*“Its secrets once wrought the greatest artifice ever known. Now crabs loot the rubble to decorate their shells.”*

Baggrund

Magi universitet ”Akademiet for Beskyttelse og Visuelle studier” placeret på en ø. Ærkemagikerne forsøgte at udføre et magtfuldt spell, som i stedet sank hele øen og forvandlede havbunden til magi-radioaktivt område.

En af disse magikere, ”Plaro den Udviskede”, summonede en Beholder ”Aboshan”. Aboshan tvunges i konstant søvn, og Plaro manipulerer dens drømme for at kunne overleve. Dens drømme giver Plaro mægtige kræfter og har beskyttet Plaro’ laboratorie fra sammensynkningen.

Aboshan og Plaro befinder sig i de dybeste kamre under ruinerne, hvor Plaro

## Hex area of effect: Abjuration og Illussion fallout

Hvis man forsøger at cast Illusion eller Abjuration af level 1 eller højere aktiverer man fallout omkring sig og alle inden for 15 fod radius af caster skal lave DC 15 CON eller kast [Wild Magic](http://dnd5e.wikidot.com/sorcerer:wild-magic)

Plaro ignorerer denne effekt.

# Nu

Krabber roder rundt I de øverste lag af ruinerne efter smykker og lignende små magisk skinnende genstande. Krabberne har fået magiske evner efter at have gjort dette i hundredvis af år, men kan lootes.

Dybere nede er der halv-bevarede gange, hvor golemns beskytter og angriber alt der kommer ind.

Ruinerne

**Oversigt:**

1. Toppen af ruinerne
   1. Krabbe kongens hule
   2. Magi Malstrøm
2. Akademi Ruinerne
   1. Bibliotek
3. Plaro’ laboratorie
   1. Aboshans fængsel

# Toppen af ruinerne

## Krabbe kongens hule

Krabbe kongen er semi-intelligent og tilbyder adgang til ruinerne, viden eller transport over havbunden til gengæld for smykker, perler, konkylier eller magiske genstande.  
Kongen har en kæmpe nyre groende på ryggen (Arwassa organ).

**Loot**:

* I grotten:
  + Four left gauntlets in a small chest (10 gp, 12 lb).
  + ~~Dread Helm~~
  + ~~Bracers of Archery (uncommon, dmg 156)~~
  + ~~3x +1 Ammo~~
  + ~~101 gp~~
* Kongen:
  + ~~2020 sp,~~ 30.020 cp (En mønt vejer 0.02 lb). 660 lb total  
    ~~3 x diamond (50 gp), jasper (50 gp), star rose quartz (50 gp), zircon (50 gp), chalcedony (50 gp)~~
  + ~~Charlatan’s Die~~
  + ~~Ersatz Eye~~
  + ~~Arwassa organ: Nyre 15 lb~~

[**Stat Blocks**](https://homebrewery.naturalcrit.com/share/1OnnSNHNPQpnapxUct8uEChUS4utLivYBoPcohFUdYLS1):

* 6x Spider Crab
* 2x Dire Crab
* Kongekrabben ([Giant Crab](https://homebrewery.naturalcrit.com/share/1OnnSNHNPQpnapxUct8uEChUS4utLivYBoPcohFUdYLS1)) 7 INT

## Magi malstrøm

Energi hvirvler ned, men vand op fra ruineret tårn, kun toppen af tårnet stikker op fra havbunden. Man kan se vandhvirvlen fra en kilometer væk, og den går helt op til overfladen. Går man ud af tårnet DC 17 Athletics eller blive fanget vandstråle og skyllet op til overfladen.

Der er ikke vand inde i tårnet, og det befinder sig i midten af 80 fod bred 140 høj cylinder hvor der er luft og ingen vand. Langs ydersiden af cylinderen løber vand kraftigt opad.

