

ADVANCED ADVENTURES MODULE #32

The Palace Beyond

by Jasper Polane

AN ADVENTURE FOR CHARACTER LEVELS 6-9



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THE PALACE BEYOND

The Palace Beyond is ancient, and the race that built it is long gone. The palace exists on many levels of reality, and it is said it is everywhere and nowhere at once. It connects different parts of the world: it is possible to walk through a magic portal in the land of Ytomia, into one of the palace's corridors, turn around a corner, and walk through another portal to end up into far away Neghira. The Palace Beyond was built by the Ancient Beyonders, a race that originated far beyond the stars and known realities. In ancient times they had colonies on many parallel material planes and the spaces in between them. They built the palace to connect all their different realities and to ease travel between them.

Now the palace is deserted, and the magic that made it possible is slowly crumbling. Its pocket dimension is collapsing, and large sections of the palace have already fallen into Nothingness.

Notes for the Game Master: This module is written for 4-6 characters of level 6-9. The GM should devise a reason for the PCs to enter the Palace Beyond fitting his or her campaign. For some groups it's enough that the palace is there, and they will commence exploring it on their own. Others need a mission, and could be hired to map the palace, or to find a specific treasure hidden in the palace, like the burial mask of the pharaoh Asim in AREA #34. Another possibility is to use the palace for the purpose it was built for: to travel to a faraway part of the campaign world.

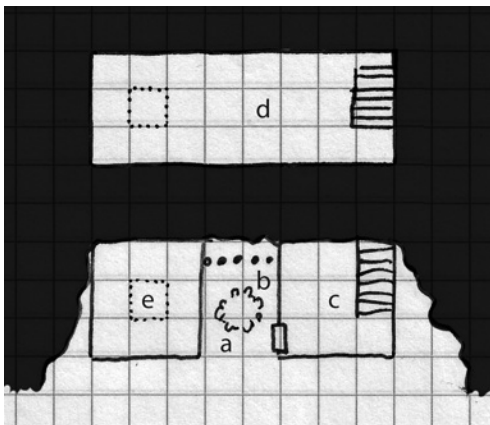
The GM is encouraged to make this module his own. He should alter the number of monsters and treasure as he sees fit, and substitute his own encounters for the ones provided here. Portals in the palace may lead to different destinations than given – the inactive portal at AREA 17 serves precisely that purpose. The blocked stairs at 41 could lead deeper into the place to entirely new levels of the GM's devising.

Mapping: To represent the multi-dimensional nature of the Palace Beyond, it is mapped on a triangular grid. An empty sheet of graph paper is provided for player mapping.

STOP! The information that follows is for the eyes of the gamemaster only. Knowledge of the contents will only ruin your enjoyment of the game.

THE GATEHOUSE

The gatehouse is located about 2 miles away from the nearest village. It is constructed of large square stones of about 3'x3'. In fact, the gatehouse was built in part in the same quarry as the stones were excavated. The gate stands against a steep cliff. Consequently, the portal is not accessible from the back, and walking around the gatehouse is not possible. A thief PC may climb the rock wall to reach the roof and lower a rope. The roof is in very bad shape, neglected, full of holes, and dangerous to walk on. If a PC climbs the roof, there's a 60% chance each round it collapses under his weight and he crashes into AREA D below.



A. **MAGIC CIRCLE:** About 10 feet in front of the gate a circle of runestones is laid in the ground. If the PCs approach to within 10 feet of the magic circle, a sinister laughter sounds from everywhere around them. A large, 12-foot-tall frog-like creature with horns materializes inside the circle. This is **Nachrûmm**, Doom of Santhar, a guardian daemon tasked with guarding the portal.

Nachrûmm is happy to talk with the PCs for a while before killing them. He will pretend he cannot leave the magic circle, but in fact he is allowed everywhere in and around the gatehouse. He has a thing for eyeballs, and will try to determine which of the PCs has the most beautiful eyes; he will eat those first.

Nachrûmm, Guardian Daemon: (SZ: L; AC 1; MV 90 ft.; HD 8; hp 40; #AT 3; Dmg 1d6 (claw x2), 1d12 (bite); SA fire breathing; SD +2 weapon to harm, immune to charm, hold, sleep, polymorph, fear, and all illusion spells; AL NE; XP 1,675)

Treasure: The daemon wears a necklace with five shards of orange broken glass hanging from it. The shards can be used as **portal keys** (see The Palace's Portals below). The chain itself is made of silver and is worth 600 gp.

B. **GATE:** In front of the gate a heavy cast iron portcullis is lowered, blocking the way to the portal. The PCs can try to lift it by making a Bend Bars/Lift Gates roll. It can also be raised with the mechanism in AREA C. The iron doors behind the portcullis are badly damaged. One of the doors hangs slanted in its hinges, the other has fallen on the ground.

The Portal: When a character carrying an orange shard of glass (a **portal key**) approaches within 5 feet of the gate doors, the space between the doors begins to shimmer. A round later, behind the gate, a corridor appears with weirdly angled stone walls and a floor of black flagstones. Stepping through the portal brings the PCs to AREA 1 in the Palace Beyond.

C. **GATE TOWER:** The door's hinges are rusty. A normal open doors roll is needed to open it. Against the west wall of the chamber is a rusty iron box with a lever. This is the opening mechanism for the portcullis. The whole mechanism is dirty and battered, making it hard to use. A Lift Gates is needed to pull down the lever. If the check is successful, the portcullis is lifted.

D. **MURDER HOLES:** In the floor above the gate are a number of murder holes, that can be used to fire arrows or crossbow bolts down on people in the gate passage below.

E. **COFFIN STORAGE:** The hatch leads into a dark, claustrophobic chamber. There's dirty straw on the floor, and many cobwebs on the ceiling. Leaning against the wall are two dozen wooden coffins. Each has a brass nameplate on the lid, but the names have become unreadable due to age. The coffins are empty of all but cobwebs.

THE PALACE BEYOND

The walls are built of 3'x3' square stones, but in most places the stone is not visible because the walls are plastered. In the rooms that are exposed to the Nothing (AREAS 21-22) the plaster is flaking and the stones are exposed. The floors are made of black tiles. Doors are made of wood, reinforced with iron bands. The time bubble around the palace ensures that all doors are still in good condition and don't get stuck.

Corridors are generally 10 feet wide, but are made for the taller-than-men Beyonders. Most corridors are therefore 15 to 20 feet high, making a person feel as if he walks through a gorge. The perspective is oddly distorted, sometimes making it seem like walls bend towards another, or away from each other. Hallways sometimes seem to curve impossibly upwards or downwards, giving someone the feeling he is standing on a wall or on the

ceiling. PCs exploring the palace for the first time suffer some time from nausea and disorientation, but not enough to suffer penalties on dice rolls.

The Time Bubble: In addition to the weird perspective and geometry of the place, time in the Palace Beyond is under the influence of the Randomized Time Processor in AREA 45, a machine that is part magic, part technology. It keeps the palace in a pertinent time bubble. In effect, time in the palace has no meaning. Time stands still, and has been standing still for millennia. Nothing in the palace grows old, nothing decays. Creatures inside the palace don't need to eat or drink, although they do grow hungry. Furthermore, they don't grow sleepy and don't have to sleep while in the palace. However, spellcasters still need their sleep if they want to memorize new spells.

The Palace's Portals: All portals in the palace look like blank doorways carved in stone. To operate a portal, a **portal key** is needed. When someone carrying an orange shard of glass approaches within 5 feet of a portal, the space within the doorway begins to shimmer. One round later, the wall inside the portal changes into a view of the location the portal leads to. The GM should assume the portal stays open long enough for all PCs to step through, unless they linger too long.

The same key works for all portals in the palace: one orange shard of glass is consumed each time the portal opens. All portals are two-way, and the PCs can use the same portal to move into and out of the palace. However, each trip consumes one orange shard, and the number of shards that can be found in the module is limited. It is entirely possible the PCs will be stranded in a foreign land thousands of miles from home, or in a palace in a slowly collapsing pocket dimension.

This means the PCs should be careful when undertaking guerilla-like forays into the palace. If they make too many in-and-out raids into the palace, the way they might be used to in other dungeons, they will rapidly run out of portal keys. If the PCs need time to sleep, heal, and learn new spells, it would be wiser for them to spend it inside the palace.

LEVEL 1

Check for random encounters every three turns. An encounter occurs 1 in 12. The type of encounter is determined by which section of the palace the PCs are. These encounters are in addition to the monsters in rooms of the palace.

Section	Encounter
AREAS 1-11	1-2 gibbering moutthers
AREAS 12-13	None
AREAS 14-23	1-2 carcass creepers
AREAS 24-31	1-10 vargouilles

1. **PORTAL:** The portal transports the PCs to a small corridor, leading further into the palace. On this side, the portal is a blank doorway carved in stone.
2. **HOURGLASS:** The wide staircase leads to a platform overlooking a large part of the palace's 1st level. This is the roof of AREA 3, and PCs can see the roofs of AREAS 4-10 from here. It seems possible to climb to one of the other roofs, but there are multiple realities between one roof and the next, so climbing is very risky. There's a 50% chance any PC trying to climb to the garden will disappear and end up in one of the landing points (AREAS 46-48).

In the middle of the roof is a man-sized hourglass. Its stand is made of black wood inlaid with silver runic symbols. A fine white sand runs inside the hourglass. The sand demonstrates the effects of the Randomized Time Processor very well: it moves and spins around inside the glass bulbs. Sand is constantly teleported from one bulb to the other, and the total amount of

sand inside the hourglass changes every moment.

Treasure: There are 20 silver runes set in the wooden stand. They should be easy to prod out of the frame with a dagger. Each is worth 5 sp.

3. **GIBBERING MOUTHER NEST:** When light is carried into this large chamber, it reflects on the gelatinous bodies and the countless eyes of two **gibbering moutthers** resting against the walls. Against the far wall is the moutthers' nest: an oval patch of viscous material covering parts of the floor and the wall. The bumps, dimples, and uneven spots of discoloration make it so the PCs could mistake it for a third moutther.

As soon as they see the party, the moutthers try to confuse them with their gibbering. Then they slide towards the PCs to attack.

Gibbering Moutthers (2): (SZ: M; AC 1; MV 30 ft., viscous terrain 60 ft.; HD 4+3; hp 16 each; #AT 6+; Dmg 1 each; SA latch onto victim, gibbering; SD control ground density; AL N; XP 290 each)

Treasure: If examined, a large bulge in the gelatinous nest turns out to be the bloated, pulpy remains of a humanoid. It has a pouch containing four peridots, worth 500 gp each. The body doesn't carry anything useful.

