

X1 - For Characters Level 4-5

THE UNNAMED LAND

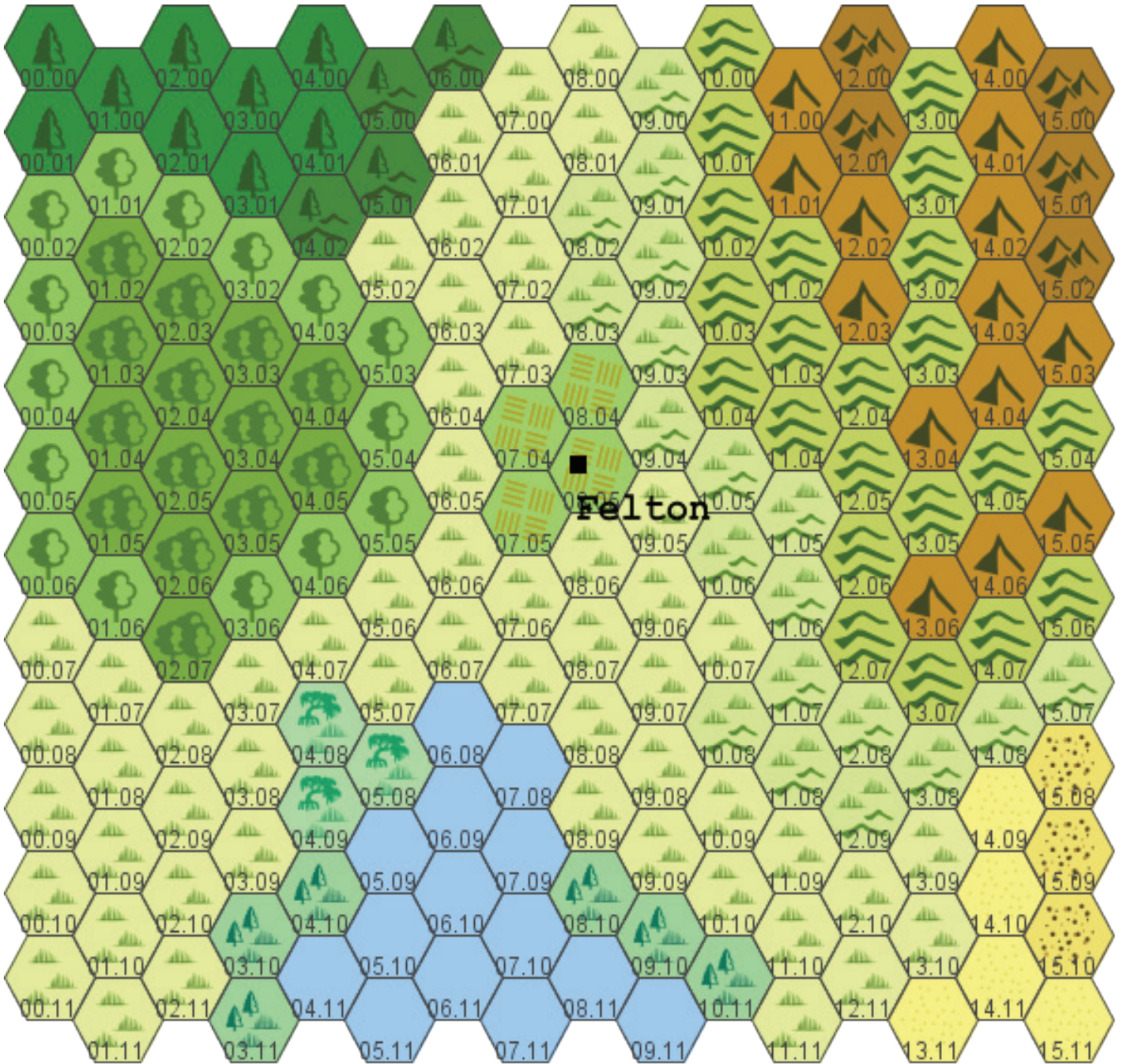
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Labyrinth Lord
Compatible Product



MAP OF THE UNNAMED LAND



THE UNNAMED LAND

A Wilderness Adventure for Labyrinth Lord,
Levels 4 and 5

FOR THE PLAYERS

The wizard Ubarat Fel was not your typically tower-bound spellcaster, and that's why so many people followed him.

"Lords, landowners, generals and high priests, all wanting fealty, wanting your sweat and blood for the privilege of serving them!" he would cry, standing on a box in the square, bare chest and square chin and long hair streaming in the breeze... "Come to a new land, with me, where we can find a new start, together!" And he would cast coins minted only with a question mark into the crowd, what he called "The currency of freedom," not his face, or any king's. A crazy mage, most said, trying to lure you into a ship and sell you to the sea-demons for a magic bauble to complete his set... but you believed in him, tired of grubbing for others, tired of watching palanquins with fat nobles on silk pillows being carried by. So you sold the cow, the garden patch, and grannie's silver teapot, loaded up the good ship Nevercomeback and went with the charismatic wizard to his prophesied 'New Land'. Rumor has it that the ship may have passed through some kind of portal during that strangely fast-coming storm last week, but sailors are a superstitious lot. The landing in Indigo Bay was a delirious celebration, and when Ubarat Fel destroyed the scavenged hulk of the Nevercomeback with a fireball, everyone cheered. But a part of you already missed hard, brown wood- who ever heard of purple trees?

And what a land it is... perpetually cloudy skies, three moons, waves of warm rain and cold, with eyeless bat-like creatures instead of birds, and various species of blind insects instead of furred animals. Two shadowy, apparently intelligent species have been spotted, vaguely human but seemingly alien to our misplaced sensibilities. No one knows where they come from, but some great standing stones have been observed by scouts, and rumors of inhuman guardians of their ancient secrets.

