

# BEYOND THE WALL OF SLEEP

A 5TH LEVEL ADVENTURE, THAT TAKES YOU FROM A RURAL TOWN THROUGH THE FEYWILD INTO THE  
LAND OF DREAMS.

FOR DUNGEONS AND DRAGONS 5E



## HOW TO USE THIS PRODUCT

In the first few chapters you will find the description for a town and its surrounding region, along with some shops, NPCs and encounters. In the second half of the document you will find an adventure, that can be played as a stand-alone adventure or as part of a campaign that takes place in the elsewhere described setting. Feel free to use as much or as little of the setting as you see fit, to create the optimal experience for you and your players.

## SUMMARY

Upon entering the town of Rogeor's Defiance the party notices people barring their homes and a general sense of fear throughout the streets. Through investigation they learn of several cases of missing persons that occurred over the last week. Everytime people have suddenly fallen asleep and found one person missing from them, after they have woken up again. In the local tavern they happen upon a fresh crime scene. Further investigation leads them to discern the perpetrator. A short trip to the Feywild gives them the tools they need to defeat him.

## SETTING

### THE KARGOROD PILGRIMAGE

The town of Rogeor's Defiance is only one of several must-visit locations on the Kargorod pilgrimage. Temples, shrines and cities are built to honor sacrifices and tough decisions people had to make. Taking the fall for solving an unsolvable dilemma is, what can get you a shrine for pilgrims to visit. The people who go on this pilgrimage do so to seek atonement for the suffering a tough decision or a grave mistake may have brought onto the world. The Kargorod Pilgrimage offers several interesting locations and adventures that are further described in the homonymous product "The Kargorod Pilgrimage".

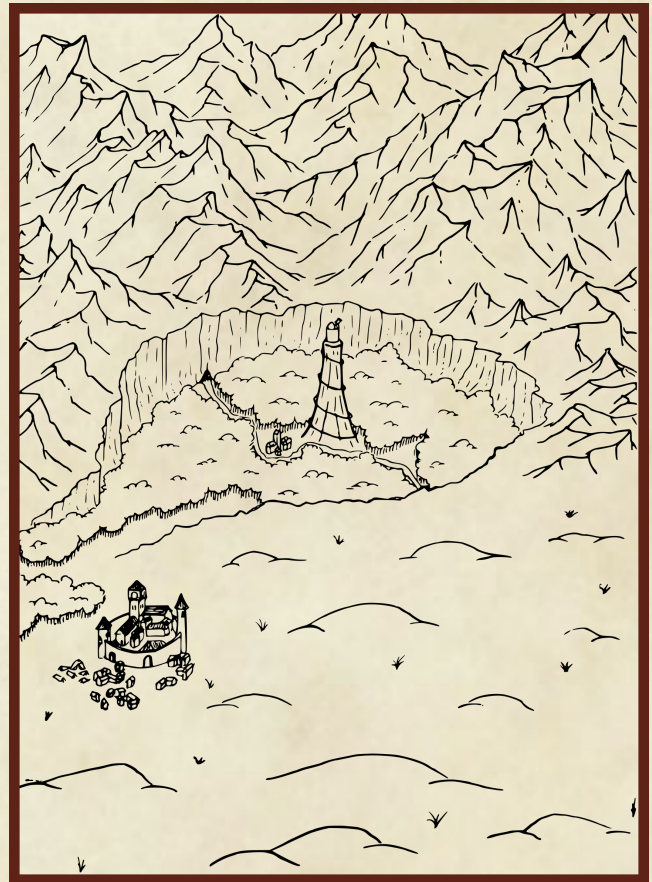
### ROGEOR'S DEFIANCE

Between a vast mountainous ridge and a wavy ocean of grassy green hills lies the town of Rogeor's Defiance. Right next to it is the crater, from which it derives its name. There has always been a settlement here, sustaining itself with keeping livestock and hunting the few animals, that have not been domesticated, for the soil does not yield itself for agriculture. About two-hundred years ago, a star fell from the sky and threatened to eradicate all life in the vicinity. The astronomer and wizard Rogeor anticipated its arrival, marched into the mountains and destroyed the incoming star with a spell, that was powered by his very life's force. The fragments of the shattered star have hewn the crater into the rocky terrain, leaving behind a single pillar to support the rock, on which Rogeor gave his life. To honor the late astronomer, the people of the village built an observatory on top of the pillar and a small settlement to support it.