Går mand ind i energihvirvlen, kast 1d4:

1. Kast på [Wild Magic Tabellen](http://dnd5e.wikidot.com/sorcerer:wild-magic)
2. Du får spell slots lig 1d4. Hvis du ikke har spell slots, healer du i stedet 4d6.
3. Du mister spell slots lig 1d4+1. Hvis du ikke har spell slots, tager du i stedet 4d8 force skade.
4. Du bliver infused med magisk energi. De næste 1d4 timer har du:
   1. 15 ft fly speed med hover så længe du er inden for 5 fod af en væg, som lyn skyder ud fra dine hænder og fødder.
   2. Plus 1d4 til spell attacks rolls.
   3. Disadvantage på saving throws imod magi og magiske effekter.

Folkene i tårnet blev forvandlet til monstre da ulykken skete, i tre kategorier:

1. Sirener - Sultne Cheerleaders
2. Magi Zombies: Wight, mist spell slot levels I stedet for hit dice. Hit dice hvis ingen spell slots.
3. Chimera - Fusion af folk

|  |  |  |
| --- | --- | --- |
| **Rum Nr** | **Monstre/Udfordringer** | **Indhold/Loot** |
| 1 | Ingen | Tomt. Svitsende lyde nedefra. |
| 2 | 1x [Wight](https://homebrewery.naturalcrit.com/share/13-MM8EG3NPOUT0eUl9ksO6tbR678HG3HRtICptDOqZKd) Spell slot I stedet for hit dice, hvis muligt. 2x [zombies](https://homebrewery.naturalcrit.com/share/1H-v56SCMOyK58yUUoTL_SiTL2PGGqqXd-cAwwkaCLE-n) Start tur grapple, DC 10 CON eller mist laveste spell slot. | Wight: Pearl of Magic. Action aktiverer, få ét lvl 1 spell slot tilbage. |
| 3 | Arcane Lock dør DC 23: Fanget [Clot](https://homebrewery.naturalcrit.com/share/1H-v56SCMOyK58yUUoTL_SiTL2PGGqqXd-cAwwkaCLE-n), 2x [zombies](https://homebrewery.naturalcrit.com/share/1H-v56SCMOyK58yUUoTL_SiTL2PGGqqXd-cAwwkaCLE-n). Fejl åben dør: Mist 1 hit dice  Chimera flyver væk når ser PC | *Wand of Summon Dead*: 1 Charge per long rest, kræver yderligere 1 hit dice.  Wand er inde i Clot.  *Chaos Pearl*: Action bruge, Rul 2x Wild Magic Table |
| 4 | Skeletter er oprigtigt døde. | Scrolls blandt skeletter: Silent Image, Protection from poison |
| 5 | Balkon: Studerende kalder efter hjælp, én bliver taget Chimera som flyver til sin rede med hende (bevidstløs). | Ingen |
| 6 | Essens af lab-arbejder [(Shadow Puppeteer](https://homebrewery.naturalcrit.com/share/wJZyfsEQhXHu)), både i 6a og 6b.  *”I som har forvoldt alt denne skade er nu også kommet for at stjæle mit livsværk? Færdiggøre mig? Nej, Nej Nej! ALDRIG!”* | *6a:*  86 gp, 1x Potion of Healing, 3x Potion of Spider Climb  *6b Mini alkymist Lab:*  2x Barbed devil eye, 2x Bronze Wyrmling Repulsion Breath Gland, 1x Couatl Feather |
| 7 | 1-2 [Chimera](https://homebrewery.naturalcrit.com/share/19TXauUqOnI6uDsIMzU3rFcl1Qh_749TMBaXclt2YD0cf) i rede på balkon | Reden: 1900 cp, 900 sp, 70 gp, blue quartz (10 gp), 3 x lapis lazuli (10 gp), malachite (10 gp), 2 x moss agate (10 gp), rhodochrosite (10 gp), turquoise (10 gp), a matched rapier and dagger (27 gp, 3 lb), a grappling hook and 50' of hemp rope (3 gp, 14 lb) |
| 8 | 2x skelet arme holder fast i kanten ([Dread](https://homebrewery.naturalcrit.com/share/4PgQ572HGytx))  2x [Boneless](https://homebrewery.naturalcrit.com/share/1ud-KVDZsgh9PSKAOCVrFjFtT83prEQkljJrO8KEMojwj) gemmer sig under bænke (Passive Perception 15 opdage bevægende kødflager) | Under bænk: 45 gp, Stick of Returning |
| 9 | Udød magiker som sitrer af magisk energi ([Deathlock Wight](https://homebrewery.naturalcrit.com/share/13-MM8EG3NPOUT0eUl9ksO6tbR678HG3HRtICptDOqZKd¨)). Hit dice dræner spell slots hvis muligt. Reaction: Shield, Counterspell. +20 HP, CR 6. Stikker af til Rum 12  *”Giv mig jeres magi, og jeg skal fortælle jer hvad end I ønsker”*  Hører lyd negle mod metal skrabe nedenunder (fra sirene). | Blandt grus: 33 gp |
| 10 | Fanget sirene (Se nedenfor) |  |
| 11 | 2x Svitsende abjuration runer. 50/50 om giver Bless 1d4 x 10 min eller 1 level exhuastion. | Potion of healing |
| 12 | Poison Glyph: CON DC 14 5d6 Poison damage poisoned until end of next turn, half on save. |  |
| 13 | Halv ødelagt [Spejder](https://homebrewery.naturalcrit.com/share/1qmBtprjf7DrHpXlT2Pj3Y3Vr8Qfy-ShVB3G4Id3hjkSw) Nothic-cyborg (HP 40, CR 1)  Statue lysende øjne som spejder kan aktivere til at rapportere.  Dybere Ruiner indgang: DC 22 Arcane Lock. Fejl: 4d6 Lightning. Fejl +5 Yderligere Stunned 1d4 runder og [statue](https://homebrewery.naturalcrit.com/share/1XfXDCGPIwZfD0MZGSEC8sqIfzgmO-7amtYuugrWomN-r) vækkes til live | Flot statue af sølv, 450 gp, 660 lb (mister magi hvis fjernes herfra) |

