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). 

# Combat

**The Fallen**

* Wall ([Gibbering Mouther](https://homebrewery.naturalcrit.com/share/1KU1fOOOVQKerwsMjCHaDo1aZA3BiAZgOrjuN2cTWoW9c)). Fire Vulnerability (ingen Psychic)
  + Hvis mange samme sted, samler sig Abomination
* Crawler ([Gelatinous Cube](https://www.dndbeyond.com/monsters/16869-gelatinous-cube)). 94 HP, Fire Vulnerability, Reaction: Desperate Shrieking, Piercing frem for Acid.

Hvis tager Fire damage, 50% skade skrig tiltrækker Hashara.

Hvis en person dør til The Fallen, bliver til Doppelgooper.

**Doppelgooper**

* [Thug](https://homebrewery.naturalcrit.com/share/1aGvCmtH7im8_Va9ARN8Q48wQEWYgy_C2XnTsOABwbFgh), CR ½ & 2

[**Eamil**](https://homebrewery.naturalcrit.com/share/1G7soRS6pzY6Mm6dWrpoZ4kUyzVK4fItiQqnYBbpDAi6M)

Ubefallen

CR 1, HP 50, AC 14, 35 ft move.   
+3 str, +3 Dex, +2 Con, -2 Int, -1 Wis, -1 Cha  
**Multiattack:** 3x Bite  
**Bite**: +5, 1d6+3 piercing og Grappled (Escape DC 13). Hvis starter tur Grappled, DC 15 CON eller Dazed (save ends at end of turn).

Kan Bonus Action Daze når har Grapled

**A screenshot of a game

Description automatically generatedHashara**Monstrosity.  
*Otherwordly Fever:*Victims slowly gain insect-like features, over Con mod + 2d4 weeks, before a final metamorphosis into a Hashara. Antidote formula is in The Laboratory (p. 28). Cure Disease and similar effects do not fully remove the disease but extends the time before the final metamorphosis by a week (or more, if the effect is powerful).

[Stor Hashara](https://homebrewery.naturalcrit.com/share/1D_uvmw31xCKEx3c3VLU--Pmg5kMhuahYqbOzP9SJXUAo).   
*Tusk* og *Rooting Rush* også DC 13 CON eller *Otherwordly Fever.*

**Undead***Tentaghoul* ([Fleshseeker Ghoul](https://homebrewery.naturalcrit.com/share/1mPIt_C_410XA5-oziqua6nNry7pHo1VWHZocZuDhaJ7d)). CR 2, 3x Fleshripper tentacle, +4 hit, reach 10, *Hit:* 1d6+2 Slashing plus 1d6 necrotic.

Zombies ([Zombie Rotter](https://homebrewery.naturalcrit.com/share/1H-v56SCMOyK58yUUoTL_SiTL2PGGqqXd-cAwwkaCLE-n))

Ghoul Fever. A creature with Chou' Fever cannot 
recover levels of ex%ustion, and must make DC 
10 Constitution saving throw each time it 
completes long rest or acquire level of 
exhaustion. A creature dies while infected 
rises immediately as a ghoul. 

# Generelle noter

Eamil (Glas Golem) har fået nok af PCs efter de først har svinet flere gange, derefter svinet hans arbejde til og senere direkte angrebet ham. Derfor har han lavet et skilt ved indgangen til dungeonen hvor der står:

*”Rottefængere og Sværdhorer, dette er jeres sidste advarsel:   
Bliv væk! Jeres tilstedeværelse accepteres ikke og vil håndteres som andet skadedyr.”*

## Fælde:

*Alarm* ringklokke forenden af trappen alarmerer højlydt med også mentalt Eamil om at nogle er ankommet.

**Combat**:   
Stat blocks:

* [Eamil](https://homebrewery.naturalcrit.com/share/1G7soRS6pzY6Mm6dWrpoZ4kUyzVK4fItiQqnYBbpDAi6M) (With noslip feature)
* [Clockwork caretaker](https://homebrewery.naturalcrit.com/share/1vUT_KGdM3DjPaW6wLfa-Jy28eGAsAQgSaeDNqnC1HUEU)
* 2x [Bandit Instigator](https://homebrewery.naturalcrit.com/share/1rmpyELQUOwcRDwdJsybTC04LIJ9AQJqUcdoZvIkTC6W_) (HP 50, Men Clockwork immunities)

Lair Actions:

1. *Cleaning drops*: Choose two points where a 5 ft. radius sphere poison clouds emerge. Creature enters or starts turn DC 15 CON or take 2d6 Poison damage. Spheres expands by 5 ft at initiative 20. They disappear when it would reach a radius of 20 ft.
2. *Repair*: One Construct gains 14 (4d6) hit points.
3. *Advance*:One Construct may move up to its speed without provoking attacks of opportunity.

Om muligt tager han partiet til fange og tvinger dem til at rengøre *Claustrophobic Flesh Tunnel*.

# 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 Passive Perception 14 eller surprise. Hashara har lagt æg ved vinduerne, klar til at angribe ved lyden af kamp. Kommer 1 runde inde.

# Brilliant Mind

Begge The Fallen er nakket, så er på ¾ liv næste gang (1 CR lavere)

# Krystallen

Kan dræbe The Fallen.