World of Delusion

Introduction

*“Delas”* the *World of Delusion* 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 Delas

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 Delas

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

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# Doors

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

# Leaving Delas & 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 Delas and in return have some of its hit dice permanently spent while in Delas. 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 Delas. If Vivelox enters Delas later with no spent hit dice, he immediately loses one but does not regain hit points from it.

The spirit will often prompt the PCs it has already answered questions 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.

Areas

Overview:

1. The Forest inside the forest inside the forest
2. The old creaking house
3. The freshwater ocean

# Entrance

In a small valley sprouts a large field of glowing mushrooms of all possible colours. Some of these are sentient and prompt the PCs to inhale their spores or eat them. Doing so causes on of the following effects until the creature takes a long rest, and can be cured by a Lesser Restoration or similar effect:

1. You open your third eye: All invisible creatures are visible to you, but you are Frightened of them.
2. Someone is after you, and when they get here it will be bad: You get a +2 bonus to initiative rolls and perception but must make a DC 15 Wisdom saving throw at the start of your first turn in combat or be Frightened. Save ends at start of turn.
3. The plants share their secrets with you: You can speak with plants and ignore difficult terrain caused by plant growth but is Charmed by all plants and treat any creature who harms plants as hostile.
4. Bad trip: You gain a level of exhaustion.

A creatures affected by the spores also sees a door standing just outside the mushroom field, facing towards the small forest 50 meters away. It has a peephole, and if looked through shows \*insert MacGuffin of choice\* placed in an old house. A creature who opens the door sees a gravel path leading into the forest. Walking on the path slowly transfers the creature to Delas and becomes more and more transparent to creatures not walking on the path.   
The path disappears when you reach the now much more dense forest, and walking backwards does not lead to the mushroom field (see below).

# 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 third 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 a though could lead to multiple places, a crossroad will appear potentially with a sign with hints of what each direction leads to. These signs are typically technically correct but misleading. If creatures wander aimlessly, they might stumble into anything (see *Small Encounters / Encounter prompts* below)

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

## Key locations

### The turned over turtle

A huge turtle is stuck laying on its back. On its shell is a stairway that leads downwards to the next forest layer. Up to four creatures can participate in turning over the turtle, and a collective strength of 70 is required.  
If the turtle is severely disturbed or attacked, it says very slowly:

*“Nooow nooow, no reasoooon to be meaaaan. Pleaaaase do nooot do that agaaain”*

If disturbed again, the turtle gets up on its own and attacks. Any creature climbing on the turtle’s back can enter the stairway on the back of the turtle by spending half of its movement.

Turtle stat block

[Adolescent Dragon Turtle](https://homebrewery.naturalcrit.com/share/1_mUbCx3DIZoy1HZyRJIzRDJaUel4FpyV7URvMOgBZkqF)

A wooden sign points in the direction of the turtle which says: “Next layer”.

### Giants’ mountain balcony

The *Empty Stomach Clan* lives in a cave with a huge balcony on a mountain. Here they hold large feasts and store their treasure. Helbert is always home preparing the next meal.

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.

### Rkto’s layer stretching cave

Rkto is a huge bear which never leaves her 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.

### Forest exit

A large wooden sign above a hallway that leads into a hill says: “Exit”.

The hallway ends with a concave stone wall with a sign pointing towards it saying:

*“To pass through you must run with incredible speed and full determination”.*

There is nothing special about the wall, and it is a prank. If enough people try to run into the wall, a small, supressed laughter can be heard from the ceiling, revealing the fact that there must be a hidden trapdoor. The trapdoor leads directly to the floor of an old building (see *The Old Creaking House* below).  
A creature running into the wall takes 1d8 damage bludgeoning damage.

## Inhabitants of the forests

All creatures native to Delas 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. On her back is a hollow wooden tree stump with a rope hanging inside, which connects to other layers. Crawling up the road gets you to the above layer and vice versa.