### Rum detaljer

**Rum 10: Den fangne sirene**.   
”Ala”. I primitivt dyre-bur. Hvæser ad fremmede, men bløder op hvis snakker til hende. Start 20’erne, men naiv.   
Sat i bur fordi ikke ville voldtage fiskefolk:

*”Jeg kunne ikke tage frø fra fiske-hankønnet. Alt for afskyelig, men Moder siger vi ikke kan være kræsne hvis den rigtige han-kønnet præsenteres. Men de smager forfærdeligt!”*

Hvis spillerne viser styrke:

*”Jeg har det! Du er stærk \**Peger på stærk karakter*\*, så hvis jeg tager frø fra dig, så kan Moder blive stolt af mig igen. Og bare rolig, selvom du lugter dejligt, så skal jeg nok lade være med at æde dig bagefter. Medmindre du gerne vil have det? Så får æggene i hvert fald mere næring, for du er tydeligvis fuld af det.”*

Hvis går med til at parre, griber hun fat i PC og smider dem udover kanten, så de brækker benene. Hvis PC brokker sig, undskylder hun forvirret og siger at det er sådan de plejer at gøre, ellers kan de jo stikke af?

### Magi infused Sirner ([Inspiration](https://www.reddit.com/r/DnDBehindTheScreen/comments/3zjnbn/harpy/))

Bor i lille indhulning af cylinderen tårnet er i. Ved første blik ligner kvindelige bard akademi studerende, spiller musik og råber om hjælp fra deres grotte, men forsøger faktisk at lokke folk derover, da søger både føde og tvangs-mager; ens skæbne afhænger af om stærk eller ej.

Én af dem (lader sig) bliver fanget af Chimera.

**Udseende**: Magisk college cheerleader bard. Når kommer i kamp forvrides ansigtsudtryk til sadistisk smil, vinger folder sig ud og negle gror til klør.

**Grotten**:

* 50 fod til loftet.
* *Pit Trap Fælder*: DEX DC 15 eller fald 10 fod ned i sylespidse metalstænger: 4d10 Piercing damage, Prone.

