# Gratto Road encounter

Aftermatch af Dakka vs Fordærvsfordrerne, sidste tabte.

Ser først røg, tættere på ser store rotter løbe væk (FF nederste devolution)

FF forsøgte at stoppe Dakka i at få stor omgang bom-bom sten.

Dakka alle halvt liv (-1 til CR), anspændte.

**Monstre:**

* 2x [Rattling gunner](https://homebrewery.naturalcrit.com/share/ccEG_4pSv-6O), 80 hp CR 6
* 15x Ratfolk slave, M1

Lektra Ardurths insitutet for fungoid-Humanoid studier (Niveau 1)

# Indgang til Corpu Amplifica (gentaget fra Oversigtsdokumentet)

Fører til:

* Elevatoren
* Lektra lab
* Garderobe

## Udenfor

En 10 fod høj buet indgang med ”Corpu Amplifica” skrevet i Draconic på sig. Dørene er væltet af og ligger halvt begravet i sandet foran. Engang var indgangen flot, men tid og sand har gjort at det blot ligner at der er lavet en buet indgang i en sandklit.

## Gangen ned

Døren leder til en trappe der fører ned. Der er brugt magi som sørger for der ikke er et spor af snavs på gangen, på trods af at sand kan blæse ind [Men giv gerne mistanke om Gelatinous Cube]. På væggene lyser blå, magiske fakler. De stopper med at lyse hvis de fjernes fra væggen. Trappen ender ud i en gang der fører til foyeren.

## Foyeren

Foyeren er et aflangt sekskantet rum med en skrænt i midten. Når spillerne kommer nærmere, bliver Itis projektion skabt bag skrænten.

[Stone Golem](https://homebrewery.naturalcrit.com/share/1DX477w-NwKpoLmcGmYfe9rguA2HAZ0h6eMopNUPEp0e0) står vagt.

**Øst dør:** Gul-beskadiget kraftfeltsdør (DC 9) som fører til **elevatoren**. Bag Iti er indgangen til laboratoriet, afskærmet af en grøn-beskadiget kraftfeltsdør.

**Vest dør:** Normal marmordør, åbner usædvanligt let, som hvis hjulpet.

**Nord dør:** Gul-beskadiget kraftfeltsdør (DC 9), fører til Lektra laboratoriet.

## Garderobe

Forsvarsmekanisme: Portal til ”Backrooms” i midten, monsteret er lang, grå, sorthåret arm der kommer ud af hullet.

* **CR 10** opdateret [**Gibbering Abbomination**](https://homebrewery.naturalcrit.com/share/1KU1fOOOVQKerwsMjCHaDo1aZA3BiAZgOrjuN2cTWoW9c)
* **Aberrant ground** opdateret: Difficult terrain hele rummet hvis bevæger sig væk fra portalen.
* Ingen Vulnerability
* **Initiative 20:** Alle creatures lav DC 12 Strength eller pulled 15 fod mod portalen. Hvis rør portal, DC 15 CHA save eller Banished til Backrooms.
* **>15 fod fra portal**: Disadvantage på Wisdom og Charisma saving throws
* **238 HP**
* **Marmor Dør**: Lukkes når hent/opbevar. 100 HP, regen 10, AC 14, Resistance Magic damage. Tillad Athletics eller lignende, mini skill challenge.

A black text on a white background

Description automatically generated with low confidence

**Hent/Opbevar**

Magiske cirkler i gulvet med fint bord i midten. Hvis man går ind i cirklen, siger en mørk stemme:

*”Ønsker du at opbevare eller hente?”*

Stemmen beder derefter om personens navn. Hvis man har lagt en genstand på bordet, teleporteres den væk.

Hente fra anden person kræver løse puzzle.

Kasse med kridt og scroll på bord i modsatte side, der har løsningen til nuværende puzzle (se slutningen af dokument for puzzles)

# Indgang til laboratoriet

Fører til:

* Kontorer

**Beskadiget grøn Kraftfeltsdør [DC 6]**

**Svampe blokerer vejen.** Medmindre Small sized, skal kravle og skubbe sig igennem svampene. **DC 15 CON save** eller 1 Exhaustion lvl. Alle andre end første laver med advantage, pga. nu god plads. **Loot.** Succesfuldt DC 14 Investigation giver 1d4 antifugal potions. Uafhængigt resultat, **DC 15 CON** save eller 1 Exhaustion.