4. **DEHYDRATION CHAMBER:** The first thing the PCs notice upon entering is a dark stone bench in the middle of the room. On top of the bench are iron manacles that can be used to chain someone to the bench. In the surface numerous small holes can be seen. If something (for example, a small bead) is put into one of the holes, it comes out of an outlet on the side of the bench. At the head is an iron pump, of which the surface is inlaid with green gems. Examining the pump further reveals four gems are missing. Under the pump is a round basin of about eight feet in diameter. It is filled with cool, clear water.

The bench and pump are all that remain of a machine the Beyonders used to punish their enemies and criminals. When a being was chained to the bench and was attached to the pump with tubes, the creature could be dehydrated by pumping. The extracted liquid flowed into the basin, and its body was reduced to a fine powder, which slid through the holes in the surface and was collected in a jar.

The machine is broken, but it can be repaired. The four missing green gems that are needed to repair the magic of the pump can be found in the nest of the gibbering moutthers (AREA 3). Tubes to attach a person to the pump can be found in AREA 5.

Treasure: The pump still has eleven green gems inlaid upon it, each worth 500 gp.

5. **STORAGE:** On the ground in the middle of this room is a basin, similar to the basin in AREA 4. It is about half filled with clean, cool water. Wooden shelves with rows of glass jars line the walls. Most of the jars are filled with a fine grey powder. These are the dehydrated remains of the Ancient Beyonders' enemies: demons that were captured in a demon invasion thousands of years ago. The powder inside the jars does not radiate magic, but it does radiate evil. None of the jars are labeled.

If the PCs pour all the powder from a jar into a water basin, or bring it into contact with water some other way, the demon inside reforms in two rounds. Roll 1d10 to determine the type of demon from the below list.

1-2: **Type II Demon:** (SZ: L; AC -2; MV 60 ft., hopping 120 ft.; HD 9; hp 36; #AT 3; Dmg 1d3 (claw x2), 4d4 (bite); Spell-like abilities (1/day, unless noted): **darkness** (at will), **fear**, **detect invisibility**, **telekinesis**, gate other hezrou (20%); MR 55%; AL CE; XP 2,432)

3-5: **Type V Demon:** (SZ: L; AC -7; MV 120 ft.; HD 7+7; hp 44; #AT 7; Dmg 2d4 (arms x6), 1d6 (constriction); SD +1 or better to hit; Spell-like abilities (1/day, unless noted): **charm person, darkness** (at will), **levitate, comprehend languages, detect invisibility, pyrotechnics, polymorph self, project image, gate other demon** (50%); MR 80%; AL CE; XP 3,528)

6-7: **Ekivu:** (SZ: M; AC -1; MV 50 ft., flying 210 ft.; HD 7+2; hp 38; #AT 3; Dmg 2d4 (claw x2), 1d4 (bite); SA buzzing drone; SD immune to poison; Spell-like abilities (at will, unless noted): **darkness, detect good, detect invisibility, telekinesis, fear** (any touch), gate Ekivu (15%); MR 40%; AL CE; XP 1,655)

8: **Succubus:** (SZ: M; AC 0; MV 120 ft., flying 180 ft.; HD 6; hp 27; #AT 2; Dmg 1d3 (claws); SA energy drain; SD +1 or better to hit; Spell-like abilities (1/day, unless noted): become **ethereal, charm person, darkness** (at will), **ESP, clairaudience, suggestion, polymorph self, gate type IV demon** (70%) or type V demon (30%); MR 70%; AL CE; XP 2,262)

9-10: **Uduk:** (SZ: M; AC -3; MV 90 ft. in trees 150 ft.; HD 6+6; hp 29; #AT 3; Dmg 1d6 (claws x2), 2d6 (bite); SD change color to match surroundings; Spell-like abilities (1/day, unless noted): **change self** (2/day), **darkness** (at will), **fear, create water, detect illusion, detect invisibility, dispel magic, entangle, invisibility** (2/day), **plant growth, spectral force** (2/day), **telekinesis, gate another uduk** (25%); MR 45%; AL CE; XP 3,528)

6. **TAINTED WATER:** The air in this chamber feels damp and there's a smell of rotting vegetation. The walls glisten with moisture. Near the bend in the middle of the chamber water seeps from the ceiling into a small puddle. In contrast to the water in AREAS 4 and 5, this water is not clean but is brown in color and smells

putrid. Anyone ingesting even a small amount of the filthy water must make a saving throw vs. poison or become sick. A sick PC is very nauseated and suffers a -2 penalty on all attack rolls, saving throws, and ability checks. In addition, the PC must make a new saving throw when he awakens every morning, or remain sick for that day. If he fails three saving throws in succession, the character dies. A **purify food and drink** spell makes the water drinkable. Applying a **neutralize poison** spell will not cure a PC who's already sick, but a **cure disease** or **heal** spell will.

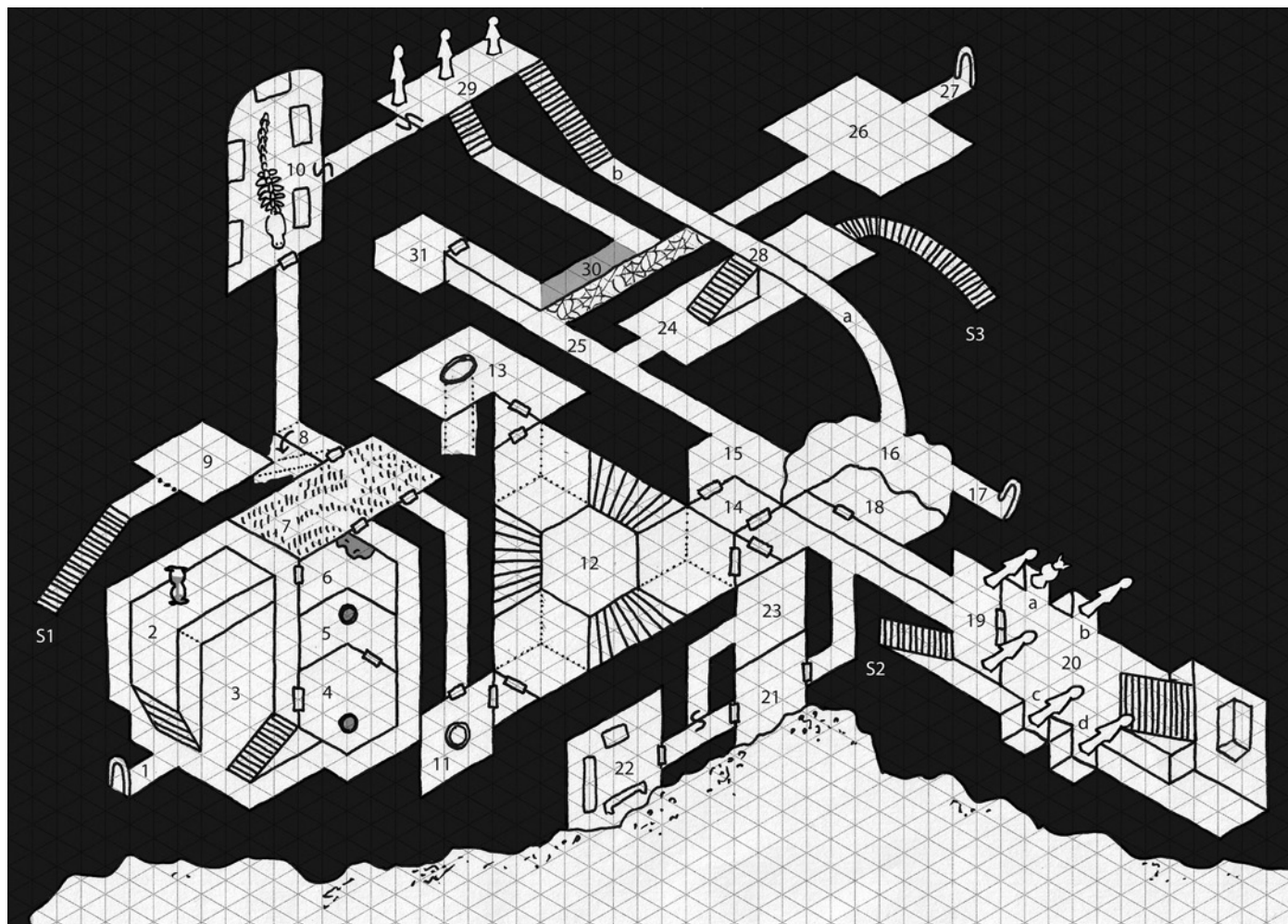
7. **CANDLE ROOM:** This room is uncomfortably warm, and brightly lit. This is because the floor is filled with burning candles. The smoke makes the air thick and irritates the lungs. If a PC spends more than half a minute in this room he must make a saving throw vs. poison or has a coughing fit that lasts until 1d4 turns after he has left the room.

A narrow, winding path is left open between the candles, connecting one of the doors on one side of the room with a door on the other side. The eastern wall (if one can call it that) has a second door, but there's no path leading to it and it cannot be reached without knocking over some wooden candlesticks or extinguishing some candles. If a candle goes out, the PCs are overtaken by an ominous sense of looming disaster: they don't know exactly what, but they're certain something terrible is going to happen.

A thief could climb along the wall to the isolated door, but because the walls are greasy from the candle smoke, he gets

LEVEL ONE OF THE PALACE BEYOND

EACH SQUARE EQUALS 10 FEET



a -30% penalty on his roll. If the PCs have access to a **spider climb** spell, a **cloak or Arachnida**, or similar magic, they can climb the wall without any problems.

9. OTYUGH TRAP: This cavern-like chamber is damp and dark. There's a terrible smell, coming from the rubbish and feces on the floor. An iron portcullis blocks the only way in or out. A Bend Bars/Lift Gates roll is needed to lift it, but it's rusty and can be broken with a crowbar, hammer, or similar (40 hp). If the PCs come here by way of the trap in AREA 8, they are ceremonially thrown headfirst into the garbage.

A **greater otyugh** of 10 Hit Dice is held here. It attacks the PCs as soon as they enter the room, one way or the other.

Greater Otyugh: (SZ: L; AC 0; MV 60 ft.; HD 10; hp 41; #AT 3; Dmg 1d12 (tentacle x2), 1d4+1 (bite); SA grab, disease; SD never surprised; AL N; XP 2,074)

The otyugh has been held here for millennia. It was a lot smaller when it was brought in here, but when the Random Time Processor was activated it already had reached the enormous size it has now. It is very hungry, and it tries to eat whatever enters its cage.