Stat blocks:

* Cheerleader ([Gnoll Warrior](https://homebrewery.naturalcrit.com/share/1usHZSaqi8_Sfe3jpxydjJ7iTUKLqL_gRbLbYtGw0XUks), fly 20 ft)
* Bard ([Roost Strike](https://homebrewery.naturalcrit.com/share/13tnNoevimVXSwIAdRT8b47dN1pjZmcHQzA_o5NNevbBZ))
* Moder ([Siren](https://homebrewery.naturalcrit.com/share/13tnNoevimVXSwIAdRT8b47dN1pjZmcHQzA_o5NNevbBZ))

Bard og Moder har også:  
90 fod Healing Word heal 1 hp.   
Hvis synger, kan bruge reaction på at cast counterspell men det stopper sangen og alle stoppes med at være Charmed.  
Ekstra XP for traps

# Akademi Ruinerne

## Indgange

1. Krabbe Kongens hule
2. Magi malstrøm og tårn

## Cyborgs

Cyborgs er alle lavet på Corpu Amplifica og har ”brændemærket” CA. Har forskellige roller:

|  |  |  |
| --- | --- | --- |
| **Rolle** | **Formål** | **Stat Block** |
| Spejder | Ser fjende og flygter til nærmeste rapporterings station for at melde fare. | [Nothic Cackler](https://homebrewery.naturalcrit.com/share/1qmBtprjf7DrHpXlT2Pj3Y3Vr8Qfy-ShVB3G4Id3hjkSw) Uden voluntarily save, Wierding Gaze DC 13 |
| Fængsler | Håndterer middel farer ved at tage dem til fængslet | [Gelatinous Cube](https://www.dndbeyond.com/monsters/16869-gelatinous-cube) AC 14, HP 130, Speed 30, DC 14, ikke transparent, Dens attacks dræber ikke, CR 4, |
| Renser | Fjern vand fra rum så Ødelægger kan arbejde, eller blokerer udgange så Fængsler kan fange. | [Clockwork Caretaker](https://homebrewery.naturalcrit.com/share/1vUT_KGdM3DjPaW6wLfa-Jy28eGAsAQgSaeDNqnC1HUEU).  Action: Water Removal. 30 ft cone remove water until rainbow liquid cleared or 1 hour. |
| Ødelægger | Sendes for at dræbe. Foretrækker kraftigt ikke-vand rum | [Fire Giant](https://homebrewery.naturalcrit.com/share/12clW0IVsZ5xSRtLytvQF-jYk1HCFMZQjA_dU0Asl9aup) |
| Dræner | Vampyr cyborg som dræner livsessens med mekanisk rør og bringer til Aboshans fængsel. Eneste golem gruppe som arbejder direkte for Plaro. Kommer typisk i grupper af 2-3 | [Vampire Bloodletter](https://homebrewery.naturalcrit.com/share/1fn2-KmiWfBMgobeTJGcTMKX3mdC0-rzaTp4ebO8oAJJp) (Ingen radiant vulnerability) |

Spejder, Ødelægger og Dræner har følgende ændringer:

* CR: +1 højere
* Condition immunities: Charmed, Frightened, Poisoned, Exhaustion
* Damage Resistance: Nonmagical physical attacks not made of Adamantine, psychic.
* Damage Immunities: Poison,

**Cyborg strategi:**

1. Spejder finder og rapporterer uvedkommende ved nærmeste Station (Aberratation øje token)
2. Renser, Fængsler og spejdere sendes ud.
   1. Spejder analyserer styrken af de uvedkommende, medmindre allerede kender.
   2. Hvis stærke: Fængsler beskytter Renser mens den fjerner vand, og Spejder tilkalder Ødelægger
   3. Hvis svage: Fængsler fanger uvedkommende, Renser afskærer udgange.
3. Hvis Ødelægger tilkaldes, arbejder den alene og alle andre Golems trækker sig tilbage.

## Cyborg laboratorie

Her cyborgs bliver skabt og er når de ikke bruges. Vand kan komme herind, men Rensere holder vandet væk.

\*Indsæt loot og enemies\*

## Magic item skabelse rum

Resterne af udstyr og ritual borde til skabelse af magiske genstande er her. Flere af dem flyder rundt i lokalet. Hvis alt vand bliver fjernet, kan stedet repareres.

**Fælde 1:** Magisk stav er faktisk normal stav, men har Glyph of Warding DC 14 Dex eller 5d6 Lightning.   
**Fælde 2**: Låst kiste, DC 14 Åbne. Inde i kisten er der 2 diamanter af 200 gp værdi, og 1 til 500 gp. Den til 500 gp er under illussionsmagi og er faktisk Bead of Fireball der trigger ved touch DC 15.