Two years later, the struggling colony of Felton has celebrated a great victory after many heartbreaking setbacks. The first successful harvest! The prospect of 'enough food' is one you barely remember. Ubarat Fel died six months after raising the central tower, on a mission to the Silent Peaks to the northwest, to prospect for ore and find what was raiding livestock, and leaving no prints. Or at least, it

is assumed he is dead, as he never came back. Leaderless, wizardless, the colony threw itself into getting enough to eat, storing food by, and protecting from unseen threats- that have so far just predated on stray cows and wandering colonists. Now that the settled lands include about 15 miles to the north and west from Felton, and about 5 miles to the hilly east and swampy south, the colony can take a breather. Eight hundred strong, the colony is stalwart but hardly thriving. Leadership is needed, security wanted, knowledge desired and, perhaps, fortunes made- a barter economy is getting a little tiresome. Can you step up to the stand in the square, and give the land that Fel brought you to a name? Perhaps that name might even be yours...

The Unnamed Land is a Labyrinth Lord wilderness sandbox adventure for 4-6 level 4 or 5 player characters in a foreign, perhaps even alien world, where the old stereotypes of creatures and settings is somewhat different from the default setting players are used to. Kingdom building, support gathering and exploring for the sake of survival, instead of treasure, are the goals here, and the Labyrinth Lord is free to expand this adventure into a full campaign, with suggestions for labyrinths and wilderness adventures to follow.

THE COLONY OF FELTON

After reading the introduction (in bold, the previous page) the Player Characters (PCs) start play in the colony-town of Felton, perhaps at one of the fountains, where the populace gather to discuss the day. They have a general description of the town areas, and may have their own place in the Dormitories. The colony's population of 500 is broken down as follows:

- 350 skilled workers with some knowledge of a 'frontier' type trade.
- 150 spouses, domestics and dependents, with homemaking skills.
- 50 "classed" characters, further broken down below. A few will be given statistics within a given area.
- 30 demihumans; 10 halflings, 10 dwarves, 10 elves; all level 1 as pgs. 72, 74 and 80.
- 20 children under 12, with 1-3 hp and no attacks

Typical colonist: AL L, MV 120', AC 7 (leather), HD 1 hp 4, #AT 1 DG 1d6 (tool) SV F1, ML 7 (8). Colonists have a morale of 8 if a 'classed' character is among them and able to fight.

Classed Characters

- 3, level 2 dwarves; all dwarves carry battle axes [and can use them one-handed]
- 3, level 2 elves; all elves carry longbows and swords
- 4, level 2 halflings; all halflings carry slings
- 30, level 2 fighters [AL L, MV 90', AC 6 (leather + shield), F2 hp 10 #AT 1, DMG 1d6+1, SV F2, ML 8] With hand axes; 50% are proficient with short bows
- 3, level 3 fighters; see Watchtowers and the Wall
- 1, level 4 fighter; see Watchtowers and the Wall
- 3, level 2 mages- 2 of Fel's apprentices went with him... see Ubarat's Tower
- 1, level 2 thief; see Dormitories
- 1, level 3 thief; see Food Stores
- 1, level 3 cleric; see Hall of Gathering

RUMORS TABLE

Each player may make 1 attempt to solicit rumors in areas A to F, and a dwarf or elf may 'meditate' in area G to hear a 'voice on the wind'. Knowing an NPC's name and/or giving some aid to the NPC, named or otherwise, can subtract 1 or 2 from the Monster Reactions table on page 52. On a result of 2 or less, roll on the table below, with no modifier. With a result of 3 to 5, roll on the table with a +3 modifier. Results of 6 or higher will be rebuffed by the NPC, and the PC can get no further rumors from the area. A result of 12 on the table will prevent any rumors from the area for the rest of the party!

d10	Rumor Table
1	The elves claim that the "greens" are benevolent beings of the forest, and can be communicated with by studying documents they keep in their homes.
2	The dwarves feel a power in the land, and their standing stones have a connection with other ancient stones in the wilderness.
3	Ubarat Fel mentioned in passing that he was going to the northeast mountains to search for the magic power used by the "purples"
4	Ingat Fel is not a professional soldier, he inherited his position and magic sword from his father.
5	Mookly the halfling leader is having an affair with a human woman!

6	Fellit the mage is of noble character, and may join an expedition to help the colony.
7	Beware the winged horrors that swoop from the sky, eyeless, poisonous screechers from above!
8	There are two kinds of "purple men" - they seem to be led by bigger, stronger types.
9	Milo Tchinc likes all kinds of ladies, a weakness in his otherwise greedy soul.
10	Look out for Wisk and her constables, they play rough and are suspected of using poison on troublemakers.
11	Chedgar Tuck can speak to the gods, and if you pledge yourself to him, he can answer any question you want. F
12	I think that the "greens" are immature versions of the "purples" - crush the egg, kill the snake! F
13	Great treasure awaits in the desert, in the lush oasis in its center... F

BUILDINGS OF NOTE

The included locations provide a suggestion of how Felton would look, most of the stoneworks created by the magic of Ubarat Fel. The walls are of straw-and-mud brick, and much of the framing of the houses is made from the timbers of the Nevercomeback, the large colony ship.

Artisan's Hall

This noisy place is where all manufactured goods are made, and the forges ring in the yard near the wall. Most of the colony's demihumans work here, with the human colonists focusing on farming and woodcutting. 3d10 of them are here at any given time, and 3d10 humans. Three of the racial leaders are here at all times, as well, and obtaining weapons and other goods must be done through them. Relations with the demihuman community is not good, currently: "Prophet Tuck" does not like them (it is mutual), nor does Milo Tchinc, and the elves have been secretly trying to make contact with the "greens" in the western forest, and their furtive travels have raised suspicions; the elf leaders keep a small herd of 6 horses here for their personal use. Any demihuman PC will be welcome here, but not necessarily privy to any of their races' secrets. The dwarves have been hoarding weapons; only Tchinc's

men and the elves have good swords. The halfings have been hoarding food- they will not deal with Tchinc at all. Obtaining food, weapons and intel outside of normal channels will have to be done here, with serious negotiation! The dwarves have engineered a secret passage from the Hall to the Standing Stones (G) that the guard is irritated at, but will do nothing about as of yet.