10. MUSEUM: This small museum is dominated by the intimidating tyrannosaurus skeleton standing here in a threatening pose. Around it five glass display cabinets stand against the walls: two to each side, and one behind it. The east wall (if one can speak of such) is covered by a large bookcase filled with leather-bound books. Most of the books are written in very ancient forgotten languages, unknown to anyone born in the last 50,000 years. Casting spells like **comprehend languages**, **dispel magic** or **read magic** on a book causes the lettering on the pages to fade and disappear: the end result is a blank book, which could be used as a spellbook by a magic-user PC.

The two display cabinets against the west wall many strange glass tubes and beakers are exhibited, the uses of which are unfathomable. The cabinets east of the dinosaur skeleton are smaller, and stand about 5 feet from the walls, about halfway between the bookcase and the tyrannosaur. On display are ten clay disks – five in each glass case. Each disk is covered on both sides with stamped symbols. One of the disks is actually an **amulet of life protection**. The other nine disks are worthless. The PCs could get the impression the disks can be used to decipher the books, but this is not true. The disks' true purpose and meaning remains unknown. On display in the cabinet against the rear wall are gold and platinum coins from different ancient cultures. There's 32 gp and 12 pp, but they could be worth 100x more if a collector can be found. In the back of the display is a large brass key, which fits on the door of this room.

Trap: As soon as one of the PCs touch anything from the cabinets or a book from the bookcase, the double doors leading into this chamber close of their own accord and lock magically (equivalent of a **wizard lock**). At the same time, the tyrannosaurus starts regenerating: In the 1st round, its brains and nervous system grow. In the 2nd, its heart and blood vessels. In the 3rd round its organs. In the 4th round its muscles. In the 5th round, its skin and scales will regenerate and the tyrannosaurus will be complete. When the tyrannosaurus is fully regenerated, it steps from its plinth and attacks.

Tyrannosaurus: (SZ: L; AC 5; MV 150 ft.; HD 18; hp 75; #AT 3; Dmg 1d6 (claw x 2), 5d8 (bite); AL N; XP 8,425)

The tyrannosaurus is a terrible opponent, and the PCs would do well to find a way out of the museum, preferably while the tyrannosaur hasn't fully regenerated yet. Attacking the tyrannosaurus during its regeneration has no effect, since any damage done will regenerate in the same round.



One way out is the double doors leading to this chamber. They're **wizard locked**, but a magic user in the party may well be in possession of a **knock** spell or similar magic. If the party does not have access to such magic, they can use the key that is on display in the cabinet against the rear wall. Of course, they must first find that key by examining the correct display cabinet and opening it to retrieve the key.

Another way out of the chamber is the secret door hidden behind the bookcase which is opened – yes – by tilting the right book. Finding the book is a matter of luck. For this purpose, the bookcase has 6 sections, and searching a section takes 1d4 rounds. The PC doing the searching must declare beforehand which section he examines. The right book is in the 3rd section from the left. Note that this frantic form of "searching" is basically throwing as many books as possible on the ground in as short a time as possible. A more thorough method of examining the bookcase takes 1 turn per 10' x 10' area, as normal.

11. WELL: In the middle of this room is a circular, stone-lined hole in the ground. The opening leads to a shaft, the bottom of which cannot be discerned. If the PCs throw something into the well, the splash of water can be heard. The well is 30 feet deep. It is possible to climb the walls of the well using ropes. Thieves can make a Climbing roll -15%. However, disturbing the well in any way wakes the giant octopus that lives in the water.

The tentacles of the octopus are long enough to attack creatures throughout the room. If the octopus manages to constrict a PC with one of its tentacles, it will pull the unfortunate PC into the well and attack him with its beak.

Giant Octopus: (SZ: M; AC 7; MV swimming 120 ft.; HD 8; hp 43; #AT 7; Dmg 1d4+1 (tentacle X6), 4d4 (bite); SA constriction (2d6 crushing damage); AL N; XP 930)

12. NEXUS: This triangular room connects the various parts of the palace. The door brings the PCs to the upside of a cube. From both sides of the cube stairs lead to the other two cubes in the room. The space between the stairs and the cubes is a six-sided shaft of 40 feet in diameter, which seems to run infinitely far into the depths.

To reach one of the stairs the PCs must first reach the side of the cube. The edges of each cube are marked with a dotted line on the map. Reaching a side can be done by simply walking over the edge. A PC stepping over the edge experiences a sudden change of gravity, and must roll under his Dexterity on 3d6 to adjust. If he fails the roll, the PC drops 30 feet down, for 6d6 points of damage. He lands on the stairs and must immediately make a saving throw vs. paralysis or slip into the bottomless shaft, never to be seen again. PCs can avoid falling into the shaft by securing themselves to each other. A new Dexterity check is required to step from the stairs back to a door.

After one or more PCs have reached the stairs, nine **vargouilles** fly out of the shaft.

Vargouilles (9): (SZ: S; AC 8; MV flying 120 ft.; HD 1+1; hp 5 each; #AT 1; Dmg 1d4; SA permanent hp loss; SW bright light, holy water; AL NE; XP 128 each)

13. **ELEVATOR:** The door opens in a smaller area that used to be a separate room, but the wall that separated the two areas has been demolished. Now only a low pile of stones and debris separates the two. Whoever steps into the larger chamber immediately notices that it is cooler and there's a slight, cool breeze. This air current comes from a round shaft 15 feet across in the middle of the chamber. Above it is a hoist mechanism, with two iron chains running into the dark hole. At the bottom of the shaft the cables are attached to either side of a circular platform, but that cannot be discerned from here. Two levers are used to control the lift: if the left lever is pulled, the platform is pulled upward, and if the right is pulled it goes down.

If the PCs try to operate the elevator, they suddenly hear a loud thump coming from the shaft. One round later a **huge beakbrain** appears. Its giant exposed brain is approximately 10 feet in diameter, and its tentacles are more than 12 feet in length each. This beakbrain is called **Hjernebb**. He lives in the area where the Randomized Time Processor is located, and for him time elapses at a more-or-less normal rate but aging doesn't, allowing him to grow twice as big as a normal beakbrain. Now he's too large to fit through the door, and for the past millennium or so Hjernebb has lived in AREAS 43-45. He doesn't need to eat, but that doesn't mean he's not hungry. The PCs are precisely the pieces of meat he craves for.

Hjernebb, Huge Beakbrain: (SZ: L; AC 2; MV flying 120 ft.; HD 8; hp 40; #AT 11; Dmg 1d4 (tentacle x10), 1d8 (bite); SA paralysis; SD immune to electricity; AL NE; XP 3,750)

14. **SCRIPTORIUM:** The walls on both sides of this room are lined with wooden cabinets subdivided in square boxes. In almost every box is a single parchment scroll. In the middle of the room stands a wooden table with four chairs. On the table are a number of scrolls, and there are three inkwells. In a porcelain vase stand eight goose feathers.

The scrolls on the table are unwritten. The scrolls in the cabinets are mostly concerned with different dimensions and the space between them, creatures native to unreality, mutations, philosophical works on reality and the ethics of destroying it, and a list of portals. If the PCs search the scrolls for 4 turns, they'll find a list of all the treasures hidden in AREA 23.

If the PCs examine the bottom of the scroll cabinet, they may find a secret compartment. It is trapped with a poisonous thorn, which will sting the first person who tries to open the compartment without first rendering the trap harmless (a Remove Traps roll). A stung PC must make a saving throw vs. poison or die. In the secret compartment is a **scroll of locate object, detect lie, protection from Evil 10 ft. radius, cure critical wounds, and true seeing**.

15. **CARCASS CREEPER ROOM:** The east wall in this chamber is bent and warped, as if it's no longer part of the same reality as the rest of the room. This area is the lair of five **carcass creepers**, that long ago wandered here from deeper sections of the palace which now no longer exist. The floor of the room is covered with a layer of bones, for over the course of many centuries they have hunted and eaten many wandering creatures, including some adventurers.

Carcass Creepers (5): (SZ: L; AC 3/7; MV 120 ft.; HD 3+1; hp 17 each; #AT 8; Dmg paralysis (tentacle x8); SA paralysis; AL N; XP 156 each)

Treasure: Beneath the bones are 3,342 sp scattered about, and 8 gems can be found, worth 110 gp each. The skeleton of a fighter is for the most part intact and still wears his **chain mail +2**. His **sword +1** lies nearby. Once per day, the sword can **cure light wounds**.

16. **WARPED ROOM:** This room looks like it's pulled out at its seams. The area is bent at an impossible angle, and warped through multiple realities. The wooden door to this room is broken, and the iron bands that strengthened it are bent. The door cannot be closed properly and is easy to open and close just by pushing against it.

This room is the lair of **six carcass creepers**. The floor is covered with inhuman bones. These creepers consider the carcass creepers from AREA 15 bad neighbors: the families have territorial disputes and fight with each other regularly.

Carcass Creepers (6): (SZ: L; AC 3/7; MV 120 ft.; HD 3+1; hp 15 each; #AT 8; Dmg paralysis (tentacle x8); SA paralysis; AL N; XP 150 each)

Treasure: Examining the bones thoroughly yields 4,245 cp, 1,992 sp, 1,1876 gp, and 7 gems worth 100 gp each.

17. **INACTIVE PORTAL.** The magic of this portal is exhausted, and it no longer functions. If the GM so desires, the portal may lead to a landing point of his own devising.



18. INSECT ROOM: The northern wall – or maybe, the upper wall – is bent and warped. Against it stand three tripods, on which are mounted three round-bottom flasks of about 2½ feet in diameter, each sealed with a cork. Inside the first flask countless small spiders are crawling over each other. The second flask contains a colony of red ants. The third flask seems empty, but actually contains naturally invisible insects. As soon as a PC uncorks a flask, the insects inside swarm out of the flask.

Insect swarm (3): (SZ:SL; AC 8 flying 6; MV 60 ft. flying 180 ft.; HD 1 hp/20 insects; hp 20 each; #AT 1; Dmg see below; SA poison; AL N; XP 350 (spiders and ants), 470 (invisible)) Notes: Characters in contact with a swarm automatically suffer 1d4 points of damage each round. The victim must make a successful save vs. poison or suffer intense pains for 1d8 rounds, causing all attack and damage rolls to suffer a -2 penalty. PCs attacking the invisible insects suffer a -2 penalty to attack.

19. ANTECHAMBER: The bronze double doors here are 10 feet high. On each side of the doors stands a 7-foot-tall marble statue, as if on guard. They depict solemn knights in armor, holding their swords in front of them. The statues are not magical, and they will not come to life. Against the walls torches are attached in holders. They're not burning, but may be ignited by the PCs.