*Antifugal potion*

Fjerner en effekt givet af svampe fra Lektra laboratoriet. Kan lave Dex attack, 2d6 skade til et fungoid creature.

# Bibliotek [Base DC 15]

Fører til:

* 1. etage, cirkeltrappe: Kontor
* Øst: Cafeteria
* Vest: Laboratoriet

Rækker af svampeinficerede bogreoler. Det flyder med bøger og papir på gulvet.  
**Loot.** Investigation find *Continual Flame* og *Plant Growth* spell scroll.

## Kontor

Kan høre lyde af noget der skramler rundt.

**Loot.** Konspirationsteori om Lektras plan om at forvandle til svampefolk, 1x antifugal potion. 55 gp i skrin.

**Monstre:**

* 8x Scavenger
* 1x Hunter
* 5x Spore Globe

# Cafeteria [Base DC 13]

Fører til:

* **Nord**: Køkkenet
  + Kælderlem: Opbevaringsrum.

Standard cafeteria, rækker af metalbord og bænke. På flere af dem står der helt frisk mad.

I køkkenet er der: *”Hvad man forventer i helt udmærket køkken, eneste der skiller sig ud, er at der roder med opbevarings kasser i højre ende af køkkenet og der er to ovne store ovne i midten.”*

* 2x 1 meter høje ovne:
  + Uden særlige slidtegn, falsk bagvæg med glyph **teleport** til **Lektra office.**
  + Med slidtegn.

**Loot: (Køkken)**

* 15 resurser værd af mad. 50lb.
* 2x Healing potion
* 2x fungal potions (gemt)

**Monstre:**

Sydvestlige og nordøstlige hjørne har store svampekoloni, hver med *5x Spore Globe*. Bliver aktive hvis kæmper mod de to kokke.

* 2x Azer (Acid)
* 10x spore globe

# Laboratorie

Fører til:

* **Vest:** Kælder køkken Opbevaringsrum, låst dør DC 16. Alarmlyd tiltrækker svampe.
* **Øst:** Research opbevaringsrum, åben dør, låst dør med matematik puzzle.

Rækker af glasbure. Mange af dem er fyldt til bristepunktet med svampe. Chance ødelægge dem, Poison damage alle omkring, spawn flere monstre.

**Loot:**

* 10 fugal potions
* 2 perfect fungal (ingen chance for sideeffekter)
* Dybt inde i glas: *Gloves of Fungi Handling* (Handskerne er 40 cm lange, immune over for ting ved svampe, krvæer attunement)

**Monstre:**

* Thorn Doctor
* Rot Angel (Plant)
* Scavenger
* Hvis rammer glas, kommer der Spore Globes.

# Lektras kontor

Fører til:

* Teleport i maleri: Hemmelige lab

**Monstre:**

* Spore Gorger

**Loot: (Kan ødelægges)**

* 4x malerier af 100 gp hver
* 2x statuer 50 gp

# Hemmelige lab

## **Lab/Kontor**

Avanceret kemi/biologi lab blandet med magi.

Højre hånd Krasstein fik kolde fødder, spærrede Lektra inde og gemte ”potion af Zuggtmoy essens” i Garderoben. Er nu forvandlet til monster.

**Monstre:**

* [Flesh Golem](https://homebrewery.naturalcrit.com/share/19eqVuDfgAuJFVuS6gzI95MO9XJpRpdOr9FRwmIYWJydo) (Plant)

**Loot**:

* Pure fungal potions
* \*Magic item\*
* Spell components
* Nøgle til celledøre

## **Celler**

Kræver nøgle som er i kontoret.

1. [Svampe egern](https://homebrewery.naturalcrit.com/share/TgYk9Hrxflow): 2x Swarm, 1x Soverign, 3x Scurrier
2. ”[Zuggtmoy](https://forgottenrealms.fandom.com/wiki/Zuggtmoy) Estorikum”
   1. Kulsort, gennemdyrket ond bog der drypper snask. Skrevet af Zuggtmoy disciple.
   2. Rummet er -60 grader. Skadeligt gå ind. Hvis laver ild, [Jarlak](https://homebrewery.naturalcrit.com/share/cEb1OkxDXi2J) bliver summoned
   3. For åbne bogen skal man bruge ”potion af Zuggtmoy essens”, som Krasstein
3. Monster
4. Lektra

A picture containing text, font, screenshot, number

Description automatically generated

# Fungal Enhancements

The effect last for a week. The character can prolong the effect by getting exposed to sentient fungi spores from the lab. Each vial of sentient fungi extends the effect by another week, and with each extension the character must roll on the table again. If a vial is taken before the end of the week, the time is simply added to the existing. The new effects still take a week to get. A few days before the effect is coming to an end, the character begins to feel sick and has a large craving for more exposure.