Eiriaf, Theremin, Briannan; elven leaders (roll two level 1 spells randomly): [AL N, MV 120', hp 10, AC 5, AT sword or bow or spell DG 1d8+1 or 1d6, E2, ML 10]

Pottle, Stibbin, Mookly; halfling leaders: [AL L, MV 90', hp 9, AC 6, AT short sword or sling DG 1d6 or 1d4, H2, ML 8]

Morrok, Cherrat, Brattor; dwarven leaders: [AL L, MV 90', hp 11, AC 4, AT battle-axe DG 1d8+1, D2, ML10]

Dormitories

These cottages and outbuildings are where most regular working folk sleep, eat, and spend their non-work time. They are quite crowded and busy, with children screaming, mothers and disabled people rushing about. The PCs will have a place to live here, and if they are friends, they can stay together- though demihumans may stand out, or spellcasters who make obvious show of their talents. The 'gal who knows things' in the dormitories is Meliana Wisk, rival and sometime partner of Milo Tchinc, and she makes it her business to know everything that is going on. She is dark, young-looking and very dangerous, keeping her dagger and three darts with her at all times, the latter poisoned with spider poison, doing an extra 1d8 damage on a failed saving throw. Meliana will not hesitate to steal from the party, and often styles herself 'Dormitory Warden', having 2 level 2 fighters with clubs with her 50% of the time as constables. Half of the damage their clubs do is non-lethal, and will disappear in 1 hour. No doors can be locked here- except for Meliana's!

Meliana Wisk [AL C, MV 120', hp 10, AC 4, AT dagger or dart DG 1d4 or 1d3+poison, T2, ML 9] Meliana has a Dex of 17, giving her +3 with darts. In her locked quarters she has two *potions of healing*, a small sack of diamonds (1,000 gp) and a *rope of climbing*.

Food Stores

This building is raised on stilts to prevent vermin from destroying foodstuffs, but it has not prevented another type from gaining control; Milo Tchinc, a conniving rogue whose keen mind has put him in charge of stores. Being an acquisitive thief in a community without money is an issue that Milo stewes constantly about, and he will enthusiastically support any mining endeavors that he hears about. For now, he has a network of bribes and favors in place, and uses a standard of 'indentured servitude' as currency. The basic unit, as Tchinc has set it, is a "stint"; so one can serve several "stints" of work or service to pay debts, get special goods, etc. This method serves him well, and he has 4 level 2 fighters as store- and body-guards, as well as a bevy of 2d6 pleasant-looking ladies to work in his stores. His rival and sometimes partner is Meliana Wisk in the Dormitories.

The stores themselves contain preserved food, metal goods; nearly any simple item that is not a weapon. Medicines, blankets, rations, nearly anything. Farmers also must obtain their seed here.

Milo Tchinc, hp 15 [AL N, MV 120', AC 4, AT 1 DG 1d4+1 (dagger), T3, ML 7] Milo has Int and Dex 16, and Str 13. He wears +1 *leather armor* and has a *bag of holding* to hold special items and loot. He carries thieves' tools and a dagger at all times.

Hall of Gathering

This stout hall is built from ship timbers from the Nevercomeback, and is decorated inside with carvings of ambitious projects, even now. There are usually 3d12 'normal' colonists and 1d8 demihumans here at any time of day or night. The current de facto 'leader' of the colony is Chedgar Tuck, a runaway priest of Myketa who has found himself the sole source of clerical healing (apart from any PCs, that is) and has declared himself openly after the anticlerical Ubarat Fel has disappeared. Tuck has become rather full of himself, making rambling pronouncements and prophecies based on his poorly-remembered Myketan philosophy, prime of which is that the "purples and greens" are hostile races that seek to destroy the colony and that they should prepare for war. Those that wish healing from him must attend his lectures and declare their faith in Myketa whenever questioned. He has 4 level 2 fighters as fanatical (long swords, hand axes, ML 12) bodyguards and acolytes.

Chedgar Tuck, hp 15 [AL N, MV 90', AC 5, AT 1, DG 1d6+1 (mace), ML 12] *cure light wounds* x2

Ubarat's Tower

This impressive three-story stone building, raised with Ubarat's magic, stands in the middle of the colony compound. Three tents are pitched close to the large shipdeck door, and the three remaining apprentices, Kento, Fellit and Norwood, jealously squabble over who shall become the next "High Wizard". The door is arcane locked, and none of the apprentices can use knock. Each has a spell book with additional spells, those memorized are listed.

Fellit [AL L, MV 120', AC 9, M2, AT 1, DG 1d4 (staff), ML 9] *magic missile*, *shield* +4 others; owns a *potion of invisibility*

Kento hp 7 [AL N, MV 120', AC 9, M2, AT 1, DG 1d4 (dagger), ML 8] *sleep*, *ventriloquism* + 4 others

Norwood [AL C, MV 120', AC 8, AT 1, DG 1d4+1 (dagger +1), ML 8] *charm person*, *light* +4 others; has a +1 Dex bonus and a +1 *dagger*.

If the Labyrinth Lord wishes to develop the interior, he is encouraged to do so! It is likely that Ubarat Fel has left behind a magical guardian (invisible stalker, efreeti, etc.) to defend his tower, though the summoning period may expire at some time. He also carried many of his magic items with him.

The space to the east of the Tower contains gardens for the colony, and paddock areas for the colony's horses, cows and goats. Horses are used for work, not for riding, and obtaining one would be difficult, indeed! They are infrequently used by the Wallguard for patrol.

Watchtowers and the Wall

The 24 remaining classed fighters scantily man the simple towers and gatehouse that surround Felton, and have a team of as many brick-masons and carpenters to maintain it- sometimes pressed into service as watchmen if Wallguard men are sick or incapacitated. As the Wallguard keep their families in the bottom of each tower, essentially living there, they are rather oddly named. Clockwise from the southern gatehouse: Sleepy's Tower, West Tower, Tree Tower, Dwarf Tower, Scowl Tower, Tall Tower, Wizard Tower (the pointy "hat" top), Lonely Tower, and Fat Martha's Tower. The

Wallguard is supposed to have a man in each tower on watch at all times, and two "making the rounds" outside, but it rarely happens that way since several left for private service. The Wall Captain, Ubarat Fel's cousin Ingat Fel, is a blustering walrus of a man who leaves much up to his lieutenant, Chen. He is terrified of an attack on the town proper, and tries to minimize rumors of hostiles in the area. Chen is a competent fighter, but has a lung disease that limits his usefulness. Volunteering for the Wallguard will do much to increase status in his eyes. Ingat spends his time in the gatehouse with Chen.