Hieroglyph-like reliefs on the doors show a long line of exaggerated, elongated thin figures. The line shows all social classes of Ancient Beyonder society. The leftmost figure is a deformed slave that is being whipped by a slightly-less-deformed slave. As the line progresses to the right, the figures continue to rise in social class, until to the far right the highest religious leader bows to the God-Emperor of the Beyonders. Above the God Emperor a dozen gods look down from the sky, their facial features left intentionally vague and indistinguishable.

The staircase leading down from here comes out on level 2, opposite the preparation chamber.

20. TEMPLE: The bronze double doors leading into this hall are very heavy, and an Open Doors roll must be made to open and close them. The walls and floor of this large hall are of greyish white stone. The vaulted ceiling is painted with faded patterns in gold and black. At the far end of the temple is a flight of stairs leading down to an altar of pale yellow stone. The altar feels warm to the touch, but has no ill effect if touched. Behind the altar hangs a large painting, framed in an ornate golden frame. The altarpiece shows a tall elfin woman, carrying the naked body of a dead man from the battlefield after a great battle. In the walls of the temple are alcoves, two on each side, in which marble statues stand:

a. In this alcove stands a statue of an old dwarven god that's still honored in parts of the world. The dwarf is dressed in full plate armor. He holds his warhammer above his head, ready to strike. On the pedestal somebody has written: 'DWARVES ONLY!' If a dwarf touches the statue or prays to it, he receives a blessing; for the rest of the day, the character gains a +2 bonus to attack large creatures. When someone of another race touches the statue, it makes a single attack with the warhammer. The statue attacks as a 10-HD creature, and does 2d8 points of damage.

b. The statue in this alcove represents a slender, slightly unearthly looking man with a crown on his head. In one hand he holds a book, in the other he holds a staff. This is an ancient god of the Ancient Beyonders.

c. The statue in this alcove is of a beautiful, voluptuous woman, nude, and wrapped in vines and creepers. She has a chilling, hungry smile on her face, and her eyes seem to follow one through the room. On the pedestal stand two

brass candlesticks. Each is worth 250 gp, but anyone in the possession of at least one of the candlesticks suffers from terrifying erotic nightmares about this unnamed demoness.

d. In this alcove stands the lifelike statue of a tall elfin woman, her hands outstretched as if she's reaching for something, or maybe carrying something. If the PCs have examined the altarpiece, they will recognize her as the woman on the painting. In front of her bare feet is a sacrificial dish. A bronze plaque is screwed on the front of the pedestal which says in curly letters: 'IF YOU PAY THE PRICE, YOUR FRIEND WILL RISE.' When a dead body is laid in the statue's arms and the equivalent of 5,000 gp in gems is put in the sacrificial dish, the body is raised (as if subject to a **raise dead** spell). The sacrificed gems sink into the pedestal and cannot be retrieved by any means.

Treasure: The golden frame of the altar piece is worth 1,200 gp.

21. THE NOTHING: Countless dweomers and enchantments were used to maintain the multidimensional nature of the Palace Beyond. Now the Ancient Beyonders are long gone and the palace is abandoned, that magic is breaking down. This room is located in the section of the palace that is crumbling. Most of the southern wall has disappeared, leaving a large hole, behind which lies nothing but the empty space between dimensions. The Nothing bathes the room in a glaring white light and long, dark shadows. The floor is littered with debris and stone dust that swirls slowly in an imperceptible breeze.

Staring into the Nothing for too long may induce insanity. Any character examining or investigating the Nothing for more than 3 turns has to make a saving throw vs. paralysis or become insane. The insanity is permanent, but a **heal** spell will cure the afflicted character.

22. COURTROOM: The eastern half of the courtroom is filled with rotting wooden chairs. There's a large hole in the south wall that overlooks the Nothing that's slowly destroying the palace. Staring into the Nothing can drive one insane, as described in AREA 21. In the bench on the other side of the room sits the judge, a muscular, powerful-looking **efreet**. Left of the bench is the jury box, in which sits a jury consisting of eight efreeti females in harem costumes. To the right is the stand, next to which stands the bailiff, an efreet hiding inside a giant-sized bronze suit of armor, carrying a large kopesh sword. Both the jury and the bailiff are illusions created by the judge, who is the only real creature in the room. A true seeing spell, gem of seeing, or similar magic will reveal the jury and bailiff to be illusions, created by the judge's illusion ability.

The judge is driven mad by the Nothing. He has forgotten his name and purpose for being here long ago, and spends his days conducting mock trials over illusionary defendants and imaginary witnesses. When the PCs walk into the courtroom, he immediately tries to persuade them to join the proceedings. He asks one of them to stand trial. If none of the PCs are willing to take the stand, he asks: '*Come on, it'll be fun! Everybody is guilty of something!*' The other PCs may act as witness, prosecutor, or counsel to the defendant and are expected to ask questions. The judge will encourage them, and ask questions to the defendant as well. The defendant is expected to confess to a horrible crime – murder or worse.

After everyone is heard, the jury speaks the verdict. To determine the verdict and sentence, the defendant must make a reaction roll, adjusted by charisma and consult the below table.

If the PCs fail to cooperate or if the judge is dissatisfied with the proceeding in another way, the judge will attack.

THE JUDGE'S VERDICTS

Die Roll (d%)	Verdict	Sentence	Notes
05 or less	Guilty	Banished to Hell	The defendant suffers 4d12 damage and disappears. He stays in the Nine Hells for 1 hour (6 turns), after which he returns to the courtroom. The PC may have encounters in Hell as the GM sees fit.
06-25	Guilty	Slavery	The defendant is bound into slavery for a period of 24 hours. Roll 1d6; 1-3: the PC is assigned to the judge; 4-6: the PC is assigned to one of the other PCs (determined randomly). The PC must follow every order given, or suffer 2d8 damage, in addition to the punishment the PC's master might want to admonish.
26-45	Guilty	Beating	The PC is sentenced to 10 lashes. The judge will administer them (for 3d8 points of damage per hit), but if another PC volunteers the judge'll be happy to step aside.
46-55	Guilty	Imprisonment	The defendant is permanently imprisoned behind a wall of iron, set up around him by the judge.
56-75	Guilty	Fine	The PC loses 1d4 x 1,000 gp immediately. If the PC doesn't have that amount, he'll be imprisoned instead, as above.
76-95	Innocent	--	--
96 or higher	Innocent	Compensation	The defendant is declared free, and receives the sincerest apologies from the judge, as well as a bag of coins containing 500 pp.

The Judge, Efreet: (SZ: L; AC 2; MV 90 ft., flying 240 ft.; HD 10; hp 39; #AT 1; Dmg 3d8 (fists); SA once/day: detect magic, enlarge, gaseous form, illusion, invisibility, polymorph self, wall of fire, three times/day: wish; SD immune to normal fire; AL EL; XP 2,546)

23. Treasure Room. A secret passage leads to this square chamber. Five large wooden chests reinforced with iron bands are standing against the walls.

Treasure: All chests are locked and trapped. Each contains treasure.

Chest 1: A poisoned needle springs from the lock. Any PC picking the lock or opening the chest must save vs. poison or take 3d6 points of damage. In the chest is 2,341 sp and 4,846 gp.

Chest 2: A poisoned needle springs from the lock, as above. In the chest is a **scroll of protection vs. demons**, and a **potion of extra-healing**.



Chest 3: Gas is released by opening the chest. Everyone within the chamber must save vs. poison or take 2d4 points of damage. Inside is a beautiful ornate vase made of orange glass. It is worth 5,000 gp, but it's very delicate and must make saving throws whenever the PC carrying it is subject to attacks, falls, and other large impacts. If the vase is broken, it shatters in 2d8 shards, which can be used as **portal keys** for the portals in the palace.

Chest 4: The chest is fire trapped. A PC touching the chest takes 1d4+23 points of damage (save for half). In the chest is 5,826 gp and a **wand of illusion**.

Chest 5: The chest is fire trapped, as above. Inside are a pair of **ring gates**. Due to the multi-dimensional nature of the palace, the **ring gates** have a 50% chance of malfunctioning if used here. If malfunctioning, when something is pushed through, it doesn't come out and is lost forever.

24. STAIRCASE: This large hall (with a 30-foot-high ceiling) shows the strange, multi-dimensional architecture of the palace in a tangible way: from here, the PCs look at the outside of a tube. Above the heads of the PCs, about halfway between the floor and the ceiling, a square tube of gray stones runs from one side of the room to the other. Right in front of the entrance a flight of stairs runs up and enters into a passage within the tube.

This chamber is the lair of twelve **vargouilles** that have made their nest on top of the tube.

Vargouilles (12): (SZ: S; AC 8; MV flying 120 ft.; HD 1+1; hp 6 each; #AT 1; Dmg 1d4; SA permanent hp loss; SW bright light, holy water; AL NE; XP 128 each)

25. PHASE SPIDER WEBS: This corridor houses two **phase spiders** and their four **ettercap** slaves. The whole 100' passage is draped with the spiders' cobwebs. Any character turning the corner without first cautiously watching around it will walk right into the webs and be trapped. It takes 2 combat rounds to break free from their webs (+1 combat round for each point of strength below 17). However, this means the character gets out of the web on the same side of the corridor as he or she entered. Characters with a Strength of 13+ can move through the web to the other side, at a rate of 1 ft. per turn, or fight their way at twice that rate. The web is very flammable and can

be burned away. When ignited all creatures within suffer 2d4 points of damage. Anything else contained in the web may be destroyed or damaged by the flames.

As soon as the spiders sense something entering their webs, they become ethereal and wait for an opportune moment to attack. Their ettercap slaves have been with their masters a long time, and there's enough phase spider blood in their veins to allow them to take ethereal form as well. The spiders and ettercaps attack victims tangled in the webs with a +4 bonus.

Phase Spiders (2): (SZ: L; AC 7; MV 60 ft., in web 120 ft.; HD 5+5; hp 31 each; #AT 1; Dmg 1d4+1 +poison (bite); SA ethereal, poison save -2; SD ethereal; AL N; XP 886)

Phase Ettercaps (4): (SZ: M; AC 6; MV 120 ft., in web 120 ft.; HD 5+1; hp 19 each; #AT 3; Dmg 1d4 (claws x2), 1d8 +poison (bite); SA ethereal, poison; SD ethereal; AL NE; XP 245)

Treasure: In the webs hang two chests, made of rotting wood. One contains 3,207 cp, the other 804 pp. The chests are fragile, and will be break when receiving a blow or falling on the ground. This will scatter the coins all over the floor.

26. **GUARDIAN AT THE GATE:** Running along the walls of this room is a broad line of magical symbols. These symbols are the focus of a spell and radiate magic. They keep the guardian of the gate bound to this room. The guard is a **chimera**: a being part goat, part lion, and part dragon. It cannot leave the room, but will attack anyone who enters.