## Ustabil teleporterings cirkel

Gnister slår fra teleport cirkel. Ved siden af er der aktiverings knap. Hvis vandet fjernes, kan den repareres og fungerer som normal teleport cirkel. Hvis aktiverer kast 1d4:

1. Der bliver hidkaldt en (kast 1d4):
   1. [Hound Archon](https://homebrewery.naturalcrit.com/share/1b-faLxgJrqsqphpSCFhUe5cDv6RwtCCAxVfyU8qLeU16), forvirret men ønsker at hjælpe før tager tilbage.
   2. En sulten [Giant Shark](https://homebrewery.naturalcrit.com/share/1LfpuH-KkF2JFy9uXkhp6MuMKEnk9ZFM5mI30lfI5sVnq)
   3. En [Water elemental](https://homebrewery.naturalcrit.com/share/1vgh5AxqKB0Hb_DyAPESf1f25kVhw4vgAGFZfgtwgRz47) der ser stedet som sit nye hjem og spillerne som dens gæster
   4. En [Young White Dragon](https://homebrewery.naturalcrit.com/share/1ECEtfHeaBsPTwt0SRfQX2H70HLZx1D6I6o8SdtaPfFPD) som kræver en ofring.
2. Enhver person i cirklen bliver 10% ældre.
3. Enhver person i cirklen tager 3d6 necrotic skade
4. Flimrer ind og ud af virkeligheden, hvilket varer indtil næste combat hvor personen kommer under [Blink](https://roll20.net/compendium/dnd5e/Blink#content)

## Fængslet

To etager, starter på første etage hvor de ”normale” fanger er. Stueetagen har de farligere fanger. Størstedelen er døde.

**Første etage**   
30 fods fald til stueetagen. I midten, 15 fod nede svæver glødende statue (Arwassa vogter).   
Levende fanger:

1. 2 og 3 fiskefolk
2. 3 Ato-Oku (Frø-mennesker)
3. 1 Harpy Bard studerende og spist lig
4. 2x 7 undead magikere mast ind i celler

*Vogteren:* Forstenet mand med fire lysende kugler forbundet med tynd tråd til nakken. Hans kåbe er blæst op og former en balje [Som organ skal indsættes i].  
[Stat block](https://homebrewery.naturalcrit.com/share/TIpnDbyBin-l):

* Ingen Plane shift
* Fly 30 ft hover.
* Action: *Mind Thief (6th level spell, Concentration):* All creatures within 30 ft of the Cerebrilith takes 2d8 Psychic damage and must make a DC 19 INT Save or have its thoughts manifest as a [Shadow Stalker](https://homebrewery.naturalcrit.com/share/wJZyfsEQhXHu) (Uden *Destroyed by Light*)

**Stueetagen**   
Svag glødende tråd fra Vogteren til de sikrede celler. Arcane Lock DC 24 åbne celle. Hvis fejler, kommer langsomt liv i Ødelægger, men kan med Arcana/lignende defuse den. Fejler anden gang, Ødelægger vægges fuldt ud.  
Levende fanger:

1. Fugle dæmon ”Mide Skråleren” ([Vrock Schemer](https://homebrewery.naturalcrit.com/share/t8l7wLtk7-rc))
   1. Spændt fast på briks, drænes livsessens fra nakken til beholder. Tilbyder telepatisk PC at blive ”Venner af Bæstets yngel” (Baphomet kult) hvis slipper den fri.
2. Mester af Spil
3. Stor grøn fiskefolk ([Green Slaad](https://homebrewery.naturalcrit.com/share/1RKUxCZtbBmehDe9KVNe4ZiRKhNr_7vGupHptK7l1hUhy))
4. 6-årig menneske dreng (Helt normal dreng som blev fanget/reddet under ankomstkatastrofen)

*Mester af Spil*

Giv beskrivelse af ham som ligner Tobias.  
Hvis PC nærmer sig celle, slår ud med hånden så døren åbner, bukker for dem og beder dem tage plads. Hvis det bemærkes der ingen stole er, siger han: ”Beklager, det havde jeg glemt at sige, men ja selvfølgelig er der [antal spiller stole]”, som så opstår, sammen med et bord. Han ruller måtte med følgende på:

* Enkel bunke kort (Deck of Some Things)
* Tre bunker af kort ved siden af hinanden
  + Venstre: Deck of Nourishment (Cups)
  + Midt: Deck of Challenges (Swords)
  + Højre: Deck of Desires (Pentacles)
* 1d6

Se slutningen af dokumentet for effekter.

