World of Deception

Introduction

*“Noidtcepe”* [“No-It-Se-Pe”] the *World of Deception* is a demiplane where most things are not what they seem or in many cases the opposite, time and space included. Structurally it is a linear dungeon with a hex crawl in the middle.

Important mechanics

Mechanics used widely in the dungeon is collected here but will be reminded when they occur during the adventure.

# The rules of Noidtcepe

Certain rules must be obeyed by those traversing in the World of Deception. Breaking them angers the demiplane’s natives and makes them more resistant towards magic (see table below).

Rules:

1. A

There are two primary ways of learning these rules, either from the Huldra *“Irmel”* in XXX or from the *Spirit of the imprisoned YYY.*

# Inhabitants of Noidtcepe

Creatures living in the World of Deception interact differently with the *rules of Noidtcepe.*

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# Doors

Doors always have the text: *“This is not a door”* engraved. Crossing the threshold of a door triggers

# Leaving Noidtcepe & Dungeon Reset

To leave Niodtcepe an outsider simply needs to take a long rest, and they will appear at a safe spot outside the dungeon. The experiences will afterwards feel like a vivid dream. The next time they enter Niodtcepe all NPCs and puzzles have reset, meaning dead monsters will be alive again. Tressure does *not* reset (you may rule treasure carried by monsters do). NPCs will typically *not* remember their interactions with the party, but their attitude is determined by previous interactions. Thus, if the players killed Irmel the Huldra the next time they meet her she will be highly suspicious if not outright hostile. *The spirit of YYY* is an exception, which remembers everything but is still revived if killed.

Sleep Demon stat block options

CR 4: [Incubus Atonian](https://homebrewery.naturalcrit.com/share/1-JV_iyCMJfd), [Shadow Demon Soulcarver](https://homebrewery.naturalcrit.com/share/1q3Lvl4nedC-9PflfFJWR-qXD2tfSmdhOQp-R-XLH4C5a);

CR 7: [Incubus Ephialtes](https://homebrewery.naturalcrit.com/share/1-JV_iyCMJfd)

A *Sleep Demon* will always attempt to stop the creatures from escaping, only attacking when enough PCs are asleep. This will (hopefully) prompt players to make interesting preparations for the attack that negate the downside of having sleeping party members.

Designer’s note: I run a Westmarches game where every session must start and end at a city, thus the need to leave the demiplane at any given time. One could easily play the dungeon without having the PCs leave it when they take a long rest. I suggest keeping the Sleep Demon attack.

# Spirit of the Imprisoned YYY

Once a powerful inhabitant, the \*monster\* “YYY” broke the demiplane’s rules one too many times and is permanently imprisoned. Even in this state, YYY is powerful enough to create a spirit that attempts to lure outsiders to free YYY. The spirit attempts to answer questions as truthfully as possible as it wants their trust. The spirit takes the form of a cloak with a [Sōmen](https://en.wikipedia.org/wiki/Men-yoroi) mask as a face. YYY knows almost everything about the World of Deception and is willing to give that information for a price: Life essence. Mechanically this is works as follows: A player may ask a question about anything in Noidtcepe and in return have some of its hit dice permanently spent while in Noidtcepe. The amount spent depends on the importance of the question asked.

Spirit of YYY stat block:

CR 4: [Succubus Visitor](https://homebrewery.naturalcrit.com/share/IiuSFf8hsSbZ)

*Example:* The level 5 paladin Vivelox asks the spirit in why the dogs in ZZZ are imprisoned in cages. The spirit judges this to be worth 1 hit dice, and thus Vivelox will always have spent at least one hit dice while in Noidtcepe. If Vivelox enters Noidtcepe later with no spent hit dice, he immediately loses one but does not regain hit points from it.

The spirit will often prompt the players to ask it for aid if they are stuck, saying things like:

*“You know you can just ask.”*, *“Please just let me help you.”*, *“Why go through all this trouble when I’m right here?”*

From a game design perspective, this NPC serves to aid players navigate this weird dungeon and avoid an unhealthy amount of frustration, while itself being a challenge.