Chimera: (SZ: L; AC 4; MV 90 ft., flying 180 ft.; HD 9; hp 47; #AT 16 Dmg 1d3 (horns x2), 1d4 (claws x2), 2d4 (bite), 3d4 (bite); SA breath weapon (3d8 damage); AL CE; XP 1,864)

The magic symbols binding the chimera here seem painted on the floor, but they cannot be removed by ordinary means. If a **dispel magic** spell is cast on one of the symbols, the whole circle loses power and the chimera is free to leave the room. The binding spell was cast by a 16th level caster.

27. **PORTAL:** Hieroglyphs are carved into the stones around the archway. This portal leads to a burial vault in the Egypt analogue of the campaign world (AREA 46). If the GMs world doesn't have such an Egyptian analogue, any other desert culture will do.

28. **SHIFTING GRAVITY CORRIDOR:** This corridor runs through several layers of reality. As a result, physical laws shift and twist inside the hallway. Sudden changes in temperature or light intensity are not dangerous to the party, but the sudden shifts in gravity are. A PC trying to walk anywhere between the 'a' or the 'b' on the map must make a single Dexterity check (roll Dexterity or less on 3d6). A successful check indicates the PC successfully anticipated the gravity shift and now walks on what was the wall a moment ago. On a failed check the PC slams into a wall and takes 1d6 points of damage.

29. **STATUE GALLERY:** Against the wall opposite the stairs are three **animated bronze statues** 15 feet tall. They represent long, thin women with elongated limbs. Each wears a high Corinthian helmet with a crest running down their backs, and all carry a spear. The women are only partially clothed. They do not stand on a pedestal, but on a thin plinth of 2.5 inches.

The statues are here as guards and will animate and attack if anyone enters this room.

Animated Bronze Statues (3): (SZ: L; AC 2; MV 30 ft.; HD 7; hp 33, 29, 28; #AT 2; Dmg 2d6 (spear); SD immune to mind-affecting magic, non-magical weapons striking the statue must make a saving throw or be broken; AL N; XP 529, 497)

30. **GHOSTLY TENTACLES:** This hallway is magically trapped. When any sentient creature enters the shaded area on the map, ghostly tentacles whip out and attack him or her. The tentacles attack as a 7-HD creature and do 1d10 points of damage per attack. There are a total of ten tentacles, but only 1d10 of them gets an attack each round. The tentacles are incorporeal and cannot be hit by normal weapons: a +1 or better magic weapon is necessary. Each tentacle has AC 5 and 15 hp.

31. **BALCONY:** From this balcony the PCs have a stunning view of the palace gardens (AREA 35), that lie many yards below. Due to the enchantment that lies over the gardens, it looks as if they go on infinitely in all directions. The portal standing in the garden is also visible from here (AREA 36). The PCs may plan to climb down using a rope or rope ladder, but multiple realities lie between the balcony and the gardens, which makes climbing risky. There's a 50% chance any PC trying to climb to the garden will disappear and ends up in one of the landing points (AREAS 46-48).

LEVEL 2

No random encounters will occur on this level.

32. **EMPTY LANDING:** This room is empty. It doesn't seem to have any exits, but actually has two secret doors, leading to different parts of the 2nd level.

33. **ANTECHAMBER:** This room looks about the same as AREA 19. Bronze 10-foot-high double doors are here. On each side of the doors stands a 7-foot-tall marble knights in armor. Against the walls are torches in holders.

The bronze doors here are black with soot, as if a large bonfire has raged against them. However, the floor shows no traces of fire. There are no reliefs on these doors as there are in AREA 25, but under the soot are three symbols. The soot is easily wiped off, but anyone doing so will automatically read at least one symbol, to be determined randomly.

1d6	Symbol
1-2	Fear
3-4	Hopelessness
5-6	Pain

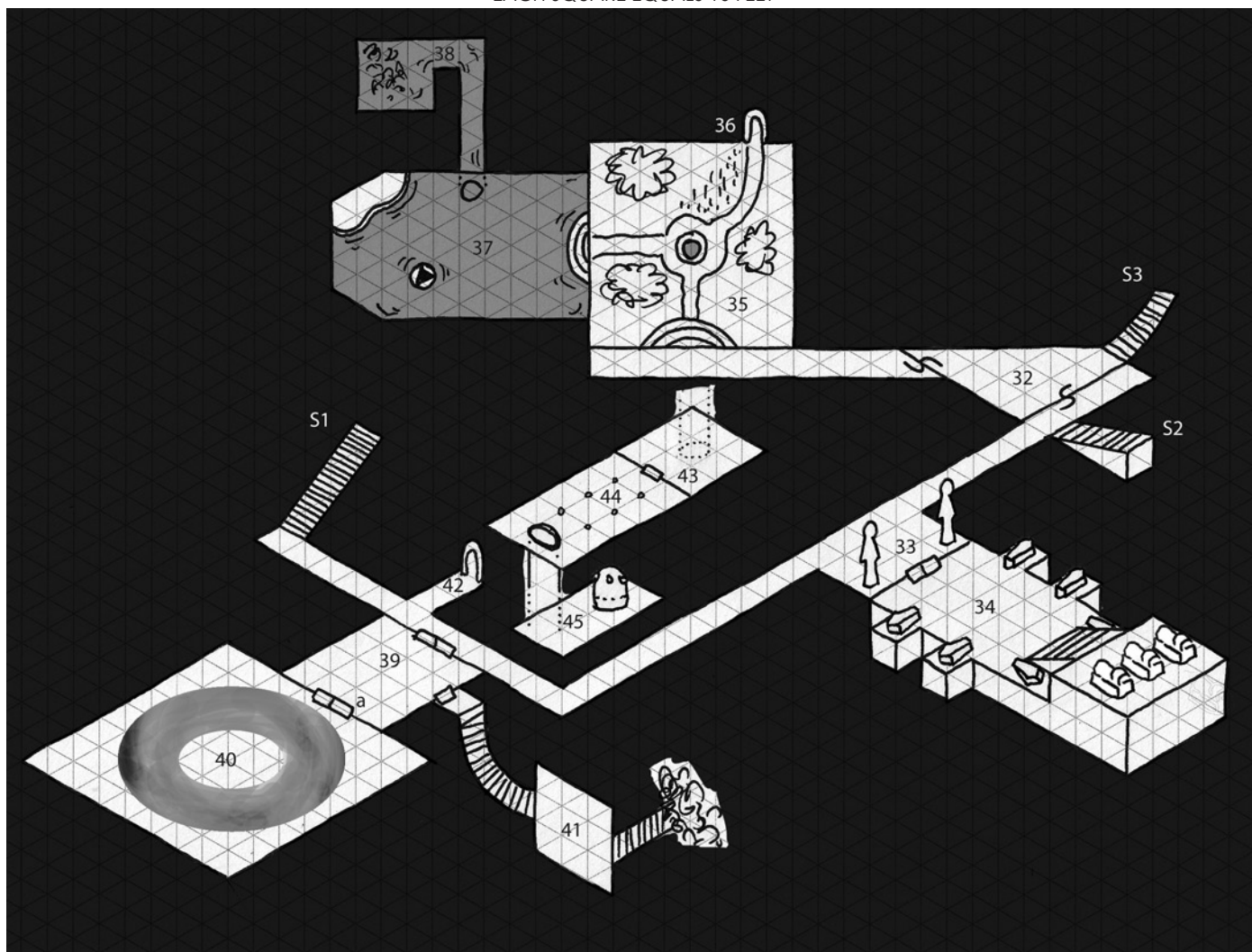
If the PCs walk through the doors into AREA 34, they trigger any unread symbols on the door.

34. **MAUSOLEUM:** This large hall is the same size and shape as the Temple (AREA 20), but there could be no greater contrast. The walls and floor here are pitch black, and the air feels icy cold. The vaulted ceiling is painted with golden hieroglyphs that seem to glow when light is brought into the room. The stairs at the far end of the hall lead to a podium where three sarcophagi stand. The sarcophagus in the middle is pure gold, inlaid with precious stones. On either side of this golden sarcophagus are silver sarcophagi, each excessively decorated with gold

The golden sarcophagus belongs to Asim, an ancient pharaoh of the Beyonders. The **mummies** in the silver sarcophagi were his wives, Queens Anippe and Rabiah. If one of the PCs knows how to read hieroglyphics, he can decipher the story of their death: Rabiah wanted to murder Anippe so she would become First Wife herself, but the poison she put in the wine was drunk not only by Anippe, but by Asim as well. Thereafter, Rabiah committed suicide.

LEVEL TWO OF THE PALACE BEYOND

EACH SQUARE EQUALS 10 FEET



In the four alcoves on both sides of the hall and flanking the stairs are sarcophagi as well, but these are made of wood and the decorations are poorer. This is where the servants of the Pharaoh and his wives are buried.

If any of the sarcophagi are disturbed, all the undead in the room rise and attack. From the wooden sarcophagi come mummies that in the mummification process were treated with experimental chemicals. As a result, they're not preserved very well: they're wet and they are unmistakably decaying. The faulty mummies attack as **zombies**. The mummies of Asim and his wives are much better preserved and are normal mummies.

Faulty Mummies (Zombies) (6): (SZ: M; AC 8; MV 60 ft.; HD 2; hp 6 each; #AT 1; Dmg 1d8 (fist); SD immune to sleep, hold, charm, and cold; AL LE; XP 36 each)

Mummies (3): (SZ: M; AC 3; MV 60 ft.; HD 6+3; hp 36, 34, 29; #AT 1; Dmg 1d12 +rotting disease (fist); SA fear; SD only damaged by magic weapons, immune to sleep, hold, charm, and cold; SW susceptible to fire; AL LE; XP 1,273, 1,257, 1,217)

Treasure: The mummies were buried with many riches. Asim's mummy wears a golden burial mask inlaid with precious stones, worth 7,000 gp, and carries a golden scepter, worth 5,000 gp. Around his neck hangs a silver-and-golden pendant in shape of an ankh, worth 1,000 gp. In his sarcophagus are ten earthenware jugs. Two of the jars contain 1,000 gp each, the

other eight 750 sp each (6,000 sp total). The queens' mummies wear burial masks as well: one of them wears a silver mask inlaid with gemstones, worth 1,200 gp, while the other wears a silver mask with golden ornaments, worth 1,000 gp. In each of their sarcophagi are five earthenware jars, each containing 750 cp.

The sarcophagi themselves are too heavy to carry, but if clever PCs find a way to take them with them, they're worth 5,000 gp to the right collector. The lids of the sarcophagi are inlaid with gems, that can be taken out with a knife or dagger. There are a total of 150 gems, worth 10 gp each.

