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|  | The Aberrant  An alternate dimension that exists parallel to  the mundane world.  Aberrant Mirrors  Mirrors hat reflect the Aberrant, allowing it to be seen from the  mund e world.  M sic and rhythm cause the mirrors to wobble and shimmer.  Act as portals between worlds that remain open for a few seconds  after the screech of a Hashara (p. 9) or the chime of the BELL OF  WORLD POLYPHONY (p. 6).  Remember that the Aberrant needs to be lit in order to see it, through a  mirror or with your own eyes.  encounters  Check for encounters (p. 37) every 20 inutes of in-game time, or if the  PCs linger or make noise.  The temple's golem-janitor, Eamil ( . 7), will show up soon after the  PCs break anything or make a si nificant mess. Eamil doesn't need to  be hostile, but they will certainl disappointed. |  | 2d6  2  3  4  5  6  7  8  9  11  Encounter  Ubelfallen (p. 8).  Ghoul Doppelgooper (p. 8) with two extra bite attacks, thanks  to its new body.  Frothy puddle of eyeballs and sick that bubbles and smokes as  it transforms into The Fallen (p. 8).  Doppelgooper (p. 8) without a head that stumbles and walks into  walls. If left alone, they eventually do enough damage to  themselves to collapse into a pile of muck. Ten minutes later, they  transform into an Ubelfallen (p. 8).  Id2 Hashara (p. 9).  Eamil (p. 7)•  C] Scooping up broken bits of mirror and bloody body parts into a  wheel barrow for later incineration.  C] Cleaning and spraying an area thoroughly with LEMON  MAGICS CLEANING SOLUTION (p. 6).  C] Repairing a mirror or tile.  C] Heading back to their workshop for some downtime.  Cecil (p. 9) aimlessly wandering, hoping to run into his party.  3d4 Skeletons fleeing the ghouls in the Hidden Crypt (p. 21).  Flies gather at a specific spot. The top half of a corpse lies at this  point in the Aberrant, mutilated by Hashara (p. 9).  Id2 Ghouls (p. 9) escaped from the Hidden Crypt (p. 21).  Swarm of terrified rats scurrying away from another encounter  (roll again or choose). |
|  | 2d6  2  3  4  5  6  7  8  9  11  Encounter  Ubelfallen (p. 8).  Ghoul Doppelgooper (p. 8) with two extra bite attacks, thanks  to its new body.  Frothy puddle of eyeballs and sick that bubbles and smokes as  it transforms into The Fallen (p. 8).  Doppelgooper (p. 8) without a head that stumbles and walks into  walls. If left alone, they eventually do enough damage to  themselves to collapse into a pile of muck. Ten minutes later, they  transform into an Ubelfallen (p. 8).  Id2 Hashara (p. 9).  Eamil (p. 7)•  C] Scooping up broken bits of mirror and bloody body parts into a  wheel barrow for later incineration.  C] Cleaning and spraying an area thoroughly with LEMON  MAGICS CLEANING SOLUTION (p. 6).  C] Repairing a mirror or tile.  C] Heading back to their workshop for some downtime.  Cecil (p. 9) aimlessly wandering, hoping to run into his party.  3d4 Skeletons fleeing the ghouls in the Hidden Crypt (p. 21).  Flies gather at a specific spot. The top half of a corpse lies at this  point in the Aberrant, mutilated by Hashara (p. 9).  Id2 Ghouls (p. 9) escaped from the Hidden Crypt (p. 21).  Swarm of terrified rats scurrying away from another encounter  (roll again or choose). |  |
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# Veiled Hatchery

Statue er drejet så den matcher den I spejlet og er looted

# Treasure Room

Tekst

# Toll Room

Tekst

# The Hub

tekst

# Liminal Hallway

Black Curtain ændring: Undead med nogen form for Turn resistance, eller med CR 6 eller højere kan komme igennem.

# Demon maw

En hovedløs Doppelganger har forvandlet sig til en *The Fallen*, der gemmer sig over dørindgangen. Hashara har lagt æg ved vinduerne.