Ingat Fel [AL N, MV 30', hp 28, AC 2, AT 1 sword +1 DG 1d8+2, F4, ML 9] Ingat wears plate mail and shield, and carries his father's +1 *magic sword* and a *potion of healing*. He has a Strength of 15.

Lieutenant Chen [AL L, MV 30', hp 18, AC 3, AT 1 halberd DG 1d10+1, F3, ML 8] Chen wears plate mail and full helm, and fights with a huge halberd with a Strength of 14, though his Constitution of 7.

Standing Stones

This ring of stones, calculated to align with the pale sun and three clustered moons has been raised by the dwarves and elves as an establishment of their traditions in the Unnamed Land. Strict followers of Ubarat grouse about this 'religion', but most people have to acknowledge Myketa anyway, so both sides go their own way. A human or halfling caught snooping here by the elf leader (75%) or dwarf leader (25%) 'on duty' will be beaten with a rod (non-lethal) and thrown in the dung midden north of the Wizard Tower. An elf or dwarf can meditate here, and gain 1d4 bonus hit points for the following day if they pass a Wisdom ability check. If they, or a human magic-user that succeed at an 'Ancient Monolith' special encounter, they can, once per day, make an invocation to teleport all within the stone ring to the vicinity of that particular standing stone! Additionally, no chaotic creature of the Unnamed Land will enter the ring of stones- though that has not been specifically proven so far.

MONSTERS AND RACES OF THE UNNAMED LAND

The beasts and sentients of the Unnamed Land do not have common names in a spoken language, though the ‘Purples’ and the ‘Greens’ have a sonic communication medium that has terms for everything. If the players give designations for creatures they meet, they can do so, but reference terms are given here.

Blindsense: Virtually all of the creatures of the Unnamed Land have no optical sensory organs, functioning instead by an extremely acute sense of hearing, and smell, in close quarters. No visual tactic works against them, such as phantasmal force, invisibility, and magical or mundane light or darkness. A thief’s Hide in Shadows ability assumes that they are being quiet in a static position, as opposed to Moving Silently. A *silence 15’ radius* spell effectively blinds an Unnamed Land creature, though their heightened sense of smell still allows for attacks at -2.

“Standard” Creatures in the Unnamed Land

All of the following monsters from the Labyrinth Lords basic book are present in the Unnamed Land, and many will be placed in Wandering Monster tables for the wilderness. They all have blindsense as noted above, or their own form of senses, if they naturally have that anyway.

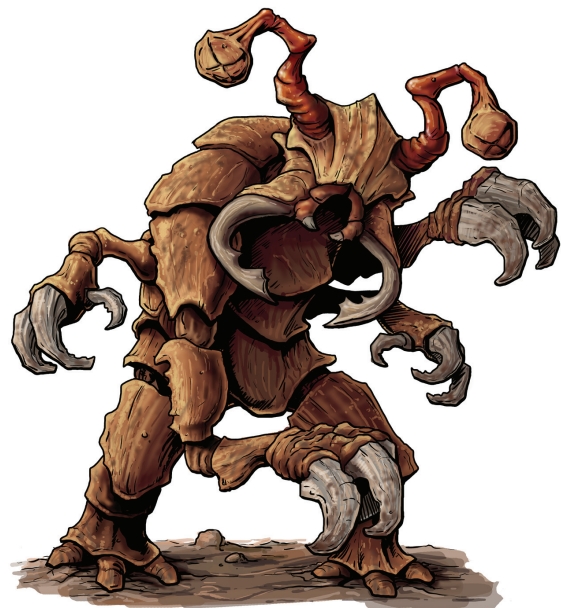
Bat (normal, giant, vampiric)	Gray Ooze
Bee, Giant Killer	Gray Worm
Beetle, Giant (all varieties)	Green Slime
Black Pudding (subterranean)	Leech, Giant
Centipede, Giant	Locust, Subterranean
Crab, Giant (water/ swamp)	Ochre Jelly
Fly, Giant Carnivorous	Rhagodessa, Giant
Gelatinous Cube	Rot Grub
Ghoul (result of vampiric bats; ‘Greens’ and ‘Purples’ and settlers can all become ghouls, with identical stats)	Rust Monster
Scorpion, Giant	Shrieker
Insect Swarm	Spider, Giant (all)
Statue, Animated (all)	Wyvern (eyeless)
Yellow Mold	

Summoned and magical creatures can also be encountered in special circumstances, such as djinni, efreeti, elementals, golems, and invisible stalkers,

Dirt Fiend

No. Enc.	0 (1d6)
Alignment	Neutral
Movement	60’ (20’) Burrow 30’ (10’)
Armor Class	4
Hit Dice	2+2 (13 hp)
Attacks	3 (2 claws and bite)
Damage	1d3/1d3/1d4
Save	F2
Morale	8
Hoard Class	XI each
XP	75

Bug-like subterranean burrowers, these semi-intelligent creatures dig and live beneath the surface of the Unnamed Land, attempting to sense mobile food on the surface. Since they are almost always below the soil in open ground, they are difficult to ever surprise, and surprise others on a roll of 1-3 on d6, when they burst out of the ground. They avoid stony and root-filled land, but can be found in deserts as well as dirt-based areas; they dislike water and being drenched will force a morale check for an individual. Any gems indicated are in a “fiend’s” gullet.





Gray Slayer	
No. Enc.	1d4 (1d4)
Alignment	Chaotic
Movement	90' (30')
Armor Class	5
Hit Dice	2+1
Attacks	2 (sickles), aura
Damage	1d6/1d6
Save	F2
Morale	9
Hoard Class	None
XP	75

Macabre hunters of the dark, “gray slayers” are thought to be a failed experiment by the “purples” in creating a semi-living weapon. Reproducing by fission in dark holes, building their sharp weapons, they emit a 10’ radius equivalent to a *curse* effect (the reverse of *bles*); they are also immune to *charm* spells. If hit by holy water they must save vs. poison or die. Otherwise, they have no culture but to kill and feed from the fear of the dying.