35. **GARDEN:** A low flight of stairs leads into a room resembling an outdoor area. Above the PCs a bright blue sky stretches out into infinity. Before them and to the right lie vast palace gardens with straight lawns, colorful flower beds, and white marble sculptures. Green trees sway gently in the breeze. However, most of these sprawling gardens are fake, brought into existence by a **hallucinatory terrain** spell. The true garden is 70' x 70' and has a 25-foot-high ceiling.

The true garden is as follows: From the bottom of the stairs, a narrow gravel path leads to the circular fountain in the middle of the garden. In the fountain, the water pours into a basin from four jars that are held by two marble women. They are both tall and thin, with elongated limbs and a pointed face – clearly not human, yet beautiful. From the fountain, the trail continues along a bed of red flowers to a free-standing stone arch (AREA 36). A second gravel path runs to the pond (AREA 37).

Treasure: The flowers growing here are unknown on the PCs home world. A biologist, naturalist, or sage would pay up to 50 gp for specimens or flower seeds.

36. **PORTAL:** The path ends at a stone arch, which due to the hallucinatory terrain seems to stand apart, but like other portals in the palace actually is a blank doorway in the wall. This portal leads to a garden in the oriental region of the campaign world (AREA 47).
37. **POND:** A low marble railing separates the palace garden from the pond. This room has no illusions, and in contrast with the enchanted gardens this room appears cave-like and claustrophobic. A low flight of stairs leads down into the dark water. The water is brackish and foul-smelling. The pond is 8 ft. deep, too deep to stand in. In the water, 60 ft. from the stairs, stands a marble statue on a pedestal. The statue depicts a long, thin woman – of the same non-human race as the women of the fountain in AREA 35 – in an intimate embrace with a crocodile.

Speaking of crocodiles, in the corner of the room is a small stone plateau – an island – where upon lie eight **crocodiles**. The animals keep a close eye on the PCs when they descend the stairs into the water, but they're apparently too lazy to attack. The real reason for their delay is the giant crocodile that lies on the bottom, invisible to the eye. The giant croc surprises the PCs on a 1-3 on 1d6 when attacking. It focuses its efforts on a single PC. The eight normal crocodiles join the fight one round later.

Crocodile, giant: (SZ: L; AC 3; MV 60 ft. swimming 120 ft.; HD 7; hp 22; #AT 2; Dmg 3d6 (bite), 2d10 (tail slap); AL N; XP 401)

Crocodile, normal (8): (SZ: L; AC 4; MV 60 ft., swimming 120 ft.; HD 3; hp 12 each; #AT 2; Dmg 2d4 (bite), 1d12 (tail slap); AL N; XP 74)

38. **FLOODED ROOM:** A hole in the bottom of the pond leads to a flooded corridor, and to this flooded room. The room is littered with boulders, bricks, broken tiles, pieces of marble, and gravel, as was used for the paths in the palace gardens.

Treasure: Under a pile of gravel a heavy chest is hidden. The chest is too heavy for a single character to swim with. An Open Locks roll or 30 points of damage are needed to open the chest. Within are 2,104 gp.

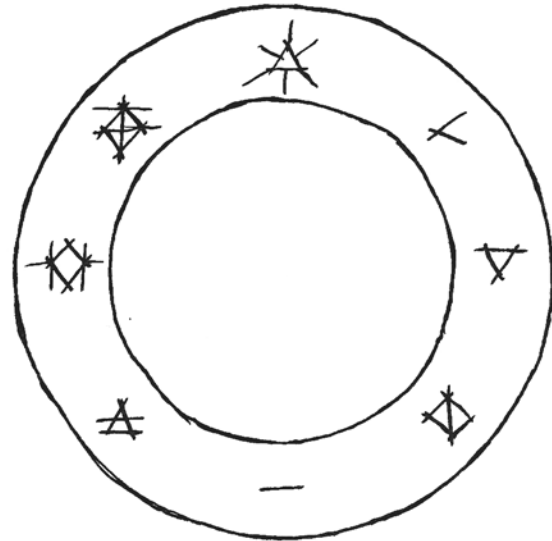
39. **GUARDROOM:** This room is a cube of 40' x 40' x 40'. The first things standing out upon entering the room are the giant, 25-foot-high double doors made of solid steel. On both sides of the room silver shackles on chains hang on the wall. If the PCs progress into the room, the chains start to rattle and rise into the air, and four **spectres** materialize.

Because the spectres are chained, each can move only 20 feet from the wall. There are two sets of empty shackles. If a PC is reduced below zero energy levels and becomes a spectre, the chains will lash out and chain the new spectre to the wall.

Spectres (4): (SZ: M; AC 2; MV hovering 150 ft., flying 300 ft.; HD 7+3; hp 43 each; #AT 1; Dmg 1d8; SA level drain; SD +1 or better weapon to hit, immune to cold, poison, paralyzation, elemental spells, sleep, charm, hold and other mental attacks; AL LE; XP 2,245)

- a. **The Vault Door:** The double doors are solid steel. They are engraved with countless sequences of numbers, which, however, have no meaning to the PCs. On the door is a thick metal ring with nine runic symbols inlaid. If one of the symbols is touched, it glows with a green light. If two symbols are touched consecutively in the right order, the second also lights up, but when symbols are touched in the wrong order, all lights go out.

This is the lock that keeps the prison sealed. To open the lock, all symbols on the ring must be touched in the right order. All the symbols consist of a certain number of lines. The symbol that is composed of one line has to be touched first, and the symbol consisting of 9 lines has to be touched last. If all nine symbols are touched in order, the lock springs open with a loud bang. The metal ring sinks into the doors, which slowly start to open outwards. Steam and hot air escapes from the vault. It takes 10 rounds before the vault doors are completely open, but the PCs can enter AREA 40 after three rounds. The doors cannot be closed from here. The only way to close them again is using the operating mechanism in AREA 41.



40. **PRISON VAULT:** This is the prison of an ancient Beyonder, imprisoned here ages ago because it helped a horde of demons enter the Palace Beyond. The prisoner has mutated by being exposed to strange types of radiation in its millennia-long stay in the palace's pocket dimension. The **mutant Beyonder** is kept in stasis in the eye of a prismatic vortex. Once the double doors of the prison open, its stasis is negated and it is free to leave the vault. It takes 2d6 turns to fully leave its stasis, during which time it can only stand in place, swaying gently as if in an immaterial wind.

Prismatic Vortex: A whirlwind storm of prismatic colors swirls around the Mutant Beyonder. The colors and their effects are identical to those of a **prismatic spray**. All creatures walking into the vortex will be struck by one of the colors, determined randomly on the table on the next page.

As soon as the Beyonder is fully freed from its stasis, it assesses its situation, uses **continual light** against the swirling vortex, and then **teleports** out.

Mutant Beyonder: (SZ: L; AC 2; MV 120 ft.; HD 12; hp 65; #AT 6; Dmg 2d6+4 (tentacles); SA see below; SD see below; MR 65%; AL LE; XP 6,740)

The mutant Beyonder is 7 ft. tall and extremely thin and sinewy. Its face is hardly recognizable as such: instead of features it has six long tentacles descending from its head to its feet. If struck by a tentacle, a victim is constricted and automatically takes 2d10 crushing damage per round until the tentacle is severed. Severing a tentacle takes 10 points of damage, that aren't taken from the Beyonder's normal hit point total.

1d8	Color	Effect	Dispelled by
1	Red	Stops non-magical ranged weapons. 20 points of damage (save for half)	Cone of cold
2	Orange	Stops magical ranged weapons. 40 points of damage (save for half)	Gust of wind
3	Yellow	Stops poisons, gases, and petrification. 80 points of damage (save for half)	Gust of wind
4	Green	Stops breath weapons. Poison (save or die)	Gust of wind
5	Blue	Stops divination and mental attacks. Turn to stone (save negates)	Gust of wind
6	Indigo	Stops all spells. Insanity (save negates)	Gust of wind
7	Violet	Force shield (as per wall of force). Creature expelled from the room	Dispel magic
8	Two colors	Roll twice	

The mutant Beyonder can only be hit by +1 or better weapons, and it regenerates 2 hp per round. It is immune to all **charm**, **hold**, and **suggestion** spells, as well as to disease, poison, and paralysis. It only suffers half damage from cold-based attacks. The Beyonder has 120 ft. infravision. It can use the following spell-like abilities at will: **comprehend languages**, **continual light**, **detect magic**, **dispel magic**, **duo-dimension**, **knock**, **levitate**, **telepathy**, **teleport**, and **water breathing**. Even though it has mutated, the Beyonder still has a godlike intelligence and the GM should grant it strange abilities to interface with the Place Beyond in ways that add interest to his campaign.

41. MECHANISM: The staircase leading to this room is bent in a strange perspective. In the middle of the room is a large piece of machinery, consisting of rusty gears and a single metal lever. This is the mechanism for operating the doors in AREA 40. The doors can only be opened by manipulating the lock, but they can be closed only from here. The lever cannot simply be operated; further examination reveals a safety mechanism at the base of the lever. An Open Locks roll is needed to get the safety off. If the lever is pulled the iron doors close. If the Mutant Beyonder is still in the prison vault at that moment, he is put back into stasis.

The stairs further down have collapsed halfway. If the GM wishes, these stairs can lead to a new level of the palace of the GM's devising.

42. PORTAL: Runic symbols are carved into the stones around the archway. This portal leads to dark parallel version of the gate house (AREA 48).
43. ELEVATOR LANDING: The elevator stops in a square chamber with a single wooden door. There are no levers here; the elevator can only be operated from AREA 13. On the floor lie some bones from AREA 44 that were brought here by Hjernebb the Beakbrain. Otherwise, the room is empty.
44. HALL OF BONES: The floor of this chamber is littered with bones: human, animal, and monstrous. Six marble columns – three on each side – divide the chamber in three. They are sculpted in the form of beautiful, tall women. At the far end of the chamber is a hole in the ground, from which radiates a purplish glow.

If the PCs make their way through the bones, 1d6 **skeletons** will animate and attack. If the characters spend more than a turn in this area, the six **caryatid columns** animate and attack.

Skeletons (1d6): (SZ: M; AC 7; MV 120 ft.; HD 1; hp 6 each; #AT 1; Dmg 1d6 (sword); SD immune to cold, sleep, charm, hold, and other mental attacks; AL N; XP 21)

Caryatid Columns (8): (SZ: M; AC 5; MV 60 ft.; HD 5; hp 21 each; #AT 1; Dmg 2d4 (sword); SD half damage from normal weapons, weapon that hits has base chance of 25% of breaking; AL N; XP 173 each)

45. RANDOMIZED TIME PROCESSOR: This chamber is dominated by a 10-foot-tall, metal machine. Five glass bulbs are on top of the machine, glowing with an eerie purple light. The whole machine looks slightly translucent and displaced, as if it's not entirely in this reality. In fact, it's not entirely in this time: it keeps shifting in-and-out of phase with the rest of the palace.