For at trække kort skal man bruge en hit dice.  
For at kaste én terning tager man 2d6 skade.

## Bibliotek med Necromancer

Rum:

* Hovedbibilotek
* Forbudte afdeling

Necromancer studerende ”Vyhl” som har barrikaderet sig i den forbudte del af biblioteket. Denne afdeling har Abjuration magi der beskytter bøgerne mod vand, men som også holder det andet vand væk.

Bibliotek, halvt oversvømmet pga. magi. Fyldt med undead studerende. Barrikaderet. Uden for barrikade står Ødelægger golem og venter på barrikade falder.

### Skyggen der døde: Bog om Orcus og dødsritualer

*Skyggen der døde*s egenskaber:

* Ritualer: Dræn livsessens (Gør dig yngre på bekostning af andre)
* Spells: ***Grasping Grave, Panickfog, Corpus Potency, Shield of Bones*** (se [Gravebreaker](https://homebrewery.naturalcrit.com/share/1BkDqJt1MCn7MPiYJ90S6TQZ_AIuSJrl7PMKd_3MZD7N2) stat block)
* Passiv aura: Lig bliver genoplivet som undead med CR lig deres level efter 60 minutter

Vyhl har fundet *Skyggen der døde*, og brugen af den har twisted biblioteket og området omkring sig. Der er jord og en stank af død i luften. Hun har holdt sig i live ved at dræne rester af undeads essens, og dresserer de udøde så de ligner at de er levende, og giver dem svag intelligens (ville ønske kunne give fuld).

Forbudte er i toppen af Hovedbiblioteket

|  |  |  |  |
| --- | --- | --- | --- |
| **Sted** | **Størrelse** | **Stat Blocks** | **Loot** |
| *Hovedbibliotek* | 30 x 15 x 60 | De to Bibliotekarer ([Alip](https://homebrewery.naturalcrit.com/share/1KLFsTfW9QWc1Hv1WmM9Vec1XDGowYWCP1Vcu38FagX3v), [Bodak](https://homebrewery.naturalcrit.com/share/1JP0Ai6A3uqw_yn3YlVAtX_lh0JqLF7YAKXHuq3Y-yPc3))  5x Zombies ([Zombie Rotter](https://homebrewery.naturalcrit.com/share/1H-v56SCMOyK58yUUoTL_SiTL2PGGqqXd-cAwwkaCLE-n)) | Investigation DC  0:  18:  24: |
| *Forbudte* | 25 x 20 x 15 | Vyhl, Necromancer ([Necromancer Gravebreaker](https://homebrewery.naturalcrit.com/share/1BkDqJt1MCn7MPiYJ90S6TQZ_AIuSJrl7PMKd_3MZD7N2))  5x Studerende ([Zombie Rotter](https://homebrewery.naturalcrit.com/share/1H-v56SCMOyK58yUUoTL_SiTL2PGGqqXd-cAwwkaCLE-n))  2x flyvende Studerende [(Rotwing Zombie](https://homebrewery.naturalcrit.com/share/1H-v56SCMOyK58yUUoTL_SiTL2PGGqqXd-cAwwkaCLE-n)) | Skyggen der Døde  Sentient Evil weapon\* |

\*Sentient Evil Weapon: Stykke af Wand of Orcus. En Skygges Flint

# Plaro’s Laboratorie

Illusioner skjuler fælder, døre og meget mere.

## Aboshans fængsel

Holdes sovende ved to ting:

1. Immoveable rod holder store øje lukket.
2. Blod-powered ritual der styrer drømme. Blod kommer fra fanger.

**Plaro**Illusion ærkemagiker.  
Beholderdrømmene har givet ham evig liv, men forvandlet ham til fiske-menneske. Han bruger illusion til at ligne normal person.