Green Men

No. Enc.	2d4 (4d4)
Alignment	Lawful
Movement	90' (30')
Armor Class	4
Hit Dice	3* (15 hp)
Attacks	2 (fists) or spell
Damage	1d6/ 1d6
Save	M3
Morale	8
Hoard Class	VIII, XI x2
XP	100

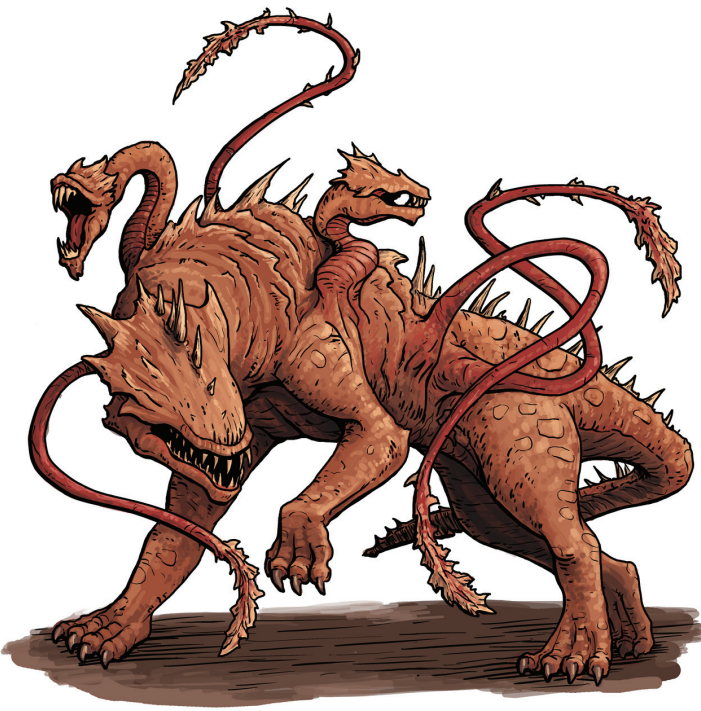
Benevolent but inscrutable, the “greens” are a crystalline life-form in a semi-symbiotic relationship with the trees of the Unnamed Land. Trees in their enclaves have a much lighter hue, approaching green. Their homes are domes of moss, where they breed plants and craft items of wood and crystal. Individuals have either the spell-casting powers of 3rd level wizards (15%), 3rd level clerics (15%) or the abilities of 3rd level thieves (20%). Unskilled “greens” perform tasks in their enclaves. “Greens” are locked in a deadly struggle with “tree demons” and the “purple men”. They communicate in a language of subtle vibrations.



Rock Devil

No. Enc.	1d6 (2d4)
Alignment	Neutral
Movement	120' (30')
Armor Class	7
Hit Dice	3+1 (17 hp)
Attacks	4
Damage	1d4/1d4/1d4/1d4
Save	F2
Morale	8
Hoard Class	None
XP	80

These eyeless horrors haunt stony areas where they can take advantage of the terrain and their speed. Hunting in small packs, they are very territorial, marking said areas with glowing urine. Their tentacular pseudo-mouths can grind up bone and exoskeleton and store that as low-grade food. They are particularly quiet hunters, as their main form of communication is scent. "Rock devils" lair in shallow burrows that they dig for themselves individually, or a female with 2d4 1 HD cubs.

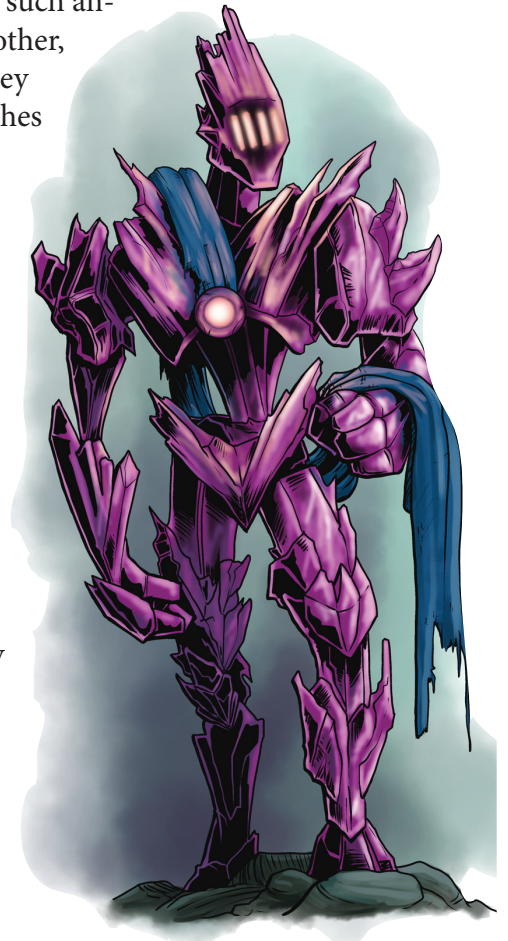


Purple Men

	Raider	Leader
No. Enc	1d6 (3d6)	1 (1d4)
Alignment	Chaotic	Chaotic
Movement	90' (30')	90' (30')
Armor Class	4	3
Hit Dice	3	4
Attacks	2 (fists)	1 (fist or weapon)
Damage	1d4/1d4	1d6+1 or weapon
Save	F3	F4
Morale	8	10
Hoard Class	IX	XIV (no platinum)
XP	75	90

The "purple men" are a race of rock-based beings that feed from strange minerals found in rock and soil, and seek always to improve their race and control others. They have skill in smelting and refining ore, and can make exquisite devices- but so far just for their amusement, though some of their leaders are pushing to build engines of war. They seem to have no skill in magic, but can make potion-like concoctions and items that function like magical items. Like the "greens", "purples" communicate via special vibrations, and possess no visual sense. It is not known (yet) why the two races have such antipathy for one another, though perhaps they are differing branches from an ancient ancestor race.

Purple leaders have been known to experiment with alchemical life forms, and there is a 20% chance for each of the following will be in a "purple" lair: gelatinous cube, gray ooze, green slime, ochre jelly, or yellow mold- but not in the expected colors, being shades of red and blue.