# The Forest inside the forest inside the forest

The forest consists of three layers. The entrance to the next part of the dungeon is on the second layer. Space works differently in the forests, and you go to other places by thinking about them, and the issue then becomes to know what you want to go to. If creatures wander aimlessly, they might stumble into anything.

Ilmer will approach any newcomers and begin talking (see below)

## Key locations

## Inhabitants of the forests

All creatures native to Noidtcepe can travel between the different forests by concentrating for 10 minutes. The giants explain it as: *“Me can go other place if me think very big about other place”.* Creatures native to the forests use old German names (Male: Albretcht, Conrad, Lorenz, Ortolf, Wolfram, female: Enede, Gerhaus, Gerke, Alke, Ute).

### Ilmer

Ilmer is a *huldra* ([Lore](https://homebrewery.naturalcrit.com/share/1ukNojO2ei5mNKSwSobLD1aOU9gEjI8QOIzKN7RfUgyZz))*,* a fey creature guarding the forest and all its inhabitants. She approaches newcomers and asks them about their personal life, while making sure they understand the obscure rules of Noidtcepe:

1. Pronouns are not allowed.
2. Doors must always be closed after use.
3. Any beast you make eye contact with must be greeted by name.
4. Stealing from an inhabitant of Noidtcepe is not allowed.
5. If asked, you must be able to tell a person’s birthday.
6. You must use an alarm instrument when a large swarm of pests is spotted.
7. You may not foresee or tell the future nor the past (e.g., Commune, Augury, Divination Wizard’s Potent).
8. You may not hit anything by the thing it is made of (e.g., attacking a treant with a quarterstaff or an iron golem with an iron sword)

### The Empty Stomach Clan

Forest Stat Blocks

**Named NPCs:**

Ilmer ([Huldra Trollwife](https://homebrewery.naturalcrit.com/share/1ukNojO2ei5mNKSwSobLD1aOU9gEjI8QOIzKN7RfUgyZz), CR 7)

Helbert ([Hill Giant Chef-Soul](https://homebrewery.naturalcrit.com/share/1-h0o-MsCfyxkZL8GAcPoEttvlDEHK4wh5WSwN5UpwIO7), CR 8)

Rkto ([Brown Rkto, Beat of the Three Maidens](https://homebrewery.naturalcrit.com/share/1_DvBDsEcAiXLR_nDdUBv4-H2Qkpu-Uu3Ei-zW3EynfY1), CR 16)

**Unnamed:**

[Hill Giant](https://homebrewery.naturalcrit.com/share/1-h0o-MsCfyxkZL8GAcPoEttvlDEHK4wh5WSwN5UpwIO7), CR 5

[Bridge Troll](https://homebrewery.naturalcrit.com/share/1KSDqC1YHQ5taJTwJ4Ai0ASXCZxmecEnLg7rkCNdYVlx1), CR 5

[Splinterbough](https://homebrewery.naturalcrit.com/share/17d5v99yjSmgUu0nNaz-yhYZe_WAg03LzKTGcBBYrVq8N) and [Grovetender Treant](https://homebrewery.naturalcrit.com/share/17d5v99yjSmgUu0nNaz-yhYZe_WAg03LzKTGcBBYrVq8N), CR 3 and 9

These giants only care about three things in life: 1. Ilmer, 2. Food, 3. Treasure (in that order). They fight with the unorganized trolls for food and treasure, and with everyone who dare lay a finger on Ilmer, their beloved mother figure.

### The trolls

Typically, in groups of 1-3, these trolls eat everything they can get their hands on. They attack the players unless they can be convinced to get more food elsewhere. They have a deep respect for Ilmer and will come to her aid at any time even if it means giving up a wonderous meal.  
They fight with the giants for food and treasure. The treasure they trade with Rkto for even more food.

### Rkto

A huge bear which never leaves its cave, which stretches all three forest layers, unless heavily provoked. Rkto used to roam the forest creating peace and prosperity for all that lived there, but after two of her three huldra daughters were tricked into killing each other, Rkto spends all her time in the cave trying to revive them, the surviving daughter being Ilmer. After their deaths the forests became a part of the World of Deception. Rkto is performing a ritual to bring her daughters back that requires an enormous amount of gold and treasure. She trades food for treasure with the trolls.