35:	citron
36-42:	jade
43-49:	maroon
50-56:	mauve
57-63:	puce
64-70:	russet
71-77:	ultramarine
78-84:	vermillion
85-92:	splotched (one basic color, and splotches of one or two other colors)
93-00:	swirled (2-4 colors)

Hit Dice

Average Level of PCs	Hit Dice of Goop
1	2
2	2-3
3	2-4
4	3-4
5	3-5
6	4-6
7	5-6
8	5-7
9	7-8
10	8-10

Move (All can move on walls and ceilings as easily as on the floor.)

01-13: cannot move (drips from ceiling, surprises 1-3 on a six-sided die)

14-25: cannot move (puddle on floor)

26-50: one-twelfth the speed of an unencumbered man

51-75: one-fourth the speed of an unencumbered man

76-00: one-half the speed of an unencumbered man

Immunities

- 1: hit only by bronze weapons
- 2: hit only by cold iron weapons
- 3: hit only by silver weapons
- 4: hit only by wooden weapons
- 5: crushing attacks (half damage)
- 6: crushing attacks (no damage)
- 7: cutting attacks (half damage)
- 8: cutting attacks (no damage)
- 9: piercing attacks (half damage)
- 10: piercing attacks (no damage)
- 11: all physical attacks (half damage)
- 12: all physical attacks (no damage)
- 13: cold (half damage)
- 14: cold (no damage)
- 15: fire (half damage)
- 16: fire (no damage)
- 17: electricity (half damage)
- 18: electricity (no damage)
- 19: magic immunity
- 20: magic resistance (1d20)*

Damage

01-75:	1-6
76-90:	1-8
91-00:	1-10

Number of Special Abilities

01-50:	2 immunities, 2 powers
51-63:	2 immunities, 3 powers
64-75:	3 immunities, 2 powers
76-83:	2 immunities, 4 powers
84-92:	3 immunities, 3 powers
93-00:	4 immunities, 2 powers

*When a spell is cast on the goop, the spell has no effect on a roll under or equal to the resistance number.

For every level of the spell caster under 11th, add 1 to the goop's magic resistance. For every level of the spell caster over 11th, subtract 1 from the goop's magic resistance.

Powers

- 1: camouflage** – The goop can change color to match its surroundings, thus surprising on a roll of 1-4 on a 6-sided die. When camouflaged, the goop is invisible to those at least 50' away.
- 2: destroys leather** – On a successful attack, the goop destroys one of its victim's leather possessions. Leather armor is always destroyed first.
- 3: destroys metal** – On a successful attack, the goop destroys one of its victim's metal possessions. Metal armor is always destroyed first, then weapons with the most metal. A sword will be destroyed before a spear, for example. When coins are targeted, 10 of them are destroyed with a single attack.
- 4: destroys stone** – On a successful attack, the goop destroys one of its victim's stone possessions. Note that gems are stones!
- 5: destroys wood** – On a successful attack, the goop destroys one of its victim's wooden possessions. Weapons are always destroyed first.
- 6: duplicates** – When struck by a weapon, the goop separates into two goops. Each operates at full capacity except for hit points. For example, if a goop with 19 hp divided, one resulting goop would have 10 hp and the other would have 9 hp.
- 7: engulf/envelop** – When the goop rolls a 20 on its attack roll, it envelops its target and does automatic damage each round (no to-hit roll required). Such an unfortunate cannot attack.
- 8: mimicry** – The goop can change its shape to approximate any inanimate object of its general size.
- 9: psionic blast** – The goop can psychically attack one intelligent (humans, but not animals) creature up to 50' distant once per day. This attack requires no to hit roll and does 1-6 points of damage.
- 10: regeneration** – The goop regenerates 1 (70% chance), 2 (20% chance), or 3 (10% chance) hit points at the beginning of each round. One in ten regenerating goops will continue regenerating even at negative hit points. Each of these latter, more dangerous goops cannot regenerate damage from a single attack form (fire, acid, cold, lightning, weapons, etc.), as decided by the Referee.
- 11: sticky** – Any mêlée weapon that strikes the goop will stick to it. Those with a Strength score of 3 to 12 have a 33% chance of yanking a weapon free after a

full round's effort. Those with a Strength of 13 to 15 have a 50% chance, those with a Strength of 16 or 17 have a 67% chance, and those with an 18 Strength have an 83% chance. As many attempts as necessary may be put forth to free a stuck weapon.

12: transforms victim – Anyone killed by the goop will turn into an identical goop (though the new goop should have its hit points rolled) in 1-4 rounds.

SIX EXAMPLE GOOPS

Adjust Hit Dice and Hit Points as necessary for the PCs' average level.

Maroon Goop with Citron Splotches

ARMOR: as unarmored man

HIT DICE: 2 Hit Points: 9

MOVE: one-fourth the speed of an unencumbered man

DAMAGE: 1-6

IMMUNITIES: crushing attacks (no damage), cutting attacks (no damage)

POWERS: camouflage, destroys metal

Cerulean Glop

ARMOR: as unarmored man

HIT DICE: 2 Hit Points: 8

MOVE: cannot move (drips from ceiling, surprises 1-3 on a six-sided die)

DAMAGE: 1-6

IMMUNITIES: all physical attacks (no damage), cold (half damage)

POWERS: destroys stone, regeneration (1 hp/round)

Puce Glob

ARMOR: as unarmored man

HIT DICE: 2 Hit Points: 9

MOVE: one-fourth the speed of an unencumbered man

DAMAGE: 1-8

IMMUNITIES: hit only by cold iron weapons, piercing attacks (no damage)

POWERS: psionic blast, sticky

Chartreuse Goop

ARMOR: as unarmored man

HIT DICE: 2 Hit Points: 11

MOVE: one-half the speed of an unarmored man

DAMAGE: 1-6

IMMUNITIES: hit only by bronze weapons, cold (no damage)

POWERS: destroys leather, mimicry, transforms victim

Ultramarine Glop

ARMOR: as unarmored man

HIT DICE: 2 Hit Points: 9

MOVE: cannot move (puddle on floor)

DAMAGE: 1-6

IMMUNITIES: hit only by silver weapons, lightning (half damage), magic resistance (9)

POWERS: destroys wood, engulf/envelop

Mauve Glob

ARMOR: as unarmored man

HIT DICE: 2 Hit Points: 10

MOVE: one-twelfth the speed of an unencumbered man

DAMAGE: 1-6

IMMUNITIES: all physical attacks (half damage), fire (half damage), lightning (no damage)

POWERS: duplicates, transforms victim

TREASURES

The author prefers for characters of all levels to have to grub for money merely to buy mundane equipment, arms, and armor. Consider that Fafhrd and the Gray Mouser were typically cash-strapped, in spite of being described as 15th level characters. Any Referee who wishes to include more abundant treasures can simply transmute the metals to gold, multiply the values, or whatever. This product uses a copper standard and includes three types of less valuable coins:

10 tin pieces (t.p.) = 1 brass piece (bs.p.)

5 brass pieces (bs.p.) = 1 bronze piece (bz.p.)

2 bronze pieces (bz.p.) = 1 copper piece (c.p.)

100 t.p. = 10 bs.p. = 2 bz.p. = 1 c.p.

If you use a gold standard, convert the treasures in this book as follows:

Tin pieces become copper pieces.
 Brass pieces become silver pieces.
 Bronze pieces become electrum pieces.
 Copper pieces become gold pieces.

T1: Chest of 211 g.p. These coins are actually gold-covered chocolate worth 1 t.p. each (basically penny candies). Carrying them in the dungeon makes wandering monsters appear on a roll of 1-2 (instead of only on a roll of 1) on a 6-sided die. These additional wandering monsters will be Chimeric Creatures (not humans or goops) since the monsters' superior noses can smell the chocolate.

T2: A 6" diameter disk of fired clay inscribed with esoteric glyphs containing the following magic spell:

Rose-Moles in All Stipple upon Trout That Swim

Magic-User Level 1

Duration: 2-5 hours

Range: 30'

The Magic-User and up to 14 of his willing companions (as well as their mounts) become non-sentient red spots upon a trout. All to be transformed must be within range of the trout in its natural habitat. The spell in no way summons or controls trout, nor does it tell the Magic-User if any trout is in range. Streams and lakes in the Isle of the Unknown have a 20-80% chance of having trout within the spell's range. Carried equipment and mounts have a 10% (minus 1% per caster level) chance of remaining behind rather than transforming with their owners. After 2-5 hours those transformed will return to their true form, probably in the midst of a stream or lake, and possibly stark naked.