The **randomized time processor** is a semi-intelligent magical machine. It generates a time bubble around the palace, that preserves it for all of eternity. It doesn't really stop time, it recycles it, and it regularly needs new time to process. However, for the past millennia it has recycled the same three seconds, and more and more sections of the palace have crumbled and fallen into Nothing. The processor is in desperate need of new time, and the PCs can provide that time.

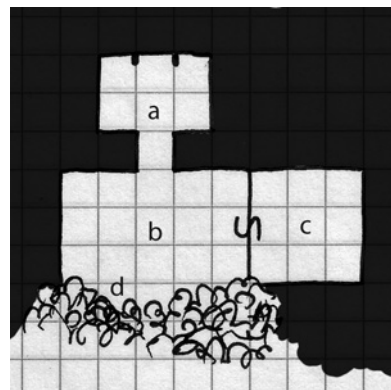
Destroying the randomized time processor removes the time bubble around the palace. Suddenly, everything in the palace is aging again. The Nothing will corrode the building much faster now, and the Palace Beyond will disappear completely in a few months.

Randomized Time Processor: (SZ: L; AC 2; MV 0 ft.; HD 10; hp 60; #AT 3; Dmg age 1d20 years (50%) or energy drain 1 level (50%); SA haste (1/day), time stop (2/day); SD only damaged by magic weapons, immune to person-affecting spells, immune to time-related spells; AL N; XP 4,180)

LANDING POINTS

Each portal brings the PCs to a landing point: a small, secluded area in a faraway region of the world. The encounter areas given here are just suggestions and are less detailed than descriptions of the palace: landing points should be tailored to fit the GM's campaign world.

46. EGYPTIAN RUINS: The portal leads to a small underground tomb in the Egyptian analogue of the GM's campaign world. The ancient tomb has collapsed for the most part, and only three rooms are accessible. All walls are covered in hieroglyphs, telling the story of the nobleman buried here.



- a. Portal: The portal transports the PCs into a small chamber. Daylight enters through the doorway opposite.
- b. Burial Chamber: In the southern half of this chamber the ceiling is collapsed, so now it is open to the air. Bright beams of sunlight fall inside. In the middle of the chamber is an ornate stone sarcophagus. The lid is finely sculpted into the nobleman's likeness.

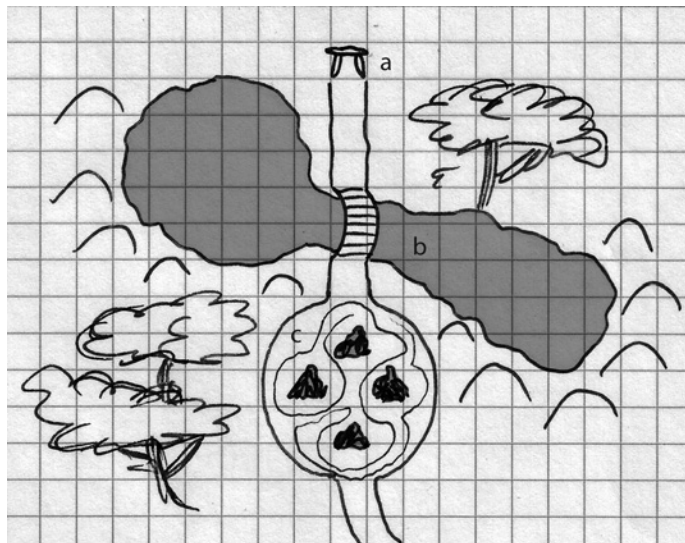
A **gynosphynx** called **Ta-si-ten-hiset** has made this chamber her lair. She knows of the portal to the Palace Beyond, but when the PCs step out of it she's still surprised, since it very rarely happens. She will gladly let the PCs pass through to the outside, but she will never let them enter the treasury. If the PCs want to use the portal back to the palace, Ta-si-ten-hiset will block the way and ask for "payment", in the form of one magic item.

Ta-si-ten-hiset, Gynosphynx: (SZ: L; AC 0; MV 150 ft., flying 240 ft.; HD 7; hp 27; #AT 3; Dmg 1d6 (claw x2), 1d12 (bite); Spell-like abilities (1/day): **clairaudience, clairvoyance, detect invisibility, dispel magic, legend lore, locate object, read languages, read magic, remove curse**; AL CN; XP 866)

- c. Treasury: In this secret room are six clay urns, holding 500 pp each. Hidden among the hieroglyphs on the wall are 16 gems, worth 500 gp each. Inside a wooden box are a **scarab of golem bane** and a **potion of heroism**.
- d. Debris: The rubble of the collapsed roof is easy to climb – no roll is required. Doing so brings the PCs outside. The tomb is located in a desert valley, where many more tombs can be found. If the GM wishes, the PCs may spend some time here, and the exploration of the dungeons in this valley can develop into an extended campaign sequence.

47. **JAPANESE GARDEN:** This portal leads to the Japanese analogue of the GM's campaign world. It transports the PCs to a serene garden. The quietness is only broken by the noise of a deer chaser, sounding about every two minutes.

- a. Torii Gate. On this side, the portal is an oriental torii gate. A gravel path runs from the wooden gate into the garden.
- b. Koi Pond. The pond is filled with huge carp fish of various colors. The fish are easy to catch, even without nets or other fishing gear.
- c. Zen Garden. This garden has a carefully composed configuration of four rocks, with sand raked in patterns



resembling water flowing around them. If the PCs disturb the patterns, four **ogre magi** materialize out of the rocks.

Ogre Magi (4): (SZ: L; AC 4; MV 90 ft., flying 150 ft.; HD 5+2; hp 24 each; #AT 1; Dmg 1d12; SD regenerate 1 hp per round; Spell-like abilities (at will): **darkness 10 ft. radius, fly, invisibility, polymorph self**; (1/day): **charm person, cone of cold, gaseous form, sleep**; AL CE; XP 894 each)

Treasure: If they dig in the middle of the garden, the PCs find a buried chest. In it are 5 potions: **oil of etherealness, potion of ESP, potion of speed, potion of treasure finding, potion of water breathing**.

48. **THE DARK WORLD:** The portal brings the PCs to a dark parallel universe, where the sun never shines and good never triumphs. At first, the PCs might mistake this dark world for their home plane because it looks exactly like the gatehouse entrance to the Palace Beyond, but they will soon find they're in another place entirely.

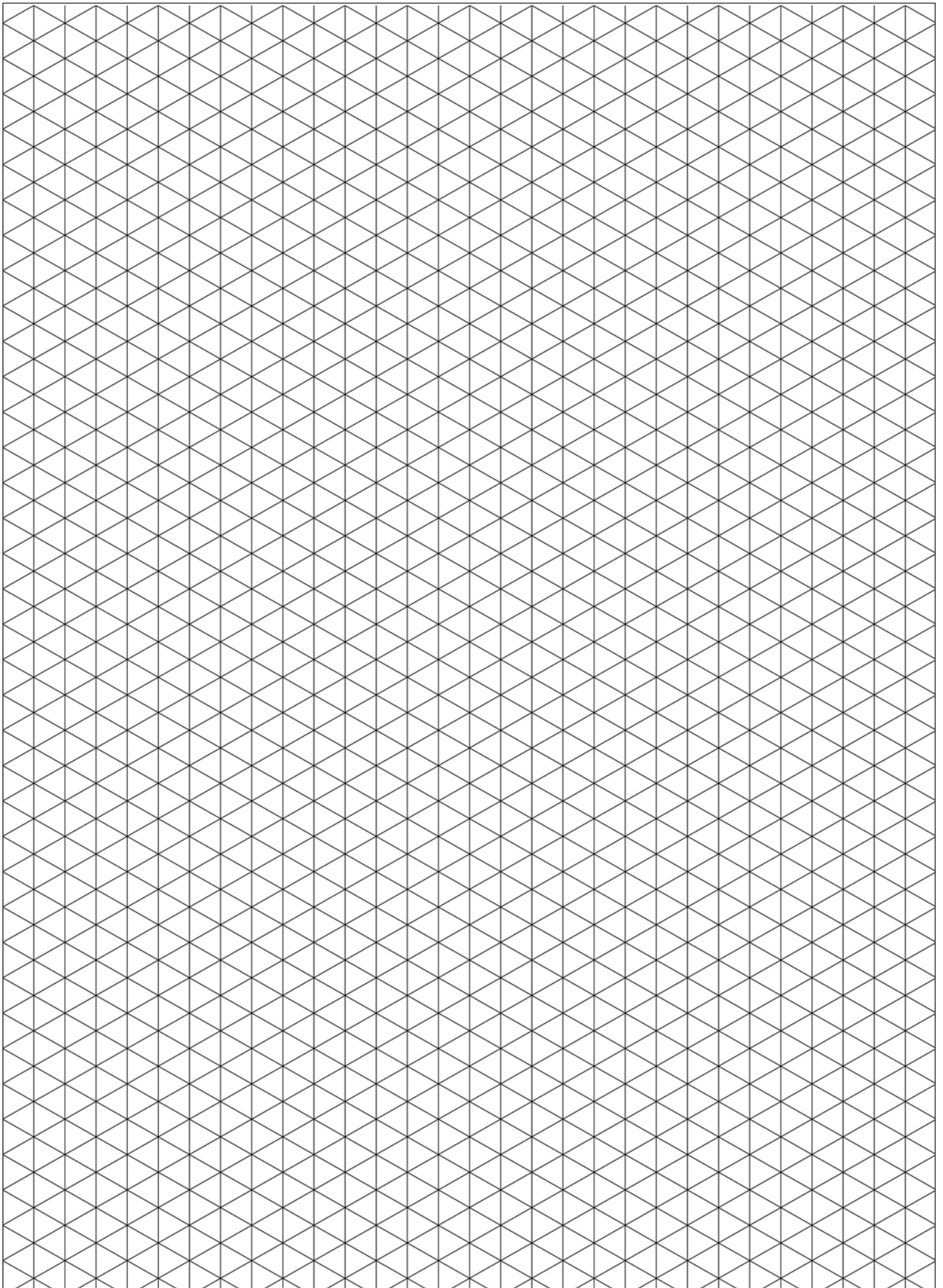
This area features vampire versions of the PCs. In order to make things run more smoothly, the GM should work out the stats for each vampire before running the encounter. Obviously, this is an extremely dangerous world and any PCs venturing here run great risks...