Stat blocks:

* Manifestation
* Plaro

Tag [Displacer Dragon](https://homebrewery.naturalcrit.com/share/1I1fdhl-BTLzMUQq1rQN9T7H7lJzjketNP9VF5X65ab-H) og giv flere spells?

# Wandering Monsters

|  |  |
| --- | --- |
| **Kast (2d6)** | **Monster/Effekt** |
| 2 | Plaro manifestation |
| 3 | \*Undervands monster\* |
| 4 | Abjuration Fælde trigger (Rune eksploderer osv.) |
| 5 | Illusion Fælde trigger (Skjult faldlem, væg med monstre bag forsvinder, falsk monster) |
| 6 | Golem: Spejder |
| 7 | Golem: Spejder |
| 8 | Golem: Cleaner |
| 9 | Golem: Fænglser |
| 10 | Undead akademi studerende |
| 11 | Undead akademi studerende |
| 12 | Fiskefolk raid party |

# Deck of Some Things (Major Arcana)

|  |  |
| --- | --- |
| **Kort** | **Effekt** |
| The Fool | You lose 5000 XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws. If losing that much XP would cause you to lose a level, you instead lose an amount that leaves you with just enough XP to keep your level. |
| The Magician | Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you. |
| The High Priestess | The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates card can end this curse. |
| The Empress | Twenty-five pieces of jewelry worth 500 gp each or fifty gems worth 250 gp each appear at your feet. |
| The Emperor | Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die. |
| The Hierophant | A rare or rarer magic weapon with which you are proficient appears in your hands. The DM chooses the weapon. |
| The Lovers | You gain the service of a 4th-level fighter who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character. OBS MÅSKE ÆNDRE? |
| The Chariot | A nonplayer character of the DM's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a wish spell or divine intervention can end the NPC's hostility toward you. |
| Justice | This black card spells disaster. Your soul is drawn from your body and contained in an object in a place of the DM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A wish spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards. |
| The Hermit | At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it. |
| Wheel of Fortune | You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours. |
| Strength | Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws. |
| The Hanged Man | You gain 5000 XP, or you can draw two additional cards beyond your declared draws. |
| Death | You summon an avatar of death-a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the DM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life. |
| Temperance | Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish. |
| The Devil | A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savouring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies. |
| The Tower | All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears. |
| The Star | Increase one of your ability scores by 2. The score can exceed 20 but can't exceed 24. |
| The Moon | You are granted the ability to cast the Wish spell once within the next hour. |
| The Sun | You gain 25000 XP, and a wondrous item (which the DM determines randomly) appears in your hands. This XP is not lost from going beyond the level cap. |
| Judgement | You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any divination magic, but a wish spell can reveal the location of your prison. You draw no more cards. |
| The World | If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect. |

# Deck of Nourishment (Cups)

[Inspiration](https://www.reddit.com/r/DnDBehindTheScreen/comments/3hw8u6/deck_of_meaty_things/)