T3: An 8" tall statuette of carved and painted oak, depicting a bare-breasted goddess holding a snake in each hand. The proper scholar or collector would pay up to 30 c.p. for it.

T4: An arrow with the following inscribed in Classical Greek: "I seek the heart of the winged beast of iridescent feathers that walks like a man." This arrow will encase in unmelting ice the monster detailed in hex 2115 of *Isle of the Unknown*. The monster will not be able to break or escape from the ice. The arrow is otherwise normal. Though the monster does not receive a saving throw, a successful to hit roll is required. The arrow has a 50% chance of breaking if it misses.

T5: A small belt pouch holding 19 t.p., 6 bs.p., and 3 bz.p. These coins are of recent mint.

T6: A mule in magical stasis. It will come to life if offered food or water.

T7: A 2' tall amphora beautifully glazed and painted with a kraken under the waves. The proper scholar or collector would pay up to 100 c.p. for it.

T8: 50' of rope, a 10' wooden pole, 12 iron spikes, a tinder box, and a steel mirror amongst the broken skeleton of a man.

T9: A bubbly, sky-blue liquid less dense than water fills a 4-ounce glass bottle. If the entire contents are consumed by or poured upon a human transformed into another form, he will be restored to his humanity. These instructions for its use are inscribed on the bottle in the Eteocretan language, using the Linear A writing system. No known scholar can decipher this script, but perhaps a learned cultist of a mystery religion might be of assistance.

T10: A leather belt pouch of exquisite workmanship (worth 2 c.p.) that will hold up to 100 coins. If any metal is placed in it for longer than 5 minutes, the pouch and its contents will vanish.

T11: Three small brazen rods, each worth 25 bs.p.

T12: The copper key (worth 5 c.p.) that opens the chest in W5 (page 13).

WEIRD LOCATIONS

W1: A fresco of the Goddess under her aspect of the Nubile Girl changes the gender of any intelligent creature that touches it (save applies), and such a changed person also gains stunning good looks (Charisma 18). This cannot be reversed by touching the fresco again.

W2: From the Font of Endless Platonic Solids streams forth a profusion of the Platonic solids: golden yellow tetrahedrons (4-sided), ruby hexahedrons (6-sided), emerald octahedrons (8-sided), sapphire dodecahedrons (12-sided), and diamond icosahedrons (20-sided). Each solid is six inches across and composed of softly glowing energy. Each pops out of existence in 1-10 rounds. If any magic (from spell or item) is used within the room, each person within the room will have a solid (equal chance of each type) merge into his body with a result determined on the table below (no saving throw). Roll the same type of die as the merged solid. For example, if a dodecahedron merged with a character, roll a 12-sided die on the table. Unless otherwise noted, effects last for a number of days rolled on the appropriate die.

1. Takes 1 hp damage per character level (or 2 hp damage per character level if tetrahedron).
2. All possessions permanently vanish, leaving the character naked.
3. Skin turns the same color as the Platonic solid.
4. Skin turns the same color as the Platonic solid, and it also glows in the dark (making it impossible for his party to surprise anything).
5. Shrinks to 1' tall and immobilized in an indestructible jar of clear liquid for 1-4 days.
6. Re-roll all six ability scores, 3d6 in order.
7. Allergic to all metals. Any metal carried causes uncontrollable itching (no attacks possible, and opponents have +2 to hit).
8. Next time the character hits with a mêlée weapon, it shatters (but does normal damage).
9. A Magic-User's memorized spells are replaced with random spells not in his spell book. These cannot be transferred to spell book or scrolls. If the character cannot cast magic spells, he gains the one-time ability to cast a random 1st-level Magic-User spell.
10. A sudden burst of piety enables the character to cast one time a random

Cleric spell as though he were a Cleric of his own level. If the character is a Cleric, he can cast one time an extra spell of his choice that he could typically cast.

11. In fits of piety, the character will donate 10-100% of all his treasure (already possessed or later gained) to a church.
12. Grows useless wings that get in his way while fighting (-1 to attack rolls).
13. Grows a third eye, affecting depth perception (-1 to hit). On the last day with the extra eye, the eyes work together and vision is clearer than ever before (+1 to hit).
14. One of the character's weapons animates and attacks him once as though the character were striking with it.
15. Gains a noncombatant watchdog that makes it impossible for the party to be surprised, but each day the dog has a 50% chance of biting (1 hp damage) a random party member other than its owner.
16. Gains a dog as above, but it glows in the dark with a colorless light, making it impossible for the party to surprise opponents.
17. Natural animals absolutely refuse to come within 10' of the character.
18. Becomes obsessed with pole arms in all their variety. All money not spent on food, clothing, and shelter must be spent on pole arms. Talks about this hobby all the time (-3 to Charisma).
19. Transforms into a different demi-human race (equal chance of dwarf, elf, or halfling), even if nonexistent in the campaign setting. ("What in the world is that?") Depending on the exact rules used, this might make certain class abilities (spells, turning, Specialist skills, etc.) unusable.
20. All damage is healed. If undamaged, all damage from next mundane wound instantly heals.

W3: Six ever-burning wax candles float 6' high in a 5' diameter circle. Anyone extinguishing a candle will fall unconscious. One minute later the candle will relight and the person will awake. He must re-roll on 3d6 a randomly-determined attribute (no saving throw).

W4: A pinkish-white marble statue of a lovely nude woman will transform into seductive flesh and blood if a human touches it with bare flesh. If allowed to passionately kiss its animator, the person will experience (no saving throw) the following depending upon his Charisma:

3: struck unconscious for 1 hour, takes 1 hp damage per character level, and wakes up feeling unwell (attacks at -1 for next hour)

4-5: takes 1 hp damage per character level

6-8: struck unconscious for 30 minutes

9-12: no effect (other than a good kiss)

13-15: heals 1 hp per character level

16-17: struck unconscious for 1 hour and heals 2 hp damage per character level

18: struck unconscious for 1 hour, heals 3 hp damage per character level, and wakes up pleasantly woozy (attacks at -1 for the next hour)

Those with Charisma scores of 9-12 can animate the statue any number of times (the luck of the average). All other can do so only once per day. After kissing, or if not allowed to kiss, the woman turns back to marble.

W5: A chest of greenish unknown metal floats 4' in the air. It is locked, impregnable, immovable, and indestructible. A copper key (T12 on page 10) found elsewhere will open it. Laughing gas flows out, making all within 10' save or burst into raucous laughter for 2d8 rounds. A wandering monster has a 35% chance to investigate the laughter in 1-6 rounds. Characters cannot attack while laughing. The chest holds 193 bronze coins.

W6: In two rooms are a wall-mounted 8' high brass stele of a bull's head, green with age. Its mouth (3' in diameter) is open as in a bellow. Within the mouth lies utter blackness. Anyone or anything that goes through the mouth will suddenly pop out of the mouth of its identical mate on the other dungeon level. Any given person can go through only once per turn. Chimeric Creatures, Goops, and Animated Animals will not attempt to go through. If anyone tries to deface a bull's head, it will shudder. If the attempt is persisted, that head alone will disappear, while the remaining head will lose its magic.

W7: Two identical rooms (perhaps 12 and 67) each contain a teleporter. When anyone crosses the room, he is unknowingly teleported to the other identical room. The teleporter will not function again until it resets itself one hour later.

W8: The Lost Treasure of the Electrum King is a breathtaking treasure trove overflowing from chests, bags, urns, etc. to pile upon the floor in a glittering glory of electrum: coins, jewelry (many set with gems), decorative objects, etc. The treasure may be handled, but if taken from the room it will vanish

and reappear in the chamber. No one can possibly gain this treasure since it is actually a powerful illusion. The true hoard of the Electrum King lies elsewhere...

W9: Long ago a wandering saint planted here a spiritual tree. To winnow the chaff from the wheat, he inscribed beneath it: APOCALYPYSIS IOANNIS XXII:II. If any player understands the reference without looking it up, each member of the party who is not evil (or Chaotic for those using only three alignments) can come to this tree up to once per month, rub its leaves upon his wounds, and restore all his lost hit points. The leaves lose their virtue if taken from the room. If no one in the party understands the reference on the party's first visit, then none of the party can ever benefit from the tree.