The connection with the settlement and the observatory became increasingly difficult, because of an unforeseen development. The region is a very barren one and even the most gifted gardener failed to grow anything more advanced than grass or weeds. Yet, in and around the crater, a forest has sprouted at an alarming speed from the solid ground. The few scholars that went into that forest and returned, found a strong fey influence among the beasts and plants of the crater.

A whole new class of huntsmen emerged from the village, that braved the new hunting grounds, increasing the village's food supply massively. Soon the village started to grow and became the town, the party now visits.

### MAP OF THE REGION



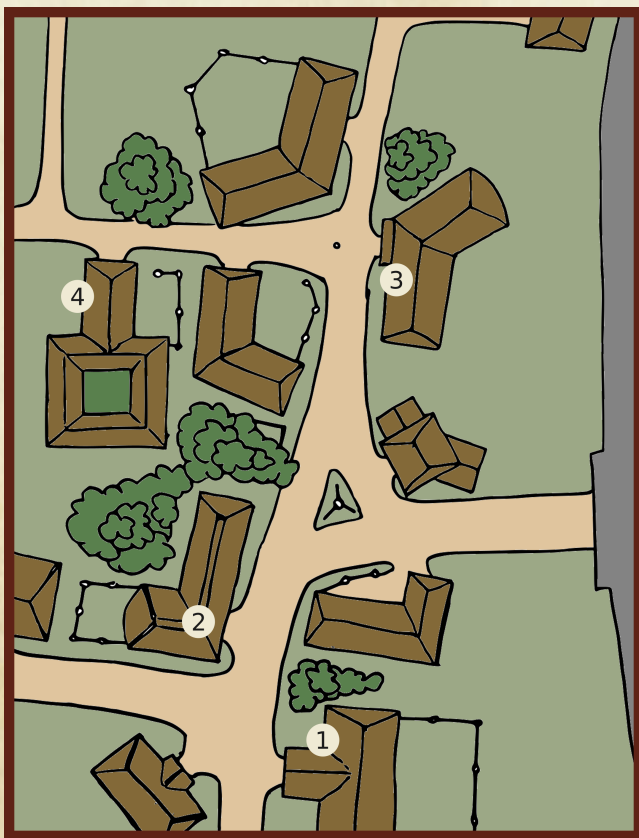
# THE TOWN AND IT'S RESIDENTS

The walls of the town proper have been closed and barred shut, due to the recent developments. But since the town has long outgrown its walls, the outer town can be explored freely. Most of the inhabitants of this part of the town are pilgrims, who chose to stay or people from across the continent, who came for the bounty the forest promises. The town consists of shops, that sell gathered gifts of the forests, craftsmen and -women, who are specialized in processing, what their cattle is producing, and hunters, who brave the deeper parts of the forest. Some of the shops have been barred before the party arrives in the town, those that are open are listed below.

## SHOPS AND SHOPKEEPERS

### POINTS OF INTEREST

- 1: Daisy's Daring Dairy
- 2: Ezekiel's Excellent Leatherworkshop
- 3: Iseabell's Hunting League
- 4: Blossoming Grove



### GENERAL FEATURES

The outer town of Rogeor's Defiance shows some features, that are very uncommon in the wider area. Due to the small amount of forests on Kargorod, only a small amount of people can afford to use wood as a building material. In the outskirts of Rogeor's Defiance, on the other hand, most houses are built from wood. Another rare sight are gardens. The craters special soil, though, lets fey plants grow, wherever you place and water them. As the players might have observed in other towns along the route of pilgrimage, they will find a tent village her as well. This is where most of the pilgrims stay for a while, stock up their rations and seek forgiveness.

