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.

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 changes the world. A moon slowly eclipses the sun, the demiplane’s natives becomes hostile and more resistant towards magic (see table below).

## Rules:

1. Doors must always be closed after use.
2. Any beast you make eye contact with must be greeted by name.
3. Stealing from an inhabitant of Delas is not allowed.
4. If asked, you must be able to tell a person’s birthday.
5. You must use an instrument to sound alarm when a swarm of pests is spotted.
6. You may not foresee or tell the future (e.g., Commune, Augury, Divination Wizard’s Portent).
7. 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).

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

## Eclipse

|  |  |  |
| --- | --- | --- |
| **Rules broken** | **Effect** | **Sun/Moon** |
| 1 | Inhabitants become grumpy and rude | Small black spots on corner |
| 2 | Small animals become hostile and performs minor attacks (such as throwing nuts or rocks) | Clear black patch |
| 3 | Inhabitants of CR 1 or above becomes immune to spells of 1st level or lower. | ¼ covered |
| 4 | Darkvision doesn’t work for outsiders. | Sun’s colour becomes white |
| 5 | Outsiders have disadvantage on saves against being Charmed or Frightened. | ½ covered |
| 6 | Inhabitants of CR 3 or above becomes immune to spells of 2nd level or lower. | Sun only gives dim light |
| 7 | Gravity becomes weak. An outside moving more than 20 ft on a turn must make a DC 15 Strength save or be affected by Levitate until the end of their next turn. | ¾ Covered |
| 8 | Inhabitants of CR 5 or above becomes immune to spells of 3rd level or lower | Shadows made by sunlight has free will. |
| 9 | Inhabitants attack outsiders on sight and gain the Reckless attack feature. | Totally eclipsed |
| 10 | Illusions become real, sentient, and hostile to outsiders | Sun disappears |

# Inhabitants of Delas

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

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# Doors

|  |  |
| --- | --- |
| **Area** | **Effect** |
| Forest | Lose reaction |
| House | Knock prone and lose rest of movement |
|  |  |

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

# Leaving Delas & Dungeon Reset

To leave Delas 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 Delas 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 Zazza* 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 Zazza

Once a powerful inhabitant, the [Shard of Graz’zt](https://homebrewery.naturalcrit.com/share/eZe6mumruSnR) “Zazza” broke the demiplane’s rules one too many times and is permanently imprisoned. Even in this state, Zazza is powerful enough to create a spirit that attempts to lure outsiders to free Zazza. The spirit attempts to answer questions as truthfully as possible as it wants their trust. The spirit takes the form of a hooded cloak with a [Sōmen](https://en.wikipedia.org/wiki/Men-yoroi) mask as a face. Zazza 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 Zazza 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 (roll 1d4):

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 (remember all doors has “This is not a door” written on them”). It has a peephole, and if looked through shows \*insert MacGuffin of choice\* placed in the entrance of an old mansion. 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)

## Ways of going up and down the layers

Layers: Grantræ, Birketræ, Egetræ

1. The turned over turtle
2. Ilmer’s back
3. Rkto’s cave stretches all three layers
4. Mini-volcano beach

## 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* giants’ clanlives 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.

### Mini-volcano beach

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

CR 1: Wererat

CR 2: Wereraven

CR 4: Werebadger, Wereshark

CR 6: Werewolf pack leader

30 ft wide 15 ft deep pool with a beach filled with were-folk laying on deckchairs. In the pool is an active volcano creating bubbles. On the side of the beach is a metal staircase which leads down into the bubbling water and further to the next layer. To stop the magma-hot bubbling water, one must shout at the water telling it to stop. The were-folk know this.

The were-folk 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.

The were-curse spread by these animals only apply inside Delas.