W10: The stone walls of this room are coated in plaster yellowed with age. Both the doors and the walls of this room will speak in Common to anyone entering. Unfortunately, none are very intelligent. The walls will slur about "being plastered" while the doors will say they are "hanging around". Insults will be met with shouted insults, which trigger a wandering monster check.

W11: A deep red wine, smooth and fragrant, ceaselessly springs from the Magical Fountain of Wine. The first person to drink the delicious wine will heal $1d6+1$ hit points. Thereafter, each person who drinks has a 50% chance of receiving similar healing, and a 50% chance of instead becoming blissfully drunk for $3d4$ hours. Those intoxicated act last in combat and have a -3 to all their to hit rolls and saving throws. Any given person can benefit from the fountain only once per day. Wine taken from the room will turn sour and non-magical.

W12: A misshapen, dark, and furrowed stone stands in the midst of the room. Upon the wall is inscribed in Koine Greek: "Practitioner of the arcane rites, call upon the White Goddess in her three names to receive her favor." The three names referred to are Virgin, Mother, and Crone. Any Magic-User who does this will have all his cast spells immediately restored to his memory. This can be done up to one time per moon cycle. Fighters and zero-level men trying this receive no benefit. Clerics so doing will be stricken with lunacy for 1 hour.

CHIMERIC CREATURES

The nineteen new monsters detailed here are presented as suitable encounters for 1st-level characters. Since the Referee might wish to use this module with higher level PCs, information is provided for making each monster more powerful. Note that the added powers are cumulative. Thus, for example, the first monster if given 10 Hit Dice would have all four of the special abilities listed in its description.

All the monsters can see in darkness, and all have the intelligence of the appropriate wild animals.

C1

ARMOR: as unarmored man

HIT DICE: 3 Hit Points: 14

MOVE: as unencumbered man (walking and swimming)

DAMAGE: 1-6

This man-sized creature appears as a glossy black pharaoh hound with a dolphin's teeth, tail, and (near its front legs) flippers. It attacks by biting.



Special Abilities:

4+ Hit Dice: The monster generates a 20' radius sphere of darkness, centered upon itself. It can see within this darkness.

6+ Hit Dice: The monster is immune to all but four spells: *Cause Light Wounds*, *Insect Plague*, *Faerie Fire*, and *Web*.

8+ Hit Dice: The monster can breathe water as readily as air.

10+ Hit Dice: The monster can be surprised only on a roll of 1 on a 6-sided die.

C2

ARMOR: as unarmored man

HIT DICE: 3 Hit Points: 15

MOVE: as unencumbered man (walking and swimming)

DAMAGE: 1-6

This man-sized creature appears as an orangutan with the head and tail of a dugong. Greenish ooze drips from the orange-red hair covering its entire body (and thus the monster can be effortlessly tracked by



anyone). It attacks with kicks, punches, and general man-handling. In combat it will typically make loud, hooting calls.

Special Abilities:

5+ Hit Dice: The beast can try to fool others as to its location by throwing its voice up to 60'.

7+ Hit Dice: The beast can generate a 30' diameter sphere of utter silence, centered up to 40' away from itself. Magic spells (unless without a verbal component) cannot be cast within the sphere. Only one such sphere can exist at a time, and it lasts for one turn.

10+ Hit Dice: The beast can fling globs of its slime as far as a man can throw a dagger. Those struck must make a saving throw or have their movement and number of attacks reduced by half for 1d6+4 rounds.

C3

ARMOR: as leather and shield

HIT DICE: 3 Hit Points: 13

MOVE: as unencumbered man (walking and flying)

DAMAGE: 1-6

This 180-pound creature has the body of a peacock with the shell and tail of a horseshoe crab. Its shell, resplendent with the patterns, eyes, and metallic colors of a peacock tail, can fan out and act as both shield and weapon for the beast. It attacks with the razor-sharp edge of its expanded shell.



Special Abilities:

3+ Hit Dice: The sight of the interior of the creature's magnificent, expanded shell can hypnotize both men and animals. A saving throw must be made at the beginning of each round, with those failing standing in motionless fascination that round. Note that shields and Dexterity scores of such unfortunates will not help their armor class.

5+ Hit Dice: Cutting attacks will do only half damage to the beast.

8+ Hit Dice: The creature can cast an illusion as large as an elephant up to 40' away. Only one illusion can exist at any given time. Given the beast's lack of intelligence, the illusion will typically be of something from the natural world (such as a boulder, tree, tiger, etc.) rather than a complex artifact (such as a stele). These illusions cannot cause any damage, and they will disappear if touched.

10+ Hit Dice: The beast can generate 1d4+1 images of itself once per hour. The images can travel no farther than 30' from the creature. These images cannot cause any damage, but their expanded shells will hypnotize as effectively as the original. Any such image will disappear if struck.

C4

ARMOR: as unarmored man

HIT DICE: 3 Hit Points: 15

MOVE: half speed of unencumbered man (walking), twice speed of unencumbered man (flying)

DAMAGE: 1-6

This weird man-sized beast looks like a giant bee with a body composed of softly glowing oranges. It attacks with its sting.

Special Abilities:

3+ Hit Dice: Any mêlée weapon that strikes the monster will stick to its body. Those with a Strength score of 3 to 12 have a 33% chance of yanking a weapon free after a full round's effort. Those with a Strength of 13 to 15 have a 50% chance, those with a Strength of 16 or 17 have a 67% chance, and those with an 18 Strength have an 83% chance. As many attempts as necessary may be put forth to free a stuck weapon.

5+ Hit Dice: The bee can cause a 30' diameter sphere of light (equal to sunlight) to appear within 90' of it, lasting one hour. Only one such sphere can exist at a time. If the bee centers the light sphere upon a being's eyes, the victim must make a saving throw or suffer blindness for one hour.

7+ Hit Dice: Any time a mêlée attack wounds the monster, the attacker has a 25% chance of the bee's orange juice-like blood splashing him. Such a victim must make a saving throw or dance uncontrollably for 1d4+1 rounds. Dancers can do nothing other than dance, and shields and Dexterity scores will not improve their armor class.

8+ Hit Dice: Once per hour, the bee can make 2d6 beings within 25' glow with a soft orange glow like its own. The glow lasts for 1d4+1 hours, and the bee has a +2 to hit bonus against these glowing opponents.

10+ Hit Dice: The bee has a 65% chance of being immune to any magic spell cast by a 1st-level Magic-User. Reduce this chance by 5% for each level over 1st. Thus the bee has a 60% magic resistance against 2nd-level Magic-Users, 20% resistance against 10th-level Magic-Users, and no magic resistance at all against



14th-level Magic-Users. The bee has no special resistance against Cleric spells.

C5

ARMOR: as unarmored man

HIT DICE: 3 Hit Points: 14

MOVE: as unencumbered man (walking)

DAMAGE: 1-6

This man-sized porcupine has, instead of quills, various types of flowers growing from it: chamomile, cyclamen, daisy, gladiolus, hyacinth, iris, orchid, poppy, and tulip. It attacks with its long claws.



Special Abilities:

3+ Hit Dice: The fragrance of the porcupine corrodes iron and steel within 60'. Any item made of these metals has a 50% chance per round while within the area of effect of crumbling to dust.

5+ Hit Dice: Once per day the creature can emanate a barrier of scintillating energies within 60' of it. This barrier can be up to 25 square feet per Hit Die of the creature, and it can be shaped in any configuration. Those who lightly touch the barrier will receive a painful (though undamaging) shock. Any who tries to cross through the barrier will take 1-4 points of damage per round (no save), and it takes 1d4+1 rounds to make it through. The barrier lasts for one hour, though the porcupine can dissipate it sooner than that.

7+ Hit Dice: An invisible hemisphere prevents any animal (including humans) that exists in the real world from coming closer than 10' to the porcupine.

9+ Hit Dice: All physical attacks cause only half damage to the beast. Magic spells have full effect (though saving throws apply if applicable).

10+ Hit Dice: In lieu of a mêlée attack, the porcupine can dispel magic as a Magic-User of equal level to its hit dice.