- a. Inactive Magic Circle. There's a circle of rune-stones here, but it's inoperative and will not summon a daemon.
- b. Portal. This gatehouse stands on a hill, overseeing extensive plains. When the PCs arrive, the heavy iron portcullis is up. In contrast to the portal in AREA 1, this portal is accessible both from the front and from the back. No matter what direction the gate is approached, if one of the PCs carries an orange shard of glass (**portal key**), the portal will activate.
- c. Gate Tower. The door's hinges are rusty, and an Open Doors roll is needed to open it. The operating mechanism for the portcullis is here. The portcullis is currently up, but it can easily be lowered if the PCs wish to do so.
- d. Murder Holes. In the floor above the gate are a number of murder holes. A number of large bats equal to the number of PCs hangs on the ceiling. These are the **vampires**, shape-changed into bat form. Each is an evil undead duplicate to one of the PCs. Each vampire has all racial qualities and all class abilities of its PC analogue.

If a vampire analog reaches 0 hit points it takes on gaseous form and flees to its coffin (in AREA 57d). It can be destroyed by submerging it in running water, exposing it to sunlight, or staking and decapitating it. If destroyed, the PC the vampire was paired with immediately gains enough experience to place him at the mid-point of his next higher level. Additionally, the PC gains immunity to level drain.
- e. Coffin Storage. Leaning against the wall are seven wooden coffins. Each has a brass nameplate on the lid, with the name of a PCs on it. The coffins are empty, unless a vampire is reduced to 0 hp and must flee here.

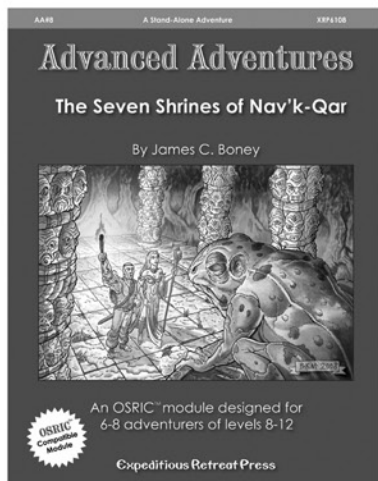
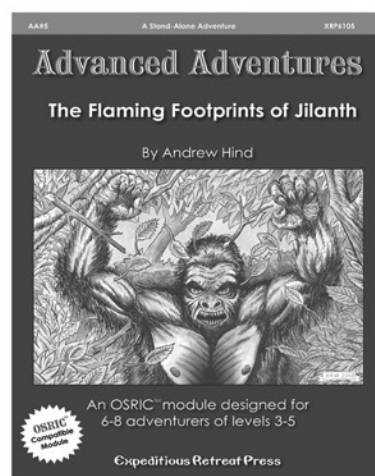
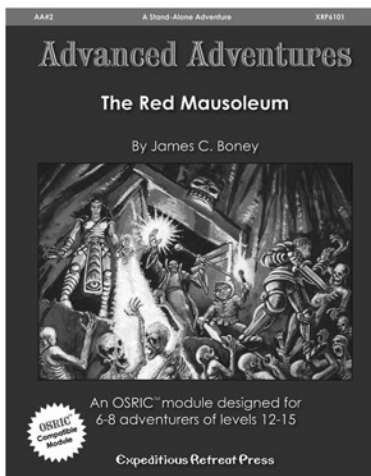
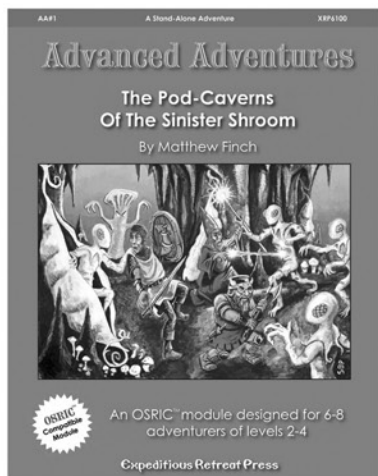
Treasure: One of the coffins is used as a treasure chest: it contains a total of 3,417 gp, 557 pp, a **clear spindle ioun stone**, and an **iridescent spindle ioun stone**.

THUS ENDS THE EXPEDITION TO THE PALACE BEYOND



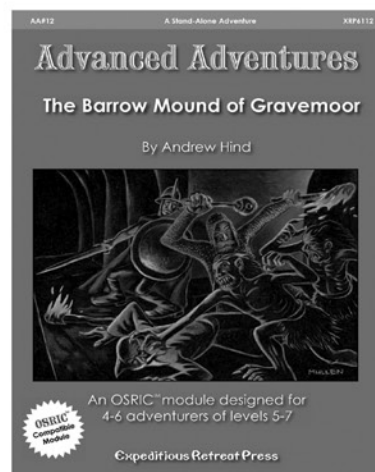
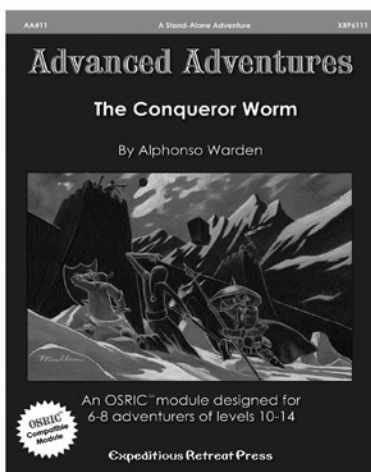
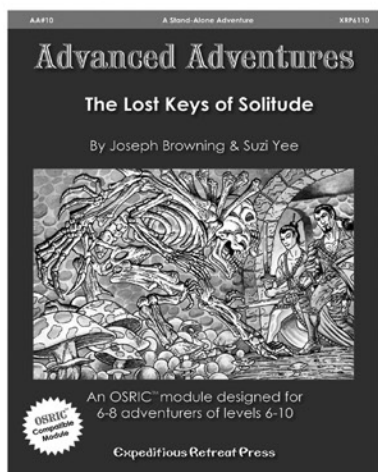
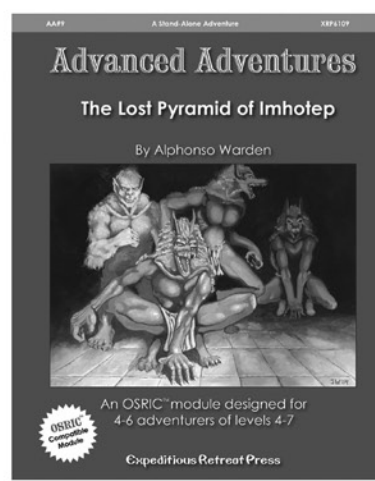
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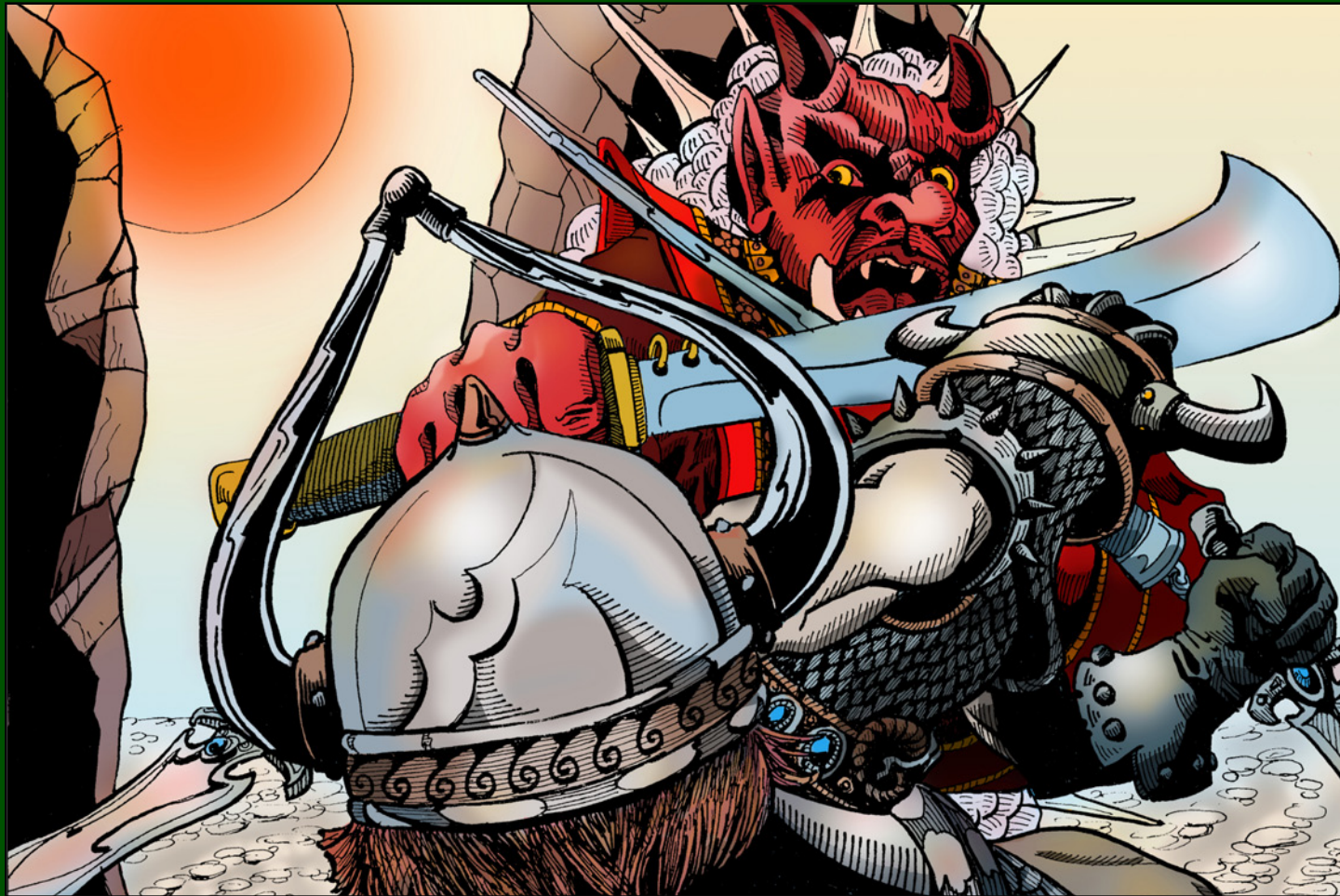
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Advanced Adventures

The Palace Beyond

By Jasper Polane



The Palace Beyond

The Palace Beyond is ancient, and the race that built it is long gone. The palace exists on many levels of reality, and it is said it is everywhere and nowhere at once. It connects different parts of the world: it is possible to walk through a magic portal, into one of the palace's corridors, turn around a corner, and then walk through another portal to end up in a far away land.

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