Swamp Tyrant

No. Enc.	1d2 (1d3)
Alignment	Chaotic
Movement	60' (20') Swim 120' (30')
Armor Class	5
Hit Dice:	3+3 (18 hp)
Attacks	1 bite + constrict
Damage	1d4 +1d6
Save	F4
Morale	10
Hoard Class	VII
XP	90

To most, these dangerous creatures seem to be some kind of ooze or slime, but they are intelligent creatures with extensive knowledge of their territory. They keep a mate and one young with them for half of the year, and are solitary otherwise. They travel far and wide for food and collect bits and trinkets that have the equivalent of coins, if such are not present in their locale. Due to their gelid and watery nature, they are encountered closer than is normal, only 1d6x10 feet away, and can move competently on land if they so desire- though they seem to be allergic to land-based vegetation.

Tree Demon

No. Enc.	1d4 (2d4)
Alignment	Chaotic
Movement	30' (10')
Armor Class	3
Hit Dice	3 (15 hp)
Attacks	2 (vines)
Damage	1d4+1/ 1d4+1 plus entangle
Save	F3
Morale	10
Hoard Class	XIX (no coins)
XP	75

These sinister beings outwardly resemble trees, but it is thought that they have migrated from elsewhere; plant life tends to be blighted in their vicinity. They have short-range functional vision at short range (30'), with glowing eyes that seem to move around a rent in their 'trunks'. Encounters with them in forest terrain are at half distance (1d6x10). A hit with a branch-like limb will entangle a target; pinning an arm, making it useless until a Strength check on d20 is made. Only one Strength check can be made each turn, and fleeing is not possible until freed. "Tree demons" make their own magic items.



ENCOUNTER TABLES

For a hex that has both terrain types in it, dice 50% for which encounter table to use, or choose which one is most appropriate for the party at that time.

PLAINS	
Encounters 1 in 10 passing, 1 in 8 searching	
1-2	1d4 dirt fiends (#)
3	1d8 spitting beetles
4	1d3 tarantulas
5	1d10 giant bats (10% chance vampiric)
6	1d3 green men / 1d3 purple men [50% each]- -These are messengers or scouts
7	1d4 ghouls / 1d3 gray slayers [50% each] (#)
8.	Special Encounter

HILLS	
Encounters 1 in 6 passing, 1 in 4 searching	
1-2	1d4+1 rock devils (#)
3	1d3 dirt fiends
4	1 eyeless wyvern (#)
5	Cave (with black pudding/ subterranean locusts within 50% each]
6	1d2 rust monsters
7	1d3 purple men / 1d3 green men [50% each] -These are messengers or scouts
8	Special Encounter

LIGHT FOREST	
Encounters 1 in 8 passing, 1 in 6 searching	
1-2	1d3+1 tree demons (#)
3	1d8 spitting beetles
4	2d6 killer bees (1 in 4 chance of hive within 10'-60' feet)
5	1d6+1 giant carnivorous flies
6	1d3 black widow spiders
7	Colonist woodcutters (1d6+6) / 1d4 gray slayers [50% each] (#)
8	1d4+2 green men -These will be a patrol

Each hex on the wilderness map is equal to 10 miles. Movement rates are described in the *Labyrinth Lord* rulebook.

DEEP WOODS	
Encounters 1 in 6 passing, 1 in 4 searching	
1-3	1d4+1 tree demons (#)
4	Bat Swarm; 1d100 normal + 1d10 giant bats; 10% of giant bats will be vampiric)
5	1d4 black widow spiders
6	1d6 ghouls (#)
7	1d4 gray slayers (#)
8.	1d6 giant carnivorous beetles
9-10	1d6+2 green men-These will be gatherers, 40% chance of being near main enclave
11-12	Lost in the forest (Check if Lost Direction p. 46)

DESERT	
Encounters 1 in 10, 1 in 8 searching	
1	1d4+2 rock devils
2	1d4 dirt ragers
3	1 eyeless wyvern
4	1d2 giant scorpions
5	1d4+1 crab spiders
6	1d4+2 purple men - These are renegades or nomads
7	Desert Sandstorm (Check if Lost Direction p. 46; save vs. Paralysis or lose 1d4 Constitution)
8	Special Encounter

SWAMP/ShORE	
Encounters 1 in 6	
1-3	1d2 swamp tyrants (#)
4	1d2 giant crabs
5	1d3 giant leeches
6	Insect swarm
7-9	Eyeless catfish [feelers only, no bite] equivalent to 100 lbs. of fish
10	Wreck of the Nevercomeback

Clearing Encounters

Encounters marked with # are hostile and territorial; if twice the maximum possible encountered are eliminated, that number on the Wandering Monster table for that hex will be henceforth "Special Encounter" and then "No encounter" once the Special Encounter has been dealt with. Normal flora and fauna may still be encountered.

MOUNTAINS	
Encounters 1 in 6	
1-2	1d6 rock devils (#)
3	1 eyeless wyvern (#)
4-5	1d6+1 fire beetles
6	1d3 gray worms
7-8	1d6+2 purple men - These will be gatherers, 40% chance of being near main enclave
9	Blizzard (Check if Lost Direction p. 46; save vs. Paralysis or lose 1d4 Constitution)
10	Special Encounter

NB: see ‘The Fate of Ubarat Fel’ below

WATER	
Encounters 1 in 8	
1-2	1d3 swamp tyrants
3	1d4 giant crabs
4	Floating green slime
5-8	Schools of fish: 1 pound harvestable per character, more with proper equipment (1d4-1d6)

EVENTS AND ADVENTURES IN THE UNNAMED LAND

These special encounters can only be used once (unless the LL wishes otherwise, or as written) and can be replaced by other interesting puzzles or mysteries.

1. An ancient monolith incised with strange symbols.

It is guarded by an **animated statue**; equal chance each type. It indicates etchings on the stone: three pairs of circles each on top of the other, then a line beneath, and two triangles beneath that. Beside them are more symbols, a circle and a triangle next to each other, a square and a circle beside each other under them, and a line beneath. The statue will give a minute (or so) timed, and expect a pentagon and a square scratched under the line. [11+11+11= 33; 13+ 41= 54] No answer or a wrong answer will result in attack! A correct answer will give the scribe the ability to communicate with ‘purples’ and ‘greens’, and a bonus hit point!

2. An old burial mound sealed with a stone. Within is a 20’ chamber and a sarcophagus, guarded by a wraith (hp 20) guarding Hoard Class XVIII (even coins!) The entombed body is neither human nor crystal...