C6

ARMOR: as shield

HIT DICE: 3 Hit Points: 15

MOVE: as unencumbered man (walking)

DAMAGE: 1-6

This man-sized monster looks like a man-sized bipedal red ant with two heads: an ant head and a gazelle head (though the latter head has ant eyes). It



can crawl along walls and ceilings as easily as it can upon the floor. The beast attacks with its powerful mandibles.

Special Abilities:

5+ Hit Dice: The monster moves 25% faster than an unencumbered man.

8+ Hit Dice: During combat the beast blinks in and out of existence. Each round roll percentile dice to determine from where it attacks its opponent:

01-05: Front

06-80: Rear

81-95: Flanking (unshielded side of opponent)

96-00: Out of mêlée range (no attack from monster)

10+ Hit Dice: Once per day the ant can stun opponents within 70' of itself. Anyone who fails his saving throw will fall unconscious for 1d8+1 rounds.

C7

ARMOR: as unarmored man

HIT DICE: 4 Hit Points: 21

MOVE: as unencumbered man (walking, swimming, and flying)

DAMAGE: 1-6

This man-sized beast looks like a slender frog with the eyes, wings, and tail of a dragonfly. In dim light its body appears lime green, but in light at least as strong as a torch it glistens metallic blue, purple, and green. The frog-thing attacks by hitting opponents with its prehensile tongue, which it can shoot as far as 10'.

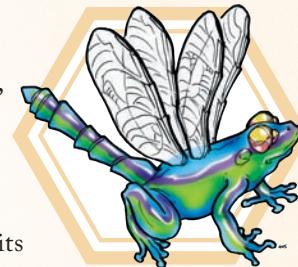
Special Abilities:

5+ Hit Dice: No mental attacks (such as *Charms*, *Suggestions*, *ESP*, psionics, etc.) can affect the creature.

7+ Hit Dice: Once per day, the monster can turn rock to mud, up to 25 cubic feet per Hit Die.

9+ Hit Dice: Each round (in addition to its mêlée attack) the beast's gaze can destroy any one wooden item up to the size of a wagon. Destroyed items collapse in an odorous, rotten heap. This power does not affect magic items made of wood.

10+ Hit Dice: The monster's body consists of an oily liquid. Thus, physical attacks do no damage to it (though magic spells affect it normally). Its tongue becomes solid when the beast attacks or attempts to grab something with it.



C8

ARMOR: as unarmored man

HIT DICE: 4 Hit Points: 18

MOVE: as unencumbered man (walking, swimming, and flying)

DAMAGE: 1-6

This man-sized creature looks like a body of a bluestripe snapper fish, the legs of a pink tarantula, and the wings, tail, and beak of a hawk. Colorful geometric patterns cover the feathers of its wings and tail. The beast attacks with its beak.



Special Abilities:

5+ Hit Dice: Once per turn the monster can spin sticky webs, shooting them as far as a rock hurled from a sling. The webs can cover up to 25 square feet per Hit Die of the creature. Anyone coming into contact with the webs must make a saving throw or become ensnared for a number of rounds equal to 20 minus his Strength score. The spider-beast cannot hit a moving target with its web.

9+ Hit Dice: The creature surprises on a roll of 1-3 on a 6-sided die.

C9

ARMOR: as leather and shield

HIT DICE: 4 Hit Points: 20

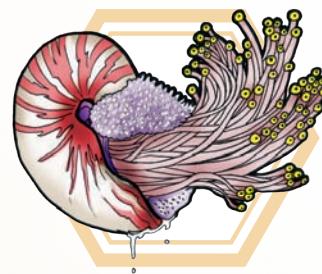
MOVE: as unencumbered man (flying and swimming)

DAMAGE: 1-6

This man-sized creature looks like levitating (about 1' off the ground) chambered nautilus with an eye at the tip of each of its eighty-eight tentacles. It attacks by lashing with these tentacles up to 5' away. The nautilus continuously oozes fragrant coconut milk from its shell, about 1 cup every 3 hours. The milk vanishes 24 hours after it is produced. Anyone drinking a cup of the milk will heal 1-6 hit points up to once per day.

Special Abilities:

4+ Hit Dice: The nautilus can see through all illusions and can see all invisible objects or creatures.



a

4+ Hit Dice: The beast can use telekinesis to move things that it can see, up to 70 pounds for each of its Hit Dice. This power has a range of 100'.

4+ Hit Dice: The creature can hear absolutely everything that makes any noise within 50' of itself, regardless of walls, floors, barriers, etc.

7+ Hit Dice: Piercing attacks do only half damage to the nautilus.

9+ Hit Dice: The creature can see absolutely everything within 50' of itself, regardless of walls, ceilings, barriers, etc.

10+ Hit Dice: The nautilus has ESP that enables it to read the mind of any human, animal, or monster within 50' of it. It will use this knowledge to try to protect itself against any spells, attacks, or tactics used against it.

C10

ARMOR: as leather and shield

HIT DICE: 4 Hit Points: 23

MOVE: half speed of unencumbered man (walking), as unencumbered man (swimming)

DAMAGE: 1-6

This 280-pound creature looks like a zebra octopus with the red and green splotched shell of a turtle. A rhinoceros-like horn grows from the beast's head. It can attack foes up to 8' away with its tentacles.



Special Abilities:

5+ Hit Dice: Three times per day the octopus can squirt a 10' sphere of indigo ink as far as a man can throw a dagger. Those within the area of effect must make a saving throw or suffer blindness for 3 turns. Blinded characters typically have a -6 on to hit scores, and Dexterity and shields cannot improve their armor class.

7+ Hit Dice: The creature can swiftly shift its colors to blend into its surroundings. This camouflage makes it effectively invisible to those at least 50' distant, and when camouflaged it will surprise foes on a roll of 1-4 on a 6-sided die.

9+ Hit Dice: The entity can animate any one non-living object at a time, up to 5 cubic feet for each of its Hit Dice. The combat statistics of animated objects must be determined by the Referee based upon their nature.

10+ Hit Dice: Crushing attacks do no damage to the beast.

C11

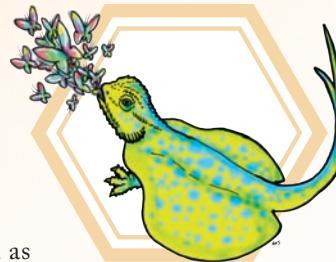
ARMOR: as shield

HIT DICE: 4 Hit Points: 17

MOVE: as unencumbered man (walking, swimming, and flying)

DAMAGE: 1-6

This 300-pound creature looks like a yellow bearded dragon with its body shaped and marked as that of a blue-spotted stingray. It attacks with its stinging tail.



Special Abilities:

4+ Hit Dice: Three times per day the beast can breathe forth a cloud of multichromatic, metallic butterflies in a 20' diameter cloud. Their razor-sharp wings cause 6 hit points damage (half if save is made) to all those within the cloud. (If the Referee increases the monster's Hit Dice, then the damage caused will be 1.5 times the monster's Hit Dice, rounding fractions down.) The butterflies disperse harmlessly after the initial round.

6+ Hit Dice: All forms of magic (whether spells, magic items, magical abilities of monsters, etc.) utterly fail within 10' of the creature. A being under the effect of a spell cannot approach within the anti-magic sphere. A bolt of magical energy fired at the creature would simply fizzle away when it hit the sphere. This ability does not negate the dragon's other special abilities.

8+ Hit Dice: Anything from the plant kingdom (including molds, fungi, slimes, goops, etc.) will immediately wither and die if it comes within 10' of the beast.

10+ Hit Dice: Any damage done to the monster heals it (but only up to its normal maximum hp total). The sole exception to this is fire, whether mundane or magical, which does damage as normal.

C12

ARMOR: as shield

HIT DICE: 4 Hit Points: 19

MOVE: as unencumbered man (swimming and flying)

DAMAGE: 1-8

This 250-pound beast looks like a bright purple seahorse with orange mottles, levitating 1' above the



ground. It has the teeth of a tiger shark, and it uses these to attack. Its wet body constantly drips water.

Special Abilities:

6+ Hit Dice: Fire-based attacks, whether mundane or magical, do only half damage.

9+ Hit Dice: The creature is naturally invisible, and it remains invisible even when attacking. The Referee might wish to give a -6 penalty to attacks against it, and to discount opponents' shields and Dexterity bonuses to their armor classes. The beast becomes visible if slain.