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| **Kort** | **Effekt** |
| Ace | En sukker sommerfugl flyver rundt. Den som fanger og spiser den kan cast magic missile én gang per long rest de næste 1d4 sessioner, plus denne. |
| Two | Foolish Turkey Bacon: This isn't bacon! This is a trick! You lose 1d4 hit points, and you have disadvantage on saving throws against disease and poison until you finish a long rest. You make all Intelligence checks with disadvantage until you finish a long rest. |
| Three | Death by Bacon: Mmmm. It is so delicious. How can this be bad for you? You gain 2d6 temporary hit points, and you gain advantage on saving throws against disease and poison until you finish a long rest. You also have disadvantage on the next Wisdom saving throw you make. |
| Four | King Crab Legs. It's pretty good, especially with extra butter. You gain 1d4 temporary hit points, and you have disadvantage on Dexterity (Sleight of Hand) checks until you finish a long rest. |
| Five | Venison Sausage. With the right mix of spices, you can cover up the gamey flavor. You feel you could dash across the forest and leap enormous fallen logs. You gain advantage on Strength (Athletics) checks until you finish a long rest. |
| Six | Turkey Leg. You feel extraordinarily festive when you sink your teeth into the flesh about the fat fowl's femur, but it does make you a bit sleepy. You gain advantage on Charisma saving throws and saving throws against being frightened until you finish a long rest. You also have disadvantage on all initiative checks you make until you finish a long rest. |
| Seven | Smoked Brisket. This brisket is so bold, it will come to your house cook you dinner and then take your spouse into the bedroom. You gain advantage on Charisma (Intimidation) and Charisma (Persuasion) checks until you finish a long rest. |
| Eight | Pork Chop. It's a little greasy and chewy, but nourishing. You gain 1d4 temporary hit points. You have disadvantage on Charisma (Persuasion) checks until you finish a long rest. |
| Nine | Scaly Silver Tuna. Silver tuna tonight! You gain 1d2 temporary hit points. Once before you complete a long rest when can make one melee weapon attack you can treat your weapon as silvered even if it is not. Additionally, you gain advantage on the next Dexterity (thieves' tools) or Intelligence (thieves' tools) check you make before you finish a long rest. |
| Ten | Sword Fish. This sure isn't the silver tuna, but you could do worse. You gain 1d2 temporary hit points. Once before you complete a long rest, you can reroll one damage die on a melee weapon attack that you make using a shortsword, a longsword, a greatsword, or a scimitar. |
| Page | Filet Mignon Coins. This steak is pretty good. I recommend it with a bleu cheese sauce or crusted in black peppercorns. You gain 1d4 temporary hit points. |
| Knight | Bloody pig lip: You lose all your hit dice and does not regain any hit dice after you next long rest. |
| Queen | Queen Mother's Meatloaf. It's kind of slimy, and "Hey, there are vegetables in my meat?!" You have disadvantage on saving throws against disease and poison until you finish a long rest. You gain advantage on the next Wisdom saving throw you make before you finish a long rest. |
| King | Ash Shark Fin. You drop to 0 hit points. |

# Deck of Challenges (Swords)

Summoner et monster med CR lig nummeret derpå. Man får 20% mere xp for at besejre dem, +10% ekstra for hvert kort der trækkes samtidigt (Dvs. hvis trækker to kort slås man mod to creatures og får 20%+10% mere xp for hver af dem).

# Deck of Desires (Pentacles)

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| **Kort** | **Effekt** |
| Ace | Flaw: ”Being drunk keeps me sane” |
| Two | Magic Item: Horn with infinite Mjød but disappears if not drunk. |
| Three | Flaw: "I try to become more like someone else I know adopting his or her style of dress, mannerisms, and name." |
| Four | Magic item: Coat of Disguise self. You can cast Disguise self as a ritual. |
| Five | Flaw: "I must bend the truth, exaggerate, or outright lie to be interesting to other people." |
| Six | You gain proficiency in Deception, or +1 to Deception checks if you already have proficiency in it. |
| Seven | Flaw: "Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it." |
| Eight | You can cast the Guidance cantrip once per short rest. |
| Nine | Flaw: "I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time." |
| Ten | You can cast the Darkvision spell once per long rest |
| Page | Flaw: “I can't take anything seriously. The more serious the situation, the funnier I find it." |
| Knight | Maigc item: Wand of Smiles |
| Queen | Flaw: "I've discovered that I really like killing people." |
| King | Whenever you kill a humanoid, you gain 1 hit point |

Lingering Wound

# Terning 1d6

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| **Kast** | **Effekt** |
| 1 | Du kan holde vejret i op til én time. |
| 2 | Du kan kaste Detect Thoughts én gang per long rest (Save DC 13). |
| 3 | Dine unarmed og natural weapon attacks giver +1 skade. |
| 4 | Kast én gang på [milde komplikationer](https://docs.google.com/document/d/1j6XqDn5yOXIu3LNOdx5NYy76P8qseQHg-LmS8UXzXJQ/edit#bookmark=id.tl2ae7x5cdj5) |
| 5 | Kast to gange på milde komplikationer |
| 6 | Kast én gang på Svage komplikationer |

A group of cards on a carpet

Description automatically generated