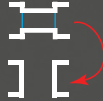


# THE YONDERGATE

The Yondergate is an alien portal that appears in varied environments without reason or warning. If the Yondergate is entered, the party will find themselves at one of four numbered arrival points (determine randomly, re-rolling if they should ever return to the Yondergate). Behind them is a carving of the place they just left, detailed down to the litter on the ground and the crows on the wing: a snapshot in stone. As they pass the other niches around the perimeter of the dungeon they see other scenes: farmers running from a chitinous fin just cresting the furrows; a forest aflame; a cratered landscape under strange constellations; an aging noble applying a prosthetic nose ... or any other appropriate scene from an established campaign.

**1, 2, 3, 4:** Arrival point.

**A1-6:** trigger squares for associated pinch-block. When triggered, the blocks close off the passage.



**B:** Stone mouth. If spoken to will say, "The meat hates the metal, the metal hates the meat. You'll likely die in here."

**C:** *Clockwork Minotaur* in front of mirror. Reflection shows a *golem minotaur*. Will attack and pursue anyone who comes within 2 squares. Regenerates, magical weapons required to hit. Will battle creature from area N to the death. Mirror easily broken.

**D:** 3-8 *gate-rats* in the ceiling!

**E:** Passage and concealed pit are filled with webs. Anyone falling into the pit is teleported to area M.

**F:** *Skeleton King* assembling *Improved Skeletons* from a stack of bones (leftovers from golem creation -- bull bodies and human skulls) and metal. 2-5 *Skeletons*, 1-2 *Skeleton Mastiffs*, plus the King, who wields a magical sword.

**G:** Control Room: On the floor is a model of the Yondergate Labyrinth, complete with figurines of the creatures within -- **including the party**. If a figurine is moved, that creature is relocated to the corresponding place in the labyrinth. If a character picks up their own figurine, they disappear, the figurine drops to the model, and they reappear. All pinch-blocks may be opened or shut and Arrival Point designated in area K may be activated (becomes passable). Figurines can't be taken from the room. If a normal-sized creature is placed in the model it will appear many times larger in the labyrinth.

**H:** The remains of a dead wizard, fused with the floor and wall.

**I-1:** Players hear something from I-2 (roll on Random Encounter table)

**J:** Orate chest on wooden table. Chest contains sleep gas and modest treasure. If chest is opened or removed, the table - which is a *mimic* - will attack.

**K:** Gate-compass: Bas-reliefs on wall match those from Arrival Points. Compass points toward one that is not of the party's origin. Can be spun from initial position.

**L:** Sound of creature(s) from Random Encounter table, receding.

**M:** 2-5 *Spiders* in a 20' deep pit. Pit is littered with bones and modest treasure.

**N:** *Golem Minotaur* with warhammer in front of mirror. Reflection shows a *clockwork minotaur*. Golem is similar to creature in area C, and will fight it to the death. Mirror is see-through when approached from area M.

**WAS THAT DOOR THERE BEFORE?** DID THE WINDING ALLEYS OF GUTTERSRAWL FORM A CITY-RUNE THAT CONJURED IT INTO PLACE? DID THE CULT OF TELEPRAXIS FINALLY SUMMON THEIR ALIEN GOD? OR DID SOME OVERAMBITIOUS WIZARD MIS-CAST GLYPHS AND WARDS WHILE INSIDE A BAG OF HOLDING MADE FROM A DISPLACER BEAST'S STOMACH? NO MATTER -- **THE YONDERGATE HAS OPENED:** A PORTAL INTO IMPENETRABLE DARKNESS, BECKONING THE UNWARY INTO ITS LABYRINTHINE HEART...

**RANDOM ENCOUNTERS** (1 in 6 chance during a lull, automatic at area I-2):

- 1-4 *Keepers of the Gate*: Hypnotically swaying empty robes (save vs. <mind stat> or confused), wielding long knives. Constantly whisper unintelligibly.
- 2-8 *Gate-rats*: like Blink Dogs, but vicious wall-climbing rodents whose bite causes disease. They enjoy dropping from above, biting, and blinking back up to safety.
- 2-5 *Improved Skeletons* -- bones lashed/riveted together with metal.
- A scorched juvenile ape, confused and afraid.
- 1-6 lost townsfolk, mad with hunger and fear, with bone clubs and pocket knives.
- Apprentice to the wizard of area H, looking guilty.