C13

ARMOR: as leather

HIT DICE: 4 Hit Points: 17

MOVE: as unencumbered man (walking, swimming, and flying)

DAMAGE: 1-8

This 8' long beast has the body of a crocodile, the wings of a condor, and a Venus flytrap in place of a head. It attacks by biting.



Special Abilities:

4+ Hit Dice: The beast can see all invisible creatures and things.

6+ Hit Dice: The bite of the creature will crumble any non-magical stone to dust.

8+ Hit Dice: The creature can twice per day create a circle (80' radius) of shrinking centered up to 110' away from itself. Any animal (including humans) within the circle must make a saving throw or shrink to 50% of its original size. Each additional round spent in the circle necessitates a further saving throw to avoid being halved in size yet again. A creature can shrink to as little as 1% of its original size. Clothing, equipment, etc. does not shrink. The effect lasts 1d4 turns, and the circle itself lasts 1 hour. The creature is immune to its own circle.

10+ Hit Dice: *Cloudkill* spells have no effect upon the beast.

C14

ARMOR: as leather

HIT DICE: 4 Hit Points: 19

MOVE: three-fourths speed of unencumbered man
(walking and flying)

DAMAGE: 1-8

This bizarre entity appears as a 7' tall gorilla with pronounced arboreal aspects. Its hide appears rather like the bark of a pine tree, its feet end in roots, and its arms are the branches of a ponderosa pine. Black raven wings grow from its back. The monster attacks by striking with its massive branches/arms.



Special Abilities:

4+ Hit Dice: Anyone coming within 30' of the creature must make a saving throw or flee in fear for 2-8 rounds. Anyone who makes this saving throw is immune to this effect for the next 24 hours.

6+ Hit Dice: The beast's touch will transform any metal into pinewood. Up to 5 pounds for each of the creature's Hit Dice can be transformed by a single touch.

8+ Hit Dice: Once per day the creature can cause trees to animate for 1 hour. Up to 5 cubic feet per each of the creature's Hit Dice can be so animated. These trees have the following statistics: Armor as leather, Hit Dice from 1 to 10 (depending on size), Movement half speed of unencumbered man, Damage 1-4 to 1-10 (depending on size).

10+ Hit Dice: Offensive spells of up to 5th level cast against the creature will be reflected back upon the caster.

C15

ARMOR: as shield

HIT DICE: 5 Hit Points: 25

MOVE: twice the speed of an unencumbered man
(walking)

DAMAGE: 1-10

This 250-pound monster appears as a Smilodon with eight feline legs and two front scorpion-like pincers. A red carapace covers the creature's shoulders and back. It attacks with either pincers or a ferocious bite.



Special Abilities:

6+ Hit Dice: The monster's acidic blood will destroy any non-magical cutting or piercing weapon that hits it, and the splashing blood will do damage to the weapon's wielder equal to getting splashed with flaming oil.

8+ Hit Dice: Fire, both magical and mundane, cannot hurt the creature.

C16

ARMOR: as shield

HIT DICE: 5 Hit Points: 23

MOVE: as unencumbered man (swimming and flying)

DAMAGE: 1-6

This 200-pound creature appears as a blue squid with 6' butterfly wings intricately patterned with all the colors of the rainbow. A film of ice coats the entirety of the beast. The ice absorbs the first 12 hit points of any fire damage, but this melts the ice (giving the monster the Armor of an unarmored man). The ice will grow back in 3 hours. The beast attacks with its tentacles.

**Special Abilities:**

5+ Hit Dice: When the beast hits an opponent with its tentacles, it grabs hold and automatically does 1-6 points of damage every round thereafter until it lets go. The monster cannot attack anyone else while it is squeezing an enemy.

5+ Hit Dice: Once per hour the creature can generate a barrier of solid ice, up to 25 cubic feet for each of its Hit Dice. The barrier can form up to 50' away from the creature.

6+ Hit Dice: Any opponent hit by the creature's tentacles must make a saving throw or find himself teleported to another room (randomly determined) in the dungeon.

7+ Hit Dice: Mind-affecting magic has no effect upon the monster.

9+ Hit Dice: The creature can, once per round, change itself into any real-world animal. While in animal form, the monster has all the abilities of that animal, but none of its own (other than shape shifting).

10+ Hit Dice: The monster can become incorporeal, appearing as a ghostly image of itself. In this state, only magic weapons, items, and spells can harm it. The creature cannot attack others while incorporeal, though it can still form icy barriers. The monster can decide whether or not to be incorporeal each round when it is its turn to act.

C17

ARMOR: as unarmored man

HIT DICE: 5 Hit Points: 25

MOVE: as unencumbered man (slithering)

DAMAGE: 1-6

This creature appears as a 10' long snake-like agglomeration of mushrooms of various sizes and every imaginable color (with pale green and orange predominating). It constantly sheds bits of fungus. This entity attacks by lashing its tail.

Special Abilities:

5+ Hit Dice: Every time the creature hits, the armor worn by its victim degrades by 1 point. It will destroy its foe's shield first, followed by its body armor.

5+ Hit Dice: The creature receives a +3 bonus to all of its saving throws.

5+ Hit Dice: The monster can alter its shape to appear as inanimate stone of any type or shape (though only of the same general size as the fungus snake). It will attack by surprise any unsuspecting victim who comes within 5' of the disguised creature.

7+ Hit Dice: The beast can transform itself into a puddle of disgusting liquefiant fungus. In this liquid state it cannot make mêlée attacks, nor can physical attacks harm it (though magic weapons and spells can).

8+ Hit Dice: The creature can shift its shape to a 10' diameter patch of apparently normal mushrooms.

9+ Hit Dice: Crushing attacks do only one-half damage to the beast.

10+ Hit Dice: Three times per day the creature can fire (with the range of a short bow) a thin ray from its head. No to hit roll is necessary. The ray's target must make a saving throw or suffer Confusion. A victim who fails this saving throw must each round thereafter roll another saving throw, failure indicating that he continues to suffer the effects. Once a saving throw is made (or after 1 turn in any event) the Confusion ceases. A Confused creature will do one of the following, with an equal chance of each: attack the nearest creature, attack an ally, run in a random direction, or stand utterly still.



C18

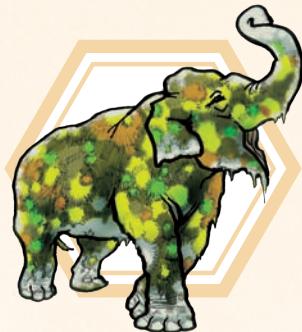
ARMOR: as unarmored man

HIT DICE: 5 Hit Points: 23

MOVE: as unencumbered man (walking)

DAMAGE: 1-6

This monster appears as an 8' tall Asian elephant composed of various sickly colors of mold (greenish-brown predominating). It attacks with blows from its trunk.



Special Abilities:

5+ Hit Dice: Any weapon striking the creature's body putrefies into a puddle of viscous liquid (though the creature still takes damage). Any entity using its own flesh to strike the mold-elephant takes 1-6 points of damage from the harmful mold.

5+ Hit Dice: Any consumable (food, drink, potion, holy water, etc.) that is carried by someone struck by the creature must make a saving throw or become spoiled and useless.

5+ Hit Dice: If the monster rolls a natural 20 to hit, the target takes 1-6 points of damage as normal and is also grabbed by the trunk, placed in the monster's mouth, and swallowed whole. Such an unfortunate automatically takes 1-6 points of damage each round thereafter, and he can attack only with small thrusting weapons.

7+ Hit Dice: The monster can, at will, shape-change into either the form of a giant hyrax (moves twice as fast as an unencumbered man but cannot swallow whole) or of a manatee (can swim but cannot swallow whole). In both shapes the entity is still obviously made of mold.

8+ Hit Dice: Piercing attacks do no damage to the mold-elephant.

9+ Hit Dice: Three times per day the beast can spit (with the range of a sling stone) a glob of mold. Anyone struck by it must make a saving throw or grow 50% larger. Armor, clothing, weapons, equipment, etc. do not grow, thus armor could be damaged or destroyed by the victim's growth. This condition lasts 1d4+1 turns. The effect is cumulative if the same victim is struck more than once. At the Referee's option the victim might be stronger and mightier in combat while enlarged.