Whenever you roll on the *Fungal enhancement table*, there is a chance for you to also roll on the *Fungal side effect table,* given by:

Fungal side effect table

|  |  |
| --- | --- |
| Roll | Effect |
| 1 | All body hair falls off, and instead you grow up to 15 centimetres long mushroom hats. As an effect, your charisma score is reduced by 1 and you gain disadvantage on persuasion checks. |
| 2 | The new organisms in you must feed. You eat and drink twice as much. |
| 3 | The fungi are united, and you are one of them. You have disadvantage on attack rolls against any fungal creature and cannot attack unless attacked by the fungal creature. |
| 4 | Your brain capacity is their brain capacity. Your wisdom score decreases by 1, and you have disadvantage on History checks, as the fungi demands their share of your brain. |
| 5 | Your eyes and skin are the next target of the fungal expansion. Your transforming body does not like the sunlight but would much rather be in the dank caves. You gain sunlight sensitivity, as the direct sun beams gives slight burn marks on your skin and blinds your eyes. |
| 6 | The fungi spreads all over your skin, to a point where people are not quite certain if it grows on your skin, or if it *is* your skin. Your charisma score decreases by 1, and you have disadvantage on deception, as people are less likely to believe such an alien creature. |

If the character chooses *not* to extend the effect, it must make a DC 18 Constitution save for each enhancement or gain an exhaustion level for each fail. If a lesser restoration spell is used on the character, pick an effect on both the *enhancement-* and *side effect-* tables to be removed. A greater restoration spell removes all enhancements and side effects.

Fungal enhancement table

|  |  |
| --- | --- |
| Roll | Effect |
| 1 | The fungi infect your lungs, and once per day you can cough a poisonous cloud against an opponent. The attack uses your CON modifier, and on a hit deal 10 (3d6) + CON modifier poison damage. If a creature dies this way, mushrooms will start to grow out of the body, and 1d4 hours later turn into a Spore Gorger which will do your bidding. Also, your breath really stinks. |
| 2 | The fungi have gotten into your brain, enhancing your synapsis. Your intelligence score increases by 1 and you can communicate telepathically with other sentient fungal creatures. This includes issuing simple commands. Small mushrooms protrude your temples. |
| 3 | You feel your reactions sharpen, as the fungi gets to your nervous system. You gain +5 movement speed and advantage on initiative rolls. Your eyes become a single colour matching some fungus. |
| 4 | The continuous exposure to fungal elements has enhanced your immune system. You gain resistance to poison and have advantage on saves against being poisoned, at the cost of getting thicker, purple blood. |
| 5 | The spores have targeted your bones and made them more durable than ever. Your constitution score increases by 1 and you can now fall 10 feet without taking damage. Along your spine, a small series of mushroom tops can be seen. |
| 6 | Your muscles seem to grow faster and stronger, as the fungi greatly improve your restitution process. Your strength score increases by 1 and you can carry weight as if you were a large creature. However, after every encounter in which you use a strength-based action, your muscles get a slight purple hue. |

I stedet for at have to karisma, ram noget andet. Initiative? (Passive) Perception?

Puzzles

# Cirkel strege puzzle

*On this platform eight shapes hide,*

*Four are circles and four you provide.*

*First you must in the second largest a hex please cast.*

*While in the smallest shape you should tri to draw last.*

*Inside the largest shape, the others are all pent-up.*

*You oct to draw the second smallest, third in the line-up.*

*All eight shapes should now be done,*

*Beat in mind the order please or else be shunned!*

1: Hex I anden største cirkel  
2: Største pentagram  
3: Otte kant i anden mindste  
4: Trekant i mindste

Spillerne ser:

A picture containing circle, sketch, drawing, spiral

Description automatically generated

Rigtig løsning:

A picture containing circle, art, indoor

Description automatically generated

# Puzzle 2