3. Magic Pool: “Sparkling with almost gem-like quality.” Drinking from it will turn the drinker into a “green” (if Lawful) or a “purple” if Chaotic. If Neutral, the drinker will metamorphose into a Phase Tiger. Water drawn from it will decompose into acid (2d4 thrown damage).

4. Ubarat Fel, walking through the area... Actually a **doppelganger**, an immortal being here, and unique. It will be passive and agreeable, aiding in all things, professing to ‘not remember’ what happened, or how to cast spells. If it makes it back to Fel, things will change...

6. Ubarat Fel’s Ghost: It will beckon to lead PCs to his lost corpse in hex 15.02, and will not stop for rest or food, but attacking any enemies as a **wight**.

ANIMATED STATUE (Crystal, Rock or Iron) see p. 98, 5 hp per die

WRAITH (hp 17) [AL C, MV 90’, AC 3, HD 4, #AT 1, DG 1d6 + Drain life, F4, ML 12] p. 102

DOPPLEGANGER (hp 21) [AL C, MV 90’, AC 5, HD 4, #AT 1, DG 1d12, SV F10, ML 10] p. 70

WIGHT (hp 15) [AL C, M 120’, AC 5, HD 3, #AT 1, DG Drain life, F3, ML 12] p. 102

THE NEVERCOMEBACK

Finding the scuttled hulk of the colonists’ ship in 30 ft. of water may yield some useful goods. In three separate locations can be found: a cache of 1,000 gp for possible pirate bribes that Ubarat decided to sink with the ship; a sealed set of four *potions of healing* smuggled aboard by a colonist that died en route; and a *wand of detecting metals* that was welded into the mast, and now sticks out. An eyeless octopus (hp 32) uses it for a lair, now. Note that octopus is good eating!

GIANT OCTOPUS hp 32 [AL N, MV 90’, AC 7, HD 8, #AT 8 or 1, DG 1s3x8 or 1d6, SV F4, ML 7] p. 90

GETTING LOST

The Unnamed Land is alien and unfamiliar, and weather there can be sudden and extreme. If the encounter table indicates a possibility of Being Lost, have the party leader roll the 'Losing Direction' chance possibility [from LL p. 46] and the saving throw, if there is one. If ability damage is indicated, each party member must roll a die take it. The party must then use a day of food to find their way, rolling for encounters or Foraging. Check the 'Losing Direction' chance the next day, allowing the party to leave the hex if the party is not lost, repeating an encounter check if they are.

THE FATE OF UBARAT FEL

A year and a half ago, the great pioneer-leading wizard, Ubarat Fel, decided to get to the bottom of the sightings of mysterious humanoids in the area. He took a half-dozen intrepid adventurers and most of his personal magic items, grandly declaring he would be gone two weeks at most. His lack of return has gradually set the colony on edge, as much for not knowing his fate as his disappearance and probable death. What did happen, in hex #15.02, was his party, after losing a few of their members, was ambushed by a large contingent of purples and some of their engineered beasts. Fel and his retainers were killed, his items (almost) all taken, and the battle-site declared anathema due to heavy purple losses. When the party enters #15.02, encounter chance increases to 1 in 3; an encounter numbered 3, 7, 8 or 10 will find the site, as will being led by the Ghost (Special Encounter # 5 & 6).

If found, the site is described as below:

A small natural bowl is formed by the rocks here, and contains a scene of fading carnage. Human-looking bones are scattered about, rusted weapons and arrows, and scraps of cloth. Strange limb-like shards are piled here and there, as well, fine purple dust leaking in small piles from them. Against the canyon wall is a crude nest of purple leaves- and from it springs an eyeless, dragon-like beast!

An eyeless wyvern, construct of the purples, has made its lair here, amongst plentiful food. In its nest are the remains of Ubarat Fel, fairly intact but robbed of all items save his ring of telekinesis. The ghost of Fel will rise, if the remains are found (or speak, if there) and say:

"Thank you for finding my bones- the ring is yours to help

the people of Felton. Nearby is the foul, green-slime guarded lair of those twisted beings that took my life and threaten yours- they still possess my cloak, staff and dagger. Defeat them and make the new colony strong, with my blessing..."

The party will be under a *bless* effect for the next 24 hours. They will find the lair if any one character makes a Wisdom ability check in this hex.

GROVE OF THE GREEN MEN

The largest conglomeration of the semi-crystalline beings known as the "green men" is in the heart of the Deep Woods, in or around hex #02.04. No map is provided, as the 'Camp' is merely a grouping of 20 mounds made of living moss around a treant, the only one in the Unnamed Land, an ancient being 30' ft. tall. The "greens" commune with it, and it tells them the secrets of the land. It is very old, at the end of its life cycle, and its powers are fading, thus the incursion of "gray slayers" and "tree demons" from outside the forest's heart. The "greens" have no leader, and cannot even conceive of the idea, other than 'the oldest one', meaning the treant. The leaves and sap of the treant are treated by the "greens'" magic to become their young, so their situation is dire, indeed. Each of the moss mounds holds a bark 'scroll' that contains: 1) a 1st level magic-user spell 2) a 2nd level magic user spell 3) a 1st level cleric spell 4) a 2nd level cleric spell 5) roll 2d20 on the Scrolls table p. 108. 6) a crude symbolism of their language; studying it for 20- Int days will allow that character to communicate with the "greens" in their written language.

LAIR OF THE PURPLE MEN

Whether found by the guidance of Ubarat Fel or by chance in one of the other mountain hexes, the main (not only) lair of the purple men contains a force that threatens the flourishing of the new colony, and opposes the benevolent greens. It is entered through a cave entrance beneath a spur of purple rock, and is, indeed, dripping with green slime, to which the purple men are immune.

Area 1: Dark Cavern

You emerge from the tunnel into a large chamber with four exits. Three joined pillars of wet stone form a line near the east wall.

A gray ooze is wrapped around the first pillar, and a

“purple raider” hides behind each of the other two pillars, on guard duty. They will try to ambush any intruders heading for the west and south passages.