10+ Hit Dice: Twice per day the monster can animate loose boulders and rocks, up to 5 cubic feet for each of its Hit Dice. It can also make stalactites

drop. Animated stone remains under its control for 1 turn. The Referee must determine the damage caused by animated stones based upon their mass.

C19

ARMOR: as leather and shield

HIT DICE: 6 Hit Points: 31

MOVE: as unencumbered man

DAMAGE: 1-10

This monster appears as a 2,500-pound bull with a lobster-like carapace that glows red-hot. The bull attacks with its brassy horns. Anyone engaging it in mêlée (or otherwise within 8' of it) takes one point of damage per round from the intense heat of the bull's carapace.

Special Abilities:

6+ Hit Dice: Instead of attacking, the bull can bellow. All within 60' must make a saving throw or be struck deaf for 3d4 turns. Spells (other than those without a verbal component) cast by deafened characters have a 50% chance of failure.

7+ Hit Dice: The beast regenerates 1 hit point at the beginning of every round.

8+ Hit Dice: Damage caused by the monster heals only naturally. Spells and other magical means of healing will not work.

9+ Hit Dice: Cutting attacks do no damage to the beast.

10+ Hit Dice: Three times per day the bull can heat the metal of any one character within 20'. If the intended victim fails his saving throw, everything metal in his possession gets uncomfortably hot on the first round. On the second round, the character will take 1-4 points of damage if he still holds, carries, or wears metal. On the third round the damage increases to 1-8. On the fourth round the damage falls back to 1-4. After that the cooling of the metal prevents further damage.



HUMANS

Four factions can be found in the dungeons, each one seeking to acquire the Lost Treasure of the Electrum King (W8). All men encountered in the dungeon will have food and wine for one week (though the buccaneers have two weeks' worth of rum). Each group possesses six torches per man, and a lantern and six flasks of oil for each man over 1st level (though the berserkers do not have lanterns).

H1: These Bandits are not above highway robbery, though they tend to dislike killing. Their leader (the individual of highest level amongst them) is called the Bandit Prince. They wear leather armor and are armed with spears and daggers, and 25% have short bows.

H2: These Brigands are accomplished robbers and murderers. Their leader (the individual of highest level amongst them) is called the Brigand Lord. They wear leather armor and are armed with spears and daggers, and 25% have short bows.

H3: A riotous and motley lot, the Buccaneers will do what they have to in order to gain loot. Their captain (the individual of highest level amongst them) is called the Sea King. They wear no armor, and their garb is right out of Stevenson's *Treasure Island*: unbuttoned silk shirts, colorful sashes, eye-patches, baggy pantaloons, oversized boots, hooks, peg-legs, nautical hats and bandanas, etc. The buccaneers bear cutlasses, hand axes, and daggers, and 20% have light crossbows.

H4: Hailing from the barbaric north, the Berserkers are a rough and ready lot, with all of the virtues and vices of warrior barbarians. They go naked save for rude bear pelts (which give them Armor equal to a shield), and they wield spears and clubs in battle. Their leader (the individual of highest level amongst them) is called the Bear Master.

The numbers of men and the levels of their leaders encountered depend upon the average level of the player characters. Details are given to provide encounters for a PC party of up to 10th level.

BANDITS, BRIGANDS, AND BUCCANEERS

If the average level of the PCs is 1st, then: 1d4+1 men

2nd: 2d6 men

3rd: 5d6 men

4th: 6d6 men

5th: 7d6 men and one 2nd-level Fighter

6th: 7d6 men, four 2nd-level Fighters, and one 4th-level Fighter

7th: 7d6 men, four 2nd-level Fighters, one 4th-level Fighter, and one 6th-level Fighter

8th: 7d6 men, five 2nd-level Fighters, two 4th-level Fighters, and one 6th-level Fighter

9th: 7d6 men, four 2nd-level Fighters, two 4th-level Fighters, one 6th-level Fighter, and one 8th-level Fighter

10th: 7d6 men, five 2nd-level Fighters, three 4th-level Fighters, one 6th-level Fighter, and one 9th-level Fighter

BERSERKERS

If the average level of the PCs is 1st, then: 1d4 men

2nd: 2d4 men

3rd: 4d4 men

4th: 6d4 men

5th: 7d4 men and one 2nd-level Fighter

6th: 7d4 men, one 2nd-level Fighter, and one 3rd-level Fighter

7th: 7d4 men, one 2nd-level Fighter, one 3rd-level Fighter, and one 4th-level Fighter

8th: 7d4 men, two 2nd-level Fighters, one 4th-level Fighter, and one 5th-level Fighter

9th: 7d4 men, one 3rd-level Fighter, one 5th-level Fighter, and one 9th-level Fighter

10th: 7d4 men, two 6th-level Fighters, and one 9th-level Fighter

H5: The Alchemist is an inveterate tinkerer always putting around in his laboratory. He inadvertently makes all the goops in the dungeon by pouring failed experiments down the drain. These goops never intrude upon his laboratory, nor do they ever attack him elsewhere. The Alchemist is a Magic-User 3 levels higher than the PCs' average level. His lab equipment will fetch 1,500 to 2,000 c.p. in the City in hex 2409 of the *Isle of the Unknown*.

H6: The Jester wears purple and yellow motley and a jester's hat. He is a Magic-User 4 levels higher than the party's average level. Any time an opponent succeeds on a to hit roll, the Jester will (through dodging, cartwheeling, jumping, etc.) avoid all damage if he makes a saving throw. His leering faces and japes during combat can make any one victim per round so enraged (unless a saving throw is made) that he makes his next 1-3 attacks during that combat at -2 to hit. He carries 6 daggers that he can throw with accuracy equal to a Fighter of his own level. The Jester conjures out of nothingness colorful balls that he can unerringly throw as far as a dagger. A ball will shatter and release a gas that affects its single target with one of the following random effects. A saving throw is allowed to avoid any of the effects. If the saving throw is failed, the victim gets to roll another saving throw each round to shake off the effect.

1. Victim falls asleep with a smile on his face.
2. Victim thinks that he is a love bird.
3. Victim mimes as though he is in an invisible box.
4. Victim is convulsed with hysterical laughter.
5. Victim cannot hit the Jester in combat because at the last second the victim teleports a few feet to the side so his strike misses.
6. Victim delivers a monologue of lame jokes, or gives a sad oration that is unintentionally funny.

H7: The Taxidermist lives surrounded by his work. He suspects thievery, but actually his creations come to life (1% chance per day for each animal). If attacked, 1d4+1 of the larger animals will come to life to defend him. None will be more surprised than the Taxidermist, who does not realize that he is a Magic-User 4 levels higher than the PCs' average level. His mounted animals could bring a total of 500 to 1,000 c.p. in the City in hex 2409 of the *Isle of the Unknown*, or 200 to 500 c.p. in any of the Isle's fifteen towns. Each still has a 1% chance/day of coming to life outside the dungeon.

ANIMATED ANIMALS

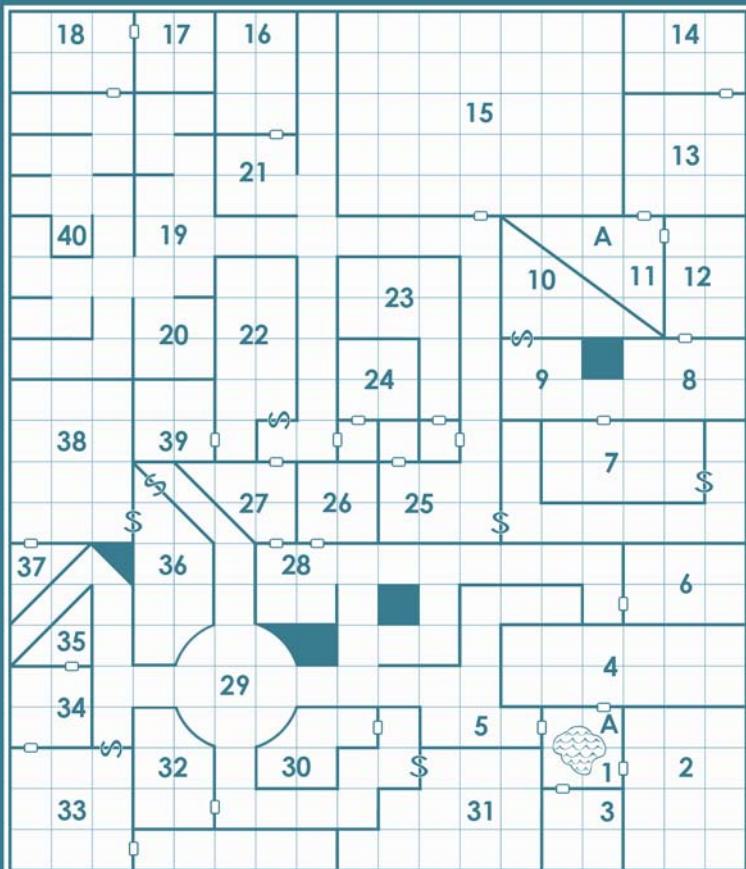
These animals can be of nearly any sort. The Referee should determine the particular beasts encountered by the strength of the party. Armor will be one of the following three:

- as unarmored man (examples: cheetahs, zebras, deer, etc.)
- as shield (examples: bulls, bears, elephants, etc.)
- as leather (examples: crocodiles, rhinoceroses, etc.)