## DAISY'S DARING DAIRY

The one condition, under which Daisy Cattledeew accepted to take over the family business, was, that she did not have to follow any of the dull and old recipies of the family. Her approaches to cheesemaking are unprecedented. The use of specific fungal cultures, peculiar herbs and other bizarre ingredients from the forest is, what makes her cheese and other dairy products so unique. The cellar, in which the cheese-ripening-magic happens, is what holds her in her home despite the surrounding unrest.

Upon entering the dairy, the players are overwhelmed by a complex mixture of fumes and smells, that can easily take down even the sturdiest of warriors. For this reason, there is a shield, that advises anyone who seeks entry, to use one of the provided clothespins to close their nostrils. The real challenge inside lies not in withstanding intoxicating fumes, but in comprehending this vista of unmapped odours. Everyone entering the dairy without nasal protection has to succeed on a DC 16 Wisdom saving throw or fall unconscious for 1d4 minutes. Daisy will hurry to the front door, take one of the nearby cheese jars and wake up any unconscious party members in a very practised way, by opening the cheese jar for a very short moment, snapping a clothespin on their nose afterwards. Should they succesfully enter Daisy's Daring Dairy, read the following lines:

Shelves upon shelves are lining the walls, stacked with countless jars, in which substances of all forms and colours are displayed. Some of the contents even seem to move. In front of you, behind her desk, stands a sturdy young human, whose thick blonde locks frame her freckled face. Behind her you see huge wheels of cheese, slumbering in well-built shelves. She greets you with a welcoming smile: "Hello pilgrims. Are you looking for provisions or can I interest you in a journey through the world of cheese?"

## DAISY'S CHEESE VARIANTS

If the party agrees, Daisy takes them on promised cheese journey, making stops at several jars across her shop.

### Healing Edam:

You regain hit points by consuming this tasty handful of healthy yellow cheese. The number of hit points depends on the amount of time you take to relish the cheese. Bonus Action: 1d4+2, 1 Action: 2d4+2, 2 Actions 4d4+4.

### Arcane Camembert:

Consuming this colourful, liquid cheese takes on action and infuses your body with wild and pure arcane energy. Roll on the Wild Magic Surge table (see PHB: Sorcerer, Sorcerous Origin: Wild Magic) to determine what happens next.

### Knock-out Limburger:

Smelling and Seeing this goo-ey cheese squirming in its jar makes anyone in a 10 foot radius, who does not succeed on a DC 14 Constitution saving throw, unconscious for 1d20 rounds. Opening the tight lid takes one action.

### Rousing Brie:

Smelling this pungent cheese would wake a giant from their deepest slumber. Predictably, it is the most sought after cheese under the current circumstances and she has none but her sample cheese left, that she needs to wake customers up with.

### Grated Dream:

Consuming one portion of this fluffy, white grated cheese takes one action and gives you a vision. Daisy has not yet understood the the source of the visions. Roll on the following table to determine your vision:

1d6	Effect
1	You see a younger version of yourself visiting your sleeping parents, pulling out a knife and stabbing both of them repeatedly: make a DC 14 wisdom saving throw of take on level of exhaustion.
2	You see a significant person from your past in chains, pleading for mercy.
3	You see an older version of yourself in a comfortable home, caring for a child.
4	You see a people sleepwalking into bushes.
5	You see a partymember going through your backpack while you sleep, taking anything of value.
6	You see a blurry forest and you are getting attacked by a huge paw: The next attack against you is made with disadvantage.

### PRICES:

Product	Price
Healing Edam	200 GP
Arcane Camembert	60 GP
Knock-Out Limburger	125 GP
Rousing Brie	sold out
Grated Dream	45 GP

## EZEKIEL'S EXCELLENT LEATHERWORKSHOP

The party can see and hear Ezekiel from afar. In his black and white cow patterned pants and vest, he spends his days on the streets, praising his wares. He is always eager to meet and dress new pilgrims. The fashionable cuts and interesting colour patterns he offers, have dragged many a coin from their owner's purses. He is extremely polite and seems to hum a certain melody, whenever he does not speak (see the song Old Olly in "Blossoming Grove - active crime scene").