Ilmer approaches newcomers and asks them about their personal life, while making sure they understand the obscure rules of Delas:

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 Delas is not allowed.
5. If asked, you must be able to tell a person’s birthday.
6. You must use an instrument to sound alarm when a swarm of pests is spotted.
7. You may not foresee or tell the future (e.g., Commune, Augury, Divination Wizard’s Portent).
8. You may not hit something with itself (e.g., attacking a treant with a quarterstaff or an iron golem with an iron sword, casting fireball on a Fire Giant)

### The trolls

General 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

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.

## Small encounters / Encounter prompts

**Social encounter**: Unicorns that are horses with a glued-on horn and spray-painted white fur. Lead by a [Nightmare](https://homebrewery.naturalcrit.com/share/1ie7ZD3sKToANtzpKW6Acq96kxrkFsEgv7P9B77Q5V9vI) (the “evil unicorn”) who tries to sell the “unicorns”.

**Social/Combat**: Raccoon infiltration/heist.  
A band of [raccoons](https://homebrewery.naturalcrit.com/share/1k2UgL0ndjgQyek2wM8ATCj6KfDiJ5C-gUQqMUxqi6yVI) are going to infiltrate the gigantic hollow tree which houses the evil king squirrel and his knights who have amazed an enormous number of nuts. The plan is to trick the squirrels to give the nuts away to disguised raccoons, as the rules forbid stealing. PCs may aid the raccoons, but the miniscule scale might prove difficult to overcome. The PCs could most likely just smash the hollow tree and behead the king squirrel, but the raccoons would be quite disappointed that their genius heist plan was all for nothing.

**Social/Combat:** Were-folk taking a sunbath.

[Wereanimals Stat Blocks](https://homebrewery.naturalcrit.com/share/A8LqPSWPJrlC)

CR 1: Wererat

CR 2: Wereraven

CR 4: Werebadger, Wereshark

CR 6: Werewolf pack leader

A bunch of different animals are laying on their back on a small beach. Each of them looks dead or sick (their position is rather unnatural), but they are just immensely enjoying their sunbath. If anyone casts a shadow on one of the were-animals, they become aggressive and loudly demand a fee for messing with their sunbath. If the PCs will not give the required money, the were-animals attack.

These were-animals do *not* extend their curse.

**Location**: Magic pools

A bunch of bubbling pools each with a distinct magic effect. A creature who touches the pool receives the effect the next time the creature makes any d20 roll. If multiple pools are touched, only the last takes effect.

1. The bubbles have tiny naked people inside who explode when the bubbles are popped.  
   Effect: You become tiny for the next 1d4 hours. Furthermore, your speed is decreased by 20 feet, and you deal 6 extra damage on melee attacks. Your weight is unchanged.
2. The bubbles clump together to form huge humanoid shapes.  
   Effect: You become gargantuan for the next 1d4 hours. Furthermore, your speed is increased by 20 feet, and your attacks cannot deal more than 10 damage.
3. The pool and its bubbles are completely transparent.   
   Effect: You become invisible to yourself for 1d4 hours but is certain no one can see you and rationalizes all attempts at disproving you. You cannot cast spells or other features with a range of self.

# The old creaking house

Encounter notes:

Noget hvor man skal sove brug [Feyr](https://homebrewery.naturalcrit.com/share/1qHHcEb98-ZfXWMN8VqV7KTzKhh50DQk_0j8scgPNqPbO). Potentielt i Razormind encounter skal de sovende slås imod Feyr.

**Monsters with delusion theme**

[Doppelgangers](https://homebrewery.naturalcrit.com/share/1YZrbRFp5ItWm1G9tJy_f0O0huHg5I6U0FIxdoEiMM69q), [Displacer Beats](https://homebrewery.naturalcrit.com/share/1w3YuaS9eX7aEOtYlB-zI-3SJ53_-B9ofGJSMGx-lbH9Z), [Displacer Dragons](https://homebrewery.naturalcrit.com/share/1I1fdhl-BTLzMUQq1rQN9T7H7lJzjketNP9VF5X65ab-H), [Babau](https://homebrewery.naturalcrit.com/share/14ZvNELM9QkSsEvm01wd9Mdn9_lbAm5ynHcvdhVqRgr2c)