Damage is 1-6. Movement depends on the species. Hit Dice are based upon weight:

- less than 100 pounds: $\frac{1}{2}$ Hit Die
- 100 pounds: 1 Hit Die
- 250 pounds: 2 Hit Dice
- 500 pounds: 4 Hit Dice
- 1,000 pounds: 6 Hit Dice
- 2,000 pounds: 8 Hit Dice
- 5,000 pounds: 10 Hit Dice
- 10,000 pounds: 12 Hit Dice

1. Entry Pool	—	17. Fairy Ring	C4
1A. This pool is magically joined to a pool on the surface. Any living thing (along with equipment carried) that submerges himself in one pool will emerge in the other.	—	18. Silenced Garrison	C1
2. Dead Kings' Hall	T11	19. Litter of Bones	T8
3. Shrine of the Glorious Bulls	W6*	20. Blue Arch	W10
4. Chamber of Brass Ladders	C5	21. Circle of Impenetrable Stones	—
5. Petrified Garden	—	22. Hall of Encrusted Mouths	C11
6. Silver Wisdom of the Fuller	W2	23. Theatre of the Sounds of the Sea	—
7. Enchanted Dolphin Mosaic	H1	24. Chamber of Torments	—
8. Forbidden Mausoleum	T9	25. Library of Copper Tomes	—
9. Megalith of Ever-Changing Runes	—	26. Gleaming Melodies	C10
10. Shimmering Statues of Life and Death	—	27. Bloody Lounge	C2
11. Screaming Pit	C3	28. Fiery Chamber	—
11A. Stepped shaft down to 50A	—	29. Shrine of the Kraken	W11
12. Monolith of Dripping Fangs	W7**	30. Golden Door	W8
13. Shaking Sands	C6	31. Laboratory	H5
14. Ancient Tomb	T12	32. Deadly Well	C7
15. Yellow Temple	—	33. Shining Room of Wizardry	H7
16. Mysterious Hall	H2	34. Red Harem	W1
		35. Room of Cruel Talons	—

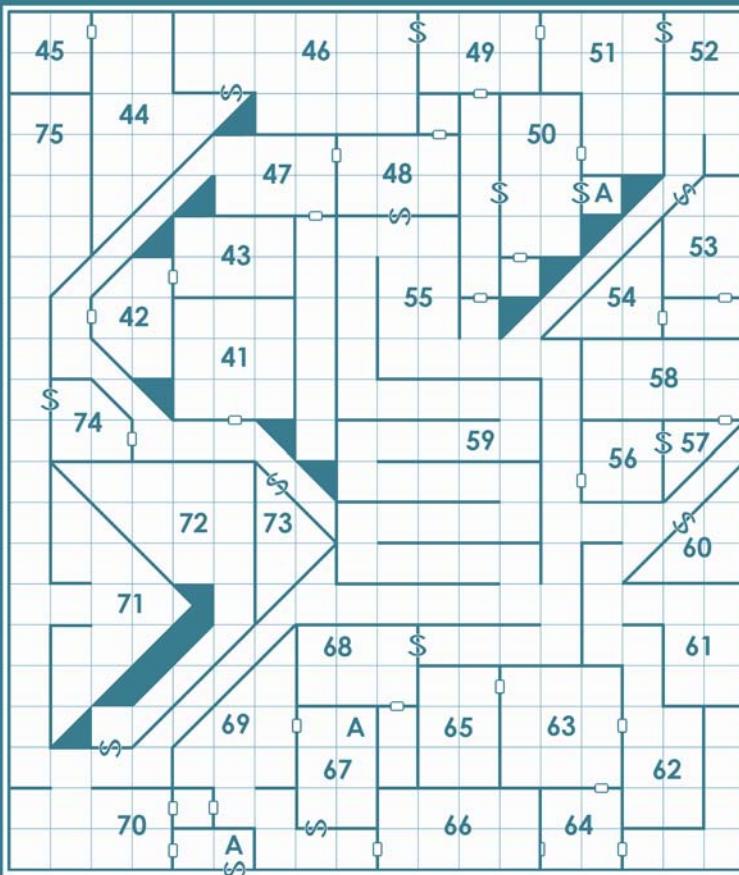


FIRST LEVEL

The first column of blanks gives possible contents for many of the rooms using the alphanumeric codes of the rooms by writing the desired alphanumeric codes in the second column of blanks.

*These two weird locations are linked.

36. Echoing Crypt	T1	_____	53. Green Barracks	C14	_____
37. Violet Room	_____	_____	54. Laughing Wall	H6	_____
38. Hollow Queens' Hall	_____	_____	55. Hall of Pale Hands	C18	_____
39. Doomed Redoubt	_____	_____	56. Room of Inscrutable Maidens	T3	_____
40. Elder Mural	T5	_____	57. The Hieroglyphs of Man	T6	_____
41. Walls of Obsidian Mirrors	_____	_____	58. Purple Fountain	H4	_____
42. Cursed Mines	T10	_____	59. Fabled Maze	C19	_____
43. Glittering Chamber of Blessings	T4	_____	60. Chamber of Maddening Lights	_____	_____
44. Proclamations of Gods and Sages	C16	_____	61. White Gate	C13	_____
45. Prison of the Void	_____	_____	62. Dancing Crystal Swords	_____	_____
46. Nighted Chasm	_____	_____	63. Frozen Lagoon	_____	_____
47. Weeping Crystal Trees	W9	_____	64. Chamber of Misty Doorways	W5	_____
48. Black Museum	T2	_____	65. Hall of Stone Knives	C17	_____
49. Hallowed Catacombs	W3	_____	66. Lost Gallery	T7	_____
50. Cistern of Death	C8	_____	67. The Singing Well at the Bottom of the World	W7**	_____
50A. Stepped shaft up to 11A	_____	_____	67A. Shaft down to the lower levels?	_____	_____
51. Ancient Golden Way	W6*	_____	68. Scintillant Legend of Endless Gold	C15	_____
52. Wondrous Statue	W4	_____	69. Orange Baths	C12	_____
			70. Halls of Trembling	H3	_____