The amount of time Ezekiel has spend on the streets in the past week, has alarmed some fellow citizens. Since his wife, Phyllis, went missing, he can not stand to be alone. The first few days he spent looking for her, but what he found scared him so much, that he stopped searching.

### SPECIAL OFFERS

#### Dundee Leather Hat:

While wearing this hat, you gain +1 on all survival checks. Cost: 175 GP

#### Cow pattern Vest:

While wearing this vest, you gain +1 on all persuasion checks. Cost: 190 GP

## ISEABELL'S HUNTING LEAGUE

The bounties of the forest are well protected. An order of determined hunters has long emerged from the townsfolk, to overcome this protection. The home of the leader of the league of hunters, Iseabell Ceallach, serves as a base for their actions. A tragedy involving a fey giant, that happened several months ago, has cost Iseabell's left leg and left arm and far too many others hunters their lives. Iseabell has rarely left her home since. Out of respect for her deeds, the townsfolk bring her all the food she needs. As the party approaches Iseabell's home, they find a mob banging at her door, begging for help. At this point Iseabell is training with her new prosthesises in the cellar and is unable to hear the townsfolk banging at her locked door. The door is from solid oak and takes a DC 20 Strength check to be broken through. Picking the lock of the door takes a DC 17 Dexterity check. Should the party enter the house, they will find a very excited Iseabell.

### ROLEPLAYING ISEABELL

Iseabell is a lean human with a rather masculine figure. She has short black hair, thats main task is to cover her scalp. Her face is covered with several small scars. Her most defining attributes are her laughter lines, that are a part of her inviting and charming aura. Iseabell is a huntress, that has learned to make tough calls and back them. That is a trait, she had to learn the hard way, after her eagerness to be friends with every colleague backfired massively in the past. Outside of her work, she still enjoys getting to know people and befriending visiting pilgrims. She has finally mastered her new artificial limbs, after several weeks of training in solitude. With a fresh confidence she greets the party, almost ignoring them breaking into her home.

## THE BLOSSOMING GROVE

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The Blossoming Grove is the main hub of the outer town. Its most prominent feature is the large fey garden in the middle of the tavern. Vibrant butterflies circle above the patrons heads and strange birds sing enchanting melodies.

The fiery-haired Elf Rothruinil has lead the establishment for quite some time now and it has always generated a good sum of money. Rothruinil lives on the brink of poverty nonetheless. The relationships of her past life have been branded by her greed. She has ruined many a friendship and livelihood for the sake of profit. After she died from choking on a piece of lobster and was brought back to life, she had an epiphany about what truly matters in live. The next day she packed up her things and went to Kargorod to start her pilgrimage, to seek atonement and forgiveness. She had always been a good businesswoman. Now she uses this talent to pay above-average wages to the pilgrims, that work as waiters in her tavern, donating whatever remains.

### WAITERS

#### **Bridget:**

She went on the pilgrimage as a self-chosen exile, after the tough rationing of food, that she ordered as the mayor of a secluded mountain village, saved many young, but cost the lives of numerous elderly people.

## THE ADVENTURE

### ADVENTURE HOOKS

- **Tracking down a Pilgrim:** The players are searching for a gnomish artificer named Millicent. They know, that she went on the Kargorod Pilgrimage, to seek atonement for the atrocities, that happened in her workshop after a failed attempt to create Warforged. They have to investigate the events in Rogeor's Defiance to further their search for Millicent.
- **Seeking Atonement:** Alternatively, the party has taken this pilgrimage upon themselves, to atone for some sort of suffering, they have brought upon their fellow beings.

### ADVENTURE PROGRESSION

The Adventure should start with the party's arrival in Rogeors Defiance. Through the things they see and the street encounters they have, they should get a hold of what the current situation is. For going through the several shops, they should have around 400 GP per character, to spend on items. As soon as they enter the Blossoming Grove, they will find the active crime scene. After investigating, they will find out what the cause of the trouble is. They will be sent into the Feywild, to fetch the Dreamgrass they will need for the final confrontation. Upon returning, the party will find the readied hunters from the inner town, as well as Iseaubell. She leads everyone into the forest, where the players will take the Dreamgrass, to sink into a collective slumber and meet in each others dreams. This is where the final confrontation takes place.