### 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 2d8 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 leading up and down 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. Doors must always be closed after use.
2. Any beast you make eye contact with must be greeted by name.
3. Stealing from an inhabitant of Delas is not allowed.
4. If asked, you must be able to tell a person’s birthday.
5. You must use an instrument to sound alarm when a swarm of pests is spotted.
6. You may not foresee or tell the future (e.g., Commune, Augury, Divination Wizard’s Portent).
7. 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, Beast 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

[Manticore](https://homebrewery.naturalcrit.com/share/1zD40AwGgmlYk3GbiqURXeSPif5t_CaQol8Wf_0PvHm9T), CR 2-3

[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 plus a Manticore or two, 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. However, if the PCs could convince the Trash Griffon ([Raccoon-Crow](https://homebrewery.naturalcrit.com/share/1sCADIy71jkMYngqBjYY9NuEaM8JU-8WaWmVInX7D5KLT¨)) to be the heisters getaway vehicle, the raccoons would be delighted. 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.

Raccoon heist stat blocks

[Raccons](https://homebrewery.naturalcrit.com/share/1k2UgL0ndjgQyek2wM8ATCj6KfDiJ5C-gUQqMUxqi6yVI) (CR 1 and 4)

[Trash Griffon](https://homebrewery.naturalcrit.com/share/1sCADIy71jkMYngqBjYY9NuEaM8JU-8WaWmVInX7D5KLT¨) (CR 2)

Squirrel Knight ([Skiurid Scurrier](https://homebrewery.naturalcrit.com/share/TgYk9Hrxflow), CR 1/8)

Knight Swarm ([Skiurid Swarm](https://homebrewery.naturalcrit.com/share/TgYk9Hrxflow), CR 4)

King Squirrel ([Skiurid Sovereign](https://homebrewery.naturalcrit.com/share/TgYk9Hrxflow), CR 5)

**Social/Combat:** Joey-Joey flexing  
Two tall men both called “Joey” with stunning physique walks down the road constantly flexing in new poses, followed by their two companions “Caesar” and “Genghis”. Joey & Joey wear a loin cloth, golden jewellery and Egyptian´ish headwear, enhancing their long, soft purple curly locks. Caesar and Genghis wear Roman and Mongolian clothing, respectively, and supports the two Joey’s flexing. Caesar does by pouring olive oil on their muscles, and Genghis throat sings to power up their flexing. Song, music, and oil physically makes their muscles bigger.

*The muscle flexing honour duel*The 4 musclemen will not move for anybody and will be highly offended if someone breaks their flexing, and demand an honour-duel, which involves who can make the best-looking pose. The duel consists of two phases:

1. A prep phase. All manner of enhancement is allowed. Successful checks might give advantage, Bardic Inspiration’ish bonusses or similar.
   1. Caesar pours olive oil and Genghis sings.
2. Pose standoff. Contested Strength (Performance) check.

If the PCs win, the Joey-Joey pair will aid them however they can, until their debt is settled. They will not fight, however, as that robs the PCs of a glorious battle.

Caesar: *“We came, we flexed, we gained”*

**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 or otherwise requires you to see yourself.

### Random monster encounters

Roll twice on the monster column, once on act table. Combine in the most senseful or interesting way.