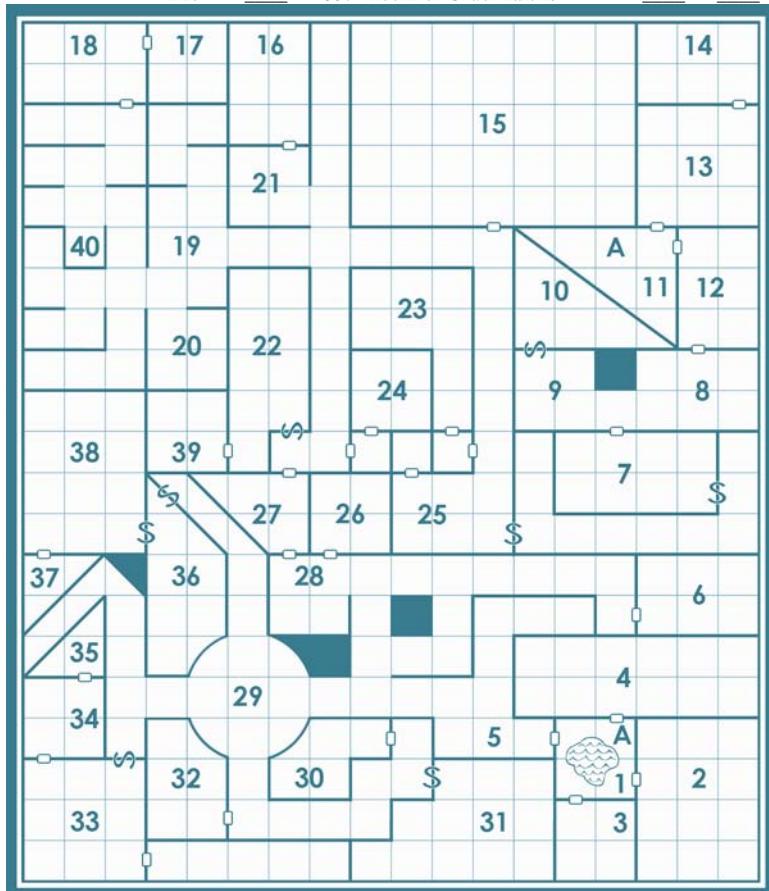


SECOND LEVEL

(such as "T11") found throughout the text of the module. The Referee can indicate the actual contents

**These two weird locations are linked.

1. Entry Pool	_____	17. Fairy Ring	C4
1A. This pool is magically joined to a pool on the surface. Any living thing (along with equipment carried) that submerges himself in one pool will emerge in the other.	_____	18. Silenced Garrison	C1
2. Dead Kings' Hall	T11	19. Litter of Bones	T8
3. Shrine of the Glorious Bulls	W6*	20. Blue Arch	W10
4. Chamber of Brass Ladders	C5	21. Circle of Impenetrable Stones	_____
5. Petrified Garden	_____	22. Hall of Encrusted Mouths	C11
6. Silver Wisdom of the Fuller	W2	23. Theatre of the Sounds of the Sea	_____
7. Enchanted Dolphin Mosaic	H1	24. Chamber of Torments	_____
8. Forbidden Mausoleum	T9	25. Library of Copper Tomes	_____
9. Megalith of Ever-Changing Runes	_____	26. Gleaming Melodies	C10
10. Shimmering Statues of Life and Death	_____	27. Bloody Lounge	C2
11. Screaming Pit	C3	28. Fiery Chamber	_____
11A. Stepped shaft down to 50A	_____	29. Shrine of the Kraken	W11
12. Monolith of Dripping Fangs	W7**	30. Golden Door	W8
13. Shaking Sands	C6	31. Laboratory	H5
14. Ancient Tomb	T12	32. Deadly Well	C7
15. Yellow Temple	_____	33. Shining Room of Wizardry	H7
16. Mysterious Hall	H2	34. Red Harem	W1
		35. Room of Cruel Talons	_____

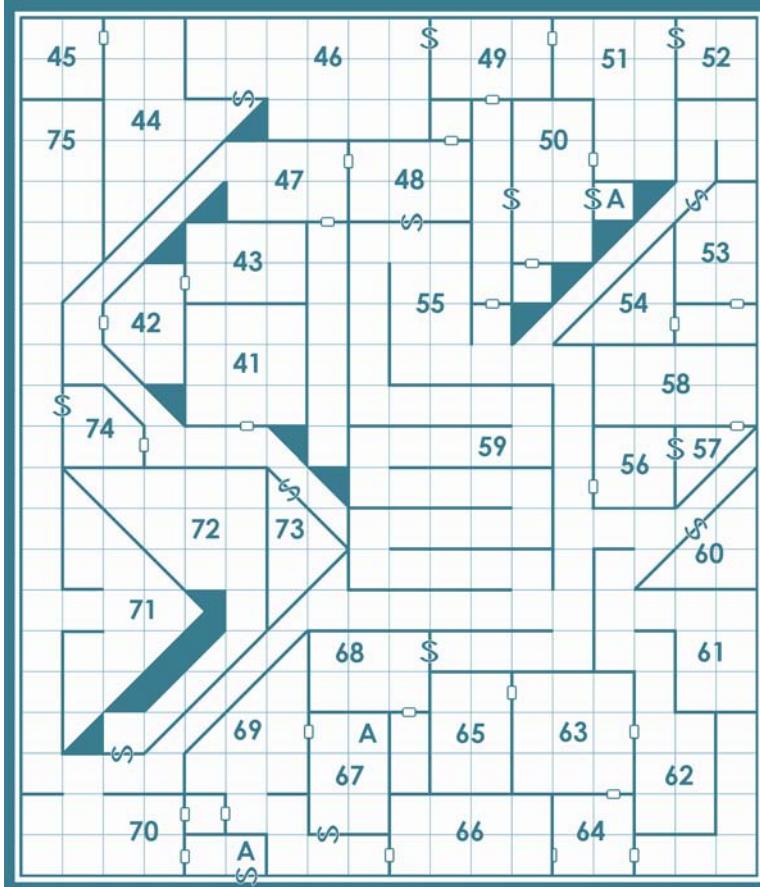


FIRST LEVEL

The first column of blanks gives possible contents for many of the rooms using the alphanumeric codes of the rooms by writing the desired alphanumeric codes in the second column of blanks.

*These two weird locations are linked.

36. Echoing Crypt	T1	_____	53. Green Barracks	C14	_____
37. Violet Room	_____	_____	54. Laughing Wall	H6	_____
38. Hollow Queens' Hall	_____	_____	55. Hall of Pale Hands	C18	_____
39. Doomed Redoubt	_____	_____	56. Room of Inscrutable Maidens	T3	_____
40. Elder Mural	T5	_____	57. The Hieroglyphs of Man	T6	_____
41. Walls of Obsidian Mirrors	_____	_____	58. Purple Fountain	H4	_____
42. Cursed Mines	T10	_____	59. Fabled Maze	C19	_____
43. Glittering Chamber of Blessings	T4	_____	60. Chamber of Maddening Lights	_____	_____
44. Proclamations of Gods and Sages	C16	_____	61. White Gate	C13	_____
45. Prison of the Void	_____	_____	62. Dancing Crystal Swords	_____	_____
46. Nighted Chasm	_____	_____	63. Frozen Lagoon	_____	_____
47. Weeping Crystal Trees	W9	_____	64. Chamber of Misty Doorways	W5	_____
48. Black Museum	T2	_____	65. Hall of Stone Knives	C17	_____
49. Hallowed Catacombs	W3	_____	66. Lost Gallery	T7	_____
50. Cistern of Death	C8	_____	67. The Singing Well at the Bottom of the World	W7**	_____
50A. Stepped shaft up to 11A	_____	_____	67A. Shaft down to the lower levels?	_____	_____
51. Ancient Golden Way	W6*	_____	68. Scintillant Legend of Endless Gold	C15	_____
52. Wondrous Statue	W4	_____	69. Orange Baths	C12	_____
			70. Halls of Trembling	H3	_____



SECOND LEVEL

(such as "T11") found throughout the text of the module. The Referee can indicate the actual contents

**These two weird locations are linked.

DUNGEON OF THE UNKNOWN

Located near the coast of hex 2214 of the Isle of the Unknown, this dungeon enshrines the mysteries of the Isle's lost Minoan past. The module includes scaling information that allows it to be immediately and effortlessly used to challenge characters from 1st through 10th level. It features:

- 2 Dungeon Levels
- 20 Legends
- 2 Wandering Monster Tables
- 6 Sample Goop Monsters and a Random Generator to Make Countless More
- 12 Treasures
- 12 Weird Locations
- 19 New Monsters
- 7 Human Encounters

Along with the dungeon maps printed on the inside of the detached cover are keys that give an evocative appellation for each of the maps' 75 encounter areas. The Referee can place the above 50 treasures, weird locations, new monsters, and human encounters in the blank spaces provided as he sees fit. Or, if he would rather, he can use the optional placements already given in the keys.

In any and all cases, the pontifical Referee is encouraged to add to, subtract from, and otherwise alter all within to suit his sovereign whims.

EDITOR

JAMES EDWARD RAGGI IV

CARTOGRAPHY

GLENN COLLIER

ARTWORK

AMOS ORION STERNS

DESIGN AND LAYOUT

JEREMY JAGOSZ

AUTHOR

GEOFFREY MCKINNEY

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