GRAY OOZE: hp 14 [AL N, MV 10', AC 8, HD 3, #AT 1, DG 2d8, SV F2, ML 12] p. 79

PURPLE RAIDERS (2): hp 14 each [AL C, MV 30', AC 4, HD 3, #AT 2, DG 1d4/1d4, SV F3, ML 8]

Area 2: Crystalline Shrine

Descending further into the dark, damp tunnels, you see a chunky purple humanoid made of crystal abasing itself at an altar before a grotesque idol of some gray, waxy substance- it looks like a humanoid made of brains...

A “purple leader” is worshipping their foul deity of twisted creation. If it can get an action, the leader will touch the idol, and thus merge with it! It is then treated as having 20 more hit points, and +2 to all saving throws, doing 1d8+1 per hit- though it takes +2 points of damage from fire. If the idol is “killed” (struck for 14 or more points of damage, extra is lost) the leader will try to flee. If a PC touches the idol, they must save vs. Breath Weapon or be absorbed by the idol-which is then treated as though it were a **wood golem** (hp 14) and battled in the same way-any damage done past 14 points is done to the hapless PC. If the idol is melted down, a stone of controlling earth elementals will be found! If their idol is destroyed, the purple men will not leave the mountains for at least a dozen years. There is a crystal decanter (worth 100 gp) on the altar containing a *potion of animal control*.

PURPLE LEADER: hp 18 [AL C, MV 30', HD 4, #AT 2 DG 1d6+1/1d6+1, SV F4, ML 10]

Area 3: Cavern of the Purple Men

By observing tracks on the slimy floor, a 1 or 2 (or 3 for an elf) will note that the north passage is used for ascending, the south for descending. Choose the appropriate description.

(North) *Ascending through one of the twin passages, you are surprised by one of the crystal men, which seems to emit some kind of sonic scream, and attacks!*

The purple raider gets surprise and attacks. The rest of the clan cannot then be surprised below.

(South) *You ascend the slimy passage, which thrums with odd sounds. You emerge into a large area occupied by what looks like half a dozen of the sinister purple crystalline beings, concentrating on stirring several bubbling cauldrons.*

The six purple men are busily conducting alchemical experiments, three pairs on cauldrons. The Labyrinth Lords should place the cauldrons at least 10' from any wall, and 10' from each other, but otherwise, anywhere in the cavern. The first contains potion of delusion (10 doses), the second, potion of extra-healing (10 doses) and the third potion of diminution (10 doses). Four will attack intruders, while one will stay with the 1st and 3rd cauldrons and prepare to ‘dump’ them, to harm any that get through. ‘Dumping’ a cauldron spreads a large amount of potion in a 10' x 20' line; any caught in that much potion must save vs. paralysis or be affected by the brew! If damaged, the “purples” will not hesitate to imbibe of the healing brew. The leader in area 4 will emerge from his lair in 1d4 rounds.

PURPLE RAIDERS (6): hp 13 each [AL C, MV 30', AC 4, HD 3, #AT 2 DG 1d4/1d4, F3, ML 8]

Area 4: Cell of the Tyrant

Piles of gems and odd items lay on strangely wrought tables in here, and a few more human-looking-an ornate cloak you recognize, and a dagger on the arm of a bizarre-looking chair.

There are 2,000 gp in small gems in heaps here, about 20 lbs. The dagger is Ubarat Fel's *dagger* +2, and the cloak his *cloak of protection* +2. It is unlikely the leader who resides here will be caught unawares, so the LL should describe it as it strides out, wielding Fel's *staff of the serpent*. It will retreat if a PC is constricted and get the dagger. Flopping around behind the throne are two juvenile eyeless wyverns, which exist only by being bred by this purple leader- they cannot attack and have 1 hp.

PURPLE LEADER: hp 18 [AL C, MV 30', HD 4 hp 21, #AT weapon, DG weapon +1, SV F4, ML 10] New Monster

Area 5: Strange Garden

Through a low arch a narrow passage leads to an irregular grotto, the west half of which is a pool of water. Large violet mushrooms wander slowly between stalactites of purple stone, and glittering bands of minerals line the walls in deep

grooves.

This is where the purple men deposit their spawn and feed; the former appear identical to shriekers, the latter from the mineral ores in the walls. The water is cold and clear and mineral-rich, nourishing to the purples, but unoccupied. The veins of ore could eventually prove very valuable to the colony, and a dwarf would recognize minerals such as lead, iron, and magnesium. The stalactites are of particularly dense materials; striking one blunts a weapon for -1 damage.

SHRIEKER/SPAWN [Variant] (4): hp 10 [AC 7, HD 3 hp 9, #AT 1, DG Spray, SV F1, ML 12] p. 95

The spray attack of a purple spawn, if it hits, does 1 point of damage to the target's Dexterity for 24 hours. Killing a spawn triggers an attack on a being in melee with it.

EXPERIENCE IN A MONEY-LESS WORLD...

Though gems and other treasures can be calculated for XP normally, it is suggested that experience be granted to each PC for defeating monsters (instead of dividing it equally), for exploring and clearing territory for the colony, and for making peaceful relations with the greens (see The Green Camp). Successfully clearing a hex should grant 100 experience to each party member, with a further 100 for dealing with each **Special Encounter**. Finally, story awards for solving problems in Felton should be given as they are achieved, with a suggestion of 100 points to each party member for engineering solutions to situations in the town, or making life easier there. Then, there is always the reward of having a new nation named after you!

ADVENTURING IN THE (MAY-BE NOT) UNNAMED LAND

The basic goals of this 'sandbox' are to let the players discover the mysteries of their strange new world, and possibly develop some leadership in the fledgling, confused colony. The definitive goals of

- Discovering the fate of Ubarat Fel
- Clearing more land of hostile monsters
- Investigating the sentient races of the Unnamed Land

can be just the beginning in this place. Some other suggestions for continuing adventures/campaigns: Rumors of a huge 'nest' of crystal-ghouls in the hills Mining of the mountains spurs creation of money, thieves, rich and poor...

- Uncovering of an ancient, weird structure in the harsh SE desert
- Incursion of a martial race from the north (the blues?) that lays siege to Felton
- A schism of the populace, where the demihumans threaten to leave the colony
- A cult rising amongst the religion-starve people
- Arrival of a rival ship of colonists

These, or any other adventures an imaginative Labyrinth Lord can think of, can take place in the murky, purple-tinted reaches of... The Unnamed Land!

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LAIR OF THE PURPLE MEN