|  |  |  |
| --- | --- | --- |
| **Roll** | **Monster** | **Act** |
| 1 | Animals ([Ape CR 1-7](https://homebrewery.naturalcrit.com/share/11D123fkj2EWNYBvaXuJKGuqydSzJUYBcowQ5pXPpqxKb), [Boar CR 2](https://homebrewery.naturalcrit.com/share/1D_uvmw31xCKEx3c3VLU--Pmg5kMhuahYqbOzP9SJXUAo), [Bear CR 1-3](https://homebrewery.naturalcrit.com/share/1_DvBDsEcAiXLR_nDdUBv4-H2Qkpu-Uu3Ei-zW3EynfY1),[Elephant CR 4-5](https://homebrewery.naturalcrit.com/share/17hjVOaL_Op6hN0LdvDtp6wAPWNJV21rfa-vtvWucxpTb)) | Traveling to see |
| 2 | Evil animals ([Skiurid CR 4](https://homebrewery.naturalcrit.com/share/TgYk9Hrxflow); [Stirges M1-CR1](https://homebrewery.naturalcrit.com/share/1x9vihkS0YJzbjDLGshL74Kvx6UoYaHGB18leiGqEZ1X6), [Iron Gorgon CR 5](https://homebrewery.naturalcrit.com/share/1ErIKVZ1qSfRCRrPFaon_gU6cnUpu_QYD6IIbRAClhtN7)) | Eating |
| 3 | Trolls: [Bridge Troll](https://homebrewery.naturalcrit.com/share/1KSDqC1YHQ5taJTwJ4Ai0ASXCZxmecEnLg7rkCNdYVlx1), [Manticore](https://homebrewery.naturalcrit.com/share/1zD40AwGgmlYk3GbiqURXeSPif5t_CaQol8Wf_0PvHm9T) | Worshipping |
| 4 | Giants: [Hill Giant](https://homebrewery.naturalcrit.com/share/1-h0o-MsCfyxkZL8GAcPoEttvlDEHK4wh5WSwN5UpwIO7), [Ogre Scout](https://homebrewery.naturalcrit.com/share/J92FIrsR6MWo) | Running from |
| 5 | Delusion monster ([Displacer Beas](https://homebrewery.naturalcrit.com/share/1w3YuaS9eX7aEOtYlB-zI-3SJ53_-B9ofGJSMGx-lbH9Z)t CR 3-6; [Babau](https://homebrewery.naturalcrit.com/share/14ZvNELM9QkSsEvm01wd9Mdn9_lbAm5ynHcvdhVqRgr2c) CR 4; [Green Slaad CR 8](https://homebrewery.naturalcrit.com/share/1RKUxCZtbBmehDe9KVNe4ZiRKhNr_7vGupHptK7l1hUhy)) | Hunt-teasing/Torturing |
| 6 | [Young Displacer Dragon](https://homebrewery.naturalcrit.com/share/1I1fdhl-BTLzMUQq1rQN9T7H7lJzjketNP9VF5X65ab-H) CR 10 | Fighting |

# The old creaking house

## Foyer

*“As you lift the trapdoor you are hit with the smell of old, wet wood and with a faint touch of a cooked meal. From the room on the left the laughter of a crowd can be heard followed by an applause. The sound of creaking wood follows you from all around. A large stone statue of a well-dressed magician stands between two stairs leading to the next floor.”*

The trapdoor disappears once everyone is up.

Windows show a small garden to the south.

**The statue**The statue is the guardian Kercytri, but inspection reveals it to be an illusion (DC 18 Arcana realize not illusion, but only partly in this world). The statue is real in the Nightmare world, which can be entered through the door on the first floor once unlocked.

## Garden

**Magical fruit trees**Empty except two trees. They sprout magical fruits which has a 50% chance either of healing 1 or instead dealing 1 damage (roll when eaten). Each tree has 2d4 fruits.

**Fence**Beyond the fence is an obscuring mist declaring the end of Delas. Any movement into the mist causes massive damages and forces one back.

## Theatre

Two rows of chairs sit in front of a small scene. Behind the red curtains are a door leading to the mirror maze. The theatre has major burn marks.

[Theater stat block](https://homebrewery.naturalcrit.com/share/1D8Czh8xw0BJjdcUQdzogDxOO6UA4MKSoyv9X0Bgcc39t)

3x Guests (Poltergeist, CR 2)

1x Performer (Trap Haunt, CR 4)

All were killed by Fire.

**Ghostly spirits**If anyone makes a spectacular performance on the scene, a round of applause can be heard coming from the ghostly spirits that inhabit the room and 4d6x10 gp will be thrown upon the stage.

If anyone disrespects the theatre or the guest rooms, the four spirits will be angry and either demand a tribute or attack. All spirits take the shape of a person burning to death.

### Guest rooms

Each has 1d6x10 gp. If ransacked or stolen from, the spirits will demand a tribute. (10gp, 60gp, 40gp, 50 gp)

## Mirror maze

*Combat overview:*

Mirror maze stat block

[Doppelgangers](https://homebrewery.naturalcrit.com/share/1YZrbRFp5ItWm1G9tJy_f0O0huHg5I6U0FIxdoEiMM69q)

* Going inside the mirrored world spawns a Doppelganger next to you.
* DC 14 Dex save or 3d6 radiant damage half on save when starting one’s turn in the real world.

**Magical mirrors and the mirrored world**Mirrors of different shapes, sizes and directions make the room’s geometry confusing. The mirrors are magical and going near one causes one’s reflection to become alive as a ***Doppelganger*** and pull you inside the Mirrored world at a random location. Once a creature has been pulled in, the mirrors start glowing and a creature starting its turn in the real world must make a DC 14 Dex save or take 3d6 radiant damage half on save.

You can be seen inside the mirrors as blurred reflections.

To exit the mirror world, one has to either:

* Break a mirror (AC 10, HP 1). If one’s doppelganger has not been defeated, it follows you and transforms into a ***Doppelganger assassin***.
* Activate the mirror’s teleportation magic by making a DC 16 Arcana check as an action. Can be done as a bonus action, but failing that check gives 3d6 radiant damage.

**The nightmare key**The nightmare key is visible in one of the mirrors. It is in a barred box with two levers on top of it, which if pulled simultaneously will open the box. However, each of the two levers only exist in one of the real and the mirrored world. Looking at the box one can only see one of them, but it is obvious that another should be right next to it.

Action pull lever, the other must be pulled before the first who pulled has turn again.

## Kitchen

**Magic prohibited**A large sign says: “Remember, NO MAGIC!”. Casting magic or other supernatural effects causes a burning ripple in the kitchen and all creatures must make a DC 15 CHA save or lose X spell slots worth of spells or X hit dice if they cannot, where X is the level of the spell (minimum of 1). Bringing magical effects or items into the room will slowly build up intensity and cause a ripple if the magical effects are not removed.

**Fire pit and Nightmare key**Nightmare key 15 ft down in huge, sentient, magic sensitive, barred fire pit. Touching fire 4d6 fire damage. At the bottom is burning humanoids each with the word “SINNER” written in blood on their forehead.

I bunden DEX 15 eller grappled. Slut tur eller enter.

The fire pit will tease the party, asking if they have come to atone and brand themselves a sinner willingly.

### Kitchen storage

Premium rations which can be sold for 125 gp. Weighs 130 lb.

## Servant bedroom

Note hidden under bed complaining about the “*The* *master’s stupid rules and tricks even extending to their dreams”.*

## Entrance to the Nightmare world (1st floor)

Requires 3 nightmare keys to open. Each keyhole has explanation on where to get:

*“The key to unlock the door is found in…”*

1. *“In the world of the reflecting narcissist”* (Mirror world)
2. *“In the world of the burning sinner”* (Fire pit)
3. *“In the world of the dreaming idiot”* (Empty room 1st floor)

## Art room

Art room stat blocks

Red rug ([Giant rug of smothering](https://homebrewery.naturalcrit.com/share/11s4ieAqZiqStfRT3fxFHrHOSLKaUzaifsojvlVDoKawB), CR 5)

Longsword ([Flying sword](https://homebrewery.naturalcrit.com/share/11s4ieAqZiqStfRT3fxFHrHOSLKaUzaifsojvlVDoKawB), CR 1/4)

Leather vest ([Animated armor](https://homebrewery.naturalcrit.com/share/11s4ieAqZiqStfRT3fxFHrHOSLKaUzaifsojvlVDoKawB), CR 1)

Eyeball ([Nilbog](https://homebrewery.naturalcrit.com/share/1kbvNnbuxjhAuC4yvde9_9fcdQTO1XcCdRdek-YyeNFrc), CR 1)

A huge, beautiful red rug with 6 pedestals on it featuring the following:

1. Petrified Cat inlaid with Platinum (250 gp)
2. Steel Bell set with a Rosette of Black Pearl (25 gp)
3. Dragon Horn Medallion engraved with a Labyrinth (750 gp)
4. +1 Longsword with a green blade, lightning sparkling blade.
5. +1 Studded leather vest made of dark purple leather from an Underdark creature.
6. Eyeball in a platinum vial [Used for Summon Aberration] (400 gp)

Taking any of the objects except the cat and the steel bell set causes them to come alive and complain, demanding the party clean the room as a penalty. If they refuse, the objects attack.

## Library (1st floor)

Can find most scrolls they wish for of third level or lower, but the scrolls are cursed: Targets are chosen randomly. Scrolls cannot leave Delas. If scroll spell requires concentration, you need to concentrate on it. Does not require you to have the spell on your spell list.

## Missing room (1st floor)

This room is completely empty, but in the Dreaming world there is a children’s room with a Nightmare key among their toys.

## Master bedroom (1st floor)

The bed looks incredibly inviting almost begging to be slept in, and anyone laying in it begins to sleep almost instantaneously. Ghosts of servants will spawn if one starts laying down warning that the Monsters will come if they start sleeping.

**Sleeping**A sleeping creature hears children’s laughter coming from the missing room. To get the key back to the real world, one must take it back to one’s sleeping body. At any point a sleeping creature can use its action to awake.

Make clear to players that it will be easier to get key the more people sleep, but harder to defend sleeping players. Use an action to go to sleep.

If becomes Frightened while sleeping, awakes.

**Combat**:

At every initiative 20, 3-5 Shades spawn per sleeping PC.

* Master bedroom:
  + Shade (FM 253)
* Childrens’ room:
  + 1x [Ephialtes](https://homebrewery.naturalcrit.com/share/1-JV_iyCMJfd)
  + 2x Specter (FM 254)

## Kercytri

Kercytri stat blocks

[Moon Witch](https://homebrewery.naturalcrit.com/share/QELlGoL4g8d-) and [Bulwark](https://homebrewery.naturalcrit.com/share/QELlGoL4g8d-)

Statue becomes solid if in the Nightmare world. Will only corporate with the party if they prove themselves worthy in combat. Will fight to the death but has a small bead that can revive them.

**Combat**:

* Starts as ***Moon Witch***, once *Mist Reflections* trigger, also summon a ***Bulwark****.*

Regler brudt: 3

|  |  |  |
| --- | --- | --- |
| **Roll** | **Monster** | **Act** |
| 1 |  | Traveling to see |
| 2 |  | Eating |
| 3 | Jester troup ([Skulker](https://homebrewery.naturalcrit.com/share/19EG6CxSJGzMxYA-Pm3pC8rAY3hfo3v4N5Tyy9Ia1z60J) CR ½ , [Taunter](https://homebrewery.naturalcrit.com/share/19EG6CxSJGzMxYA-Pm3pC8rAY3hfo3v4N5Tyy9Ia1z60J) CR 2, [Nilbog Pandemaniac](https://homebrewery.naturalcrit.com/share/1kbvNnbuxjhAuC4yvde9_9fcdQTO1XcCdRdek-YyeNFrc) CR 2) | Worshipping |
| 4 | Ghost servants or guests ([Poltergeist](https://homebrewery.naturalcrit.com/share/1D8Czh8xw0BJjdcUQdzogDxOO6UA4MKSoyv9X0Bgcc39t) CR 2, [Trap Haunt](https://homebrewery.naturalcrit.com/share/1D8Czh8xw0BJjdcUQdzogDxOO6UA4MKSoyv9X0Bgcc39t) CR 4) | Running from |
| 5 | Delusion monster ([Displacer Beas](https://homebrewery.naturalcrit.com/share/1w3YuaS9eX7aEOtYlB-zI-3SJ53_-B9ofGJSMGx-lbH9Z)t CR 3-6; [Babau](https://homebrewery.naturalcrit.com/share/14ZvNELM9QkSsEvm01wd9Mdn9_lbAm5ynHcvdhVqRgr2c) CR 4; [Green Slaad CR 8](https://homebrewery.naturalcrit.com/share/1RKUxCZtbBmehDe9KVNe4ZiRKhNr_7vGupHptK7l1hUhy)) | Hunt-teasing/Torturing |
| 6 | [Young Displacer Dragon](https://homebrewery.naturalcrit.com/share/1I1fdhl-BTLzMUQq1rQN9T7H7lJzjketNP9VF5X65ab-H) CR 10 | Fighting |

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), Slaadi