#### **Miles:**

He led his battalion into battle, knowing they would be slaughtered. The distraction this sacrifice had caused, contributed immensely to their victory of the war. He was honored with medals and titles, but all he could see were the orphans, widows and widowers he created. He donated, what he could, to them and went for Kargorod, to start his journey to forgiveness.

### SPECIAL DRINKS

#### **Paradise Dew:**

Large amounts of water are harvested from the fey leaves every morning. Because of the refreshing effect it has, it is very popular among the citizens. Everyone, who takes at least 10 Minutes to enjoy a fresh glass of Paradise Dew, loses one level of exhaustion. This effect can only be gained once per day. One glass costs 1 SP.

#### **Starshine:**

Distilled from big, vibrantly blue flowers, that only blossom during a cloudless night, this liquor is unique to the Blossoming Grove. Drinking at least on whole shot of this strong, sweet schnapps, opens your eyes to a whole new set of stars, that are to faint for the bare eye to see.

## ARRIVING IN ROGEOR'S DEFIANCE

Most cattle in the region spends their days on the endless grassy waves of Kargorod, kept in check by only the simplest of fences, that would give way at the slightest attempt of escape. The closer the party comes to Rogeor's Defiance, the more they will notice high and robust fences and heavily armed herders. Upon inquiry, the party will find out, that none of the herders ever had to use their weapons. The amount of cattle, that went missing grew throughout the years and the cattle owners suspected unknown predators to be the reason. Upon entering the town, the party sees houses with barred windows and doors, people barring their homes, while other people going about their daily lives.

### STREET ENCOUNTERS

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#### **DEPARTING PILGRIMS**

As the party enters the town, a group of pilgrims comes their way, all of them carrying heavy backpacks. The tallest one of them, a well-fed human named Edgar, addresses the party :

"This town is cursed. You will turn around right now and come with us, if you are smart. I came here for atonement and all, not to get killed. People are falling unconscious and vanish. I guess the people of this town haven't been on a pilgrimage themselves in quite some time."

He does not really want to convince anyone. He is fed-up and has no intention to keep his emotions to himself. He does not know more about the missing people, than what he exclaimed to the party on first sight.

### **SUDDEN SLUMBER**

Two humans are loading heavy wooden boxes unto a carriage, across the street from Daisy's Daring Dairy, as one of them cries out. Upon further inspection the party will find out, that one of the two, a middle-aged man named Alan, fell asleep, while he was carrying heavy boxes with his wife Olive. She could not carry the weighty package on her own, fell over and injured her left arm as a consequence. Her cry yanked him from his sudden slumber, but the damage was done. Overcome with guilt, Alan begs the party for help. Alan has not slept in two days, because he is afraid, that his wife will vanish, should he let his guard down.

### **HAROLD ANTE PORTAS**

The party notices several people standing in front of the gate to the proper town, shouting upwards. On top of the wall, they can see a bureaucrat named Lachlan Figgins, yelling back at them. The gate has been barred and nobody gets in or out, due to the unsolved cases of missing persons in the outer town.

The bureaucrat yells down: "I have told you time and time again, that letting you in will put more people at risk, than it will save. Our hunters are sharpening their weapons and soon they will be outside. I guarantee you, this will be dealt with in no time." "Why don't you just let us in, if you can so easily solve this problem?", Cries a sassy voice from within the mob. "I'm done discussing with you!", snaps Mr. Figgins, turns around on the spot and vanishes out of sight. After some banging at the heavy gates, the mob dissolves, with only the owner of the sassy voice, Harold, staying behind.

Harold has no intention to break into the city. He is exasperated over the towns ignorance. Harold has lost his two girls, Celia and Violet, to the beast, as he says it. This loss fills him with a rage, that he struggles to control. Harold works as a lumberjack and has seen many strange things in the woods. He is convinced, that the threat comes from there and he exclaims, that he will pack his weapons and take care of this beast himself. Only a good argument and a DC 19 persuasion check can convince him otherwise.

### **SO JOLLY, OLD OLLY**

The party hears a group of children, singing the following verses repeatedly:

Every night with dusk he comes,  
to bring his dreams to everyone.  
-He can be so jolly, Old Olly,  
so jolly to punish your folly.

Should the party investigate, the human girl Sybyll will them, that her mother keeps singing this song for about a week now. Coincidentally, her father vanished one night just about a week ago.

## **BLOSSOMING GROVE - ACTIVE CRIME SCENE**

As they party enters the tavern, they find everyone asleep. The most worrisome thing, that they notice, is a person, seemingly sleepwalking into the namesake fey-bushes, in the middle of the tavern. They party comes to late to do anything about it. Even if they instantly teleport to the bushes, they find nothing but plants. Nonetheless, there are hints to his whereabouts to be found throughout the tavern. The remaining, sleeping people can be woken up easily.

### **SCATTERED SAND**

Centered on the sleeping people, the players find a peculiar sand. A successful DC 14 investigation or survival check shows a small trail of sand, that leads from the fey bushes, to the sleepers and back into the bushes again.

### **NO NORMAL DREAM**

Everyone will tell the same story of being inside a strange forest of glass. The missing mans wife, Prudence Coulthurst, says she heard her husband Avery sing an old folk song, to which the forest played the melody.

### **STRANGE MUSIC**

three sleeping persons, including Prudence, heard the melody of an old folk song, about the fairie Olly Shuts-your-eyes, being played. The lyrics of the song are as follows:

Old Olly brings a pleasant dream,  
setting their fantasy a gleam,  
to those who know how to behave,  
all others minds he will enslave.

Every night with dusk he comes,  
to bring his dreams to everyone.  
-He can be so jolly, Old Olly,  
so jolly to punish your folly-  
-He can be so jolly, Old Olly,  
so jolly to punish your folly-

All those who sleep he will defend,  
who gladly dreams he will befriended.  
Should you disturb a sacred rest,  
stalking you is Ollys quest.

Every night with dusk he comes,  
to bring his dreams to everyone.  
-He can be so jolly, Old Olly,  
so jolly to punish your folly-  
-He can be so jolly, Old Olly,  
so jolly to punish your folly-

Those who slay a dreaming beast,  
are not courageous in the least.  
They're foolish, 'cause the should have known,  
Old Olly now will hunt them down.

Every night with dusk he comes,  
to bring his dreams to everyone.  
He might even bring his sister,  
you don't return, once you go with her.

## WHO IS OLD OLLY?

Ideally the players should take interest in Old Olly. If they do not, consider inserting another encounter like "So jolly, Old Olly" or bystanders talking, about how Ezekiel could not get this song out of his head either. Upon asking the townsfolk, the party will be led to Ezekiel, who has gathered some knowledge on Old Olly in the past few days. Ezekiel is eager to share what he learned:

Old Olly is a mythical fey creature, that the people in Rogeors Defiance have used to scare their children to sleep for decades, at least. Everyone thinks, this is just another story. But Ezekiel started questioning the purely mythical nature of Old Olly, after his wife went missing, leaving nothing but this peculiar melody behind. He tried to talk to Iseabell about this, because he deems her to be an expert on the creatures of the woods, but as of now, he could not reach her.

Empowered by the partys and his combined curiosity he leads them to Iseabells hunters League, determined to stay until he gets his answers.

### WAKING ISEAUBELL

Ezekiel stalks around Iseabells house, peaks through her windows, yells and makes a general nuisance of himself, so much so, that even the other bystanders ask him to tone it down. He still manages to persuade them to deny Iseabell further food deliveries, until she speaks to the townsfolk about the recent events.

Should the party not already have had the idea, Ezekiel will suggest picking the lock (DC 17 Dexterity Check) or straight up breaking the main door (DC 20 Strength Check). Otherwise he will wait here, until Iseabell comes out, inviting the party to do so with him.

However they meet Iseabell (read the "Roleplaying Iseabell" section in the "The town and its residents" chapter), she seems very alarmed about the party asking for Old Olly. She tells the party of an old friend of hers. They need to ask her for Dreamgrass. Dreamgrass allows you to take agency while you dream. She will leave for the inner town immediately, gathering a group of hunters.

She briefs the party about a circle of mushrooms in the forest, directly west of the town. If they walk around the circle three times, counter-clockwise, while saying "Nana Medeia" thrice, they will teleport from the forest to a swamp. There, they need to follow the wooden path, to come to her house.

### ALTERNATE ROUTE: DAISY

Another way to get the information they need, could be by talking to Daisy from Daisy's Daring Dairy. She has sneaked to the Feywild and back again several times, to get new ingredients. She knows the song of Old Olly Shuts-your-eyes very well and suspects, that Nana Medeias Dreamgrass could help the party to fight him.

### ALTERNATE ROUTE: LIBRARY

There is no real library outside the town's walls, but there is Phyllis's extensive book collection. Phyllis is Ezekiel's missing wife. If the players explain, that they are looking for a way to get Phyllis back, he will let them search through her private library. The players will find who Old Olly is and that they need Dreamgrass to confront him. They will also find a vague suggestion of a lady in a swamp, that can be visited, if one passes through a certain mushroom circle. The players will be provided with a crude map and the small ritual they have to perform, in order to enter the Feyswamp.

## INTO THE FEYWILD

Getting to the forest is an easy task. Navigating to the glade is a not so easy one. Whoever decides to lead the party, needs to succeed on a DC 15 Survival check to follow the path, Iseabell has described for them. The journey takes half an hour, if they succeed on the Survival check, otherwise the journey takes 30 minutes times the difference between the roll and the DC to arrive at the mushroom circle. However long it takes them to get there, after they have traveled half of the distance, they have the following encounter:

### OWLBEAR ATTACK

The first thing they notice is a pile of leaves, under which a purple feather sticks out. Should they investigate it further, they will discover the partially decayed body of an Owlbear cub, with an arrow still sticking out from its back. Whether they investigate or not, an angry Owlbear charges at them, starting a fight. The Owlbear benefits from the Barbarians Rage feature, using Reckless Attack every round.

### THE CIRCLE

Sooner or later they find their way to the mushroom circle. They notice the small clearing with the circle of mushrooms immediately. After following Iseabell's instructions, they enter the Feywild.

### THE FEYSWAMP

Their arrival in the Fey realms is announced by a splashing sound. They fall one foot deep into the murky waters of a swamp:

Only the faintest rays pass through the thick foliage overhead. A wooden path meanders its way through the swamp. A toad sits atop a pole and greets you: "Greetings!", he croaks, "I suppose you are here to meet the old lady? Allow me to enlighten your path." He hurls a thundering croak to his right, illuminating a cascade of lanterns along the path.

Rupert the toad will jump into a muddy pool and swim away. Should the players inquire, he will gladly explain, that they are in the consecrated swamps of his mistress Nana Medeia, inside the wonderous Feywild. He will reveal that others have come to Nana Medeia in the past, to ask for favors. The most recent one being Iseaubell, who came several months ago, looking for a cure for her missing limbs. She left without getting one. After too much chatter, he will excuse himself, submerge and disappear.

If the players decide to plough through the mire, searching for loot or straying from the wooden path, roll on the table for Feyswamp encounters, at the end of the chapter.

If the players follow the path, they will reach a stilted hut after about 20 minutes. In front of it, sits a seemingly blind, old lady, caressing Rupert.

"Ah yes, Rupert told me you would come. You want something, don't you? You people always want something, but as soon as old Nana wants something in return, you become stingy." She creaks.

If the players ask for Dreamgrass, she says, that she could get some for them, but she wants three things in return:

- One treasured memory,
- Two letters of a first name,
- Three locks of hair from three different creatures.

Nana Medeia is not willing to argue about her demands. Should the players accept, she will make a pact with them, that will transfer the ownership of the treasured memory and the two letters onto Nana Medeia. In return she will give the party one bundle of Dreamgrass per person, enough for one use. Afterwards, Rupert will enlighten their path, back to where they came from.

Should the party reject her offer, she will show them the way to Rotfangs lair, with a delighted smile upon her face. There is always some Dreamgrass in Rotfangs lair, they just need to take it. Rotfang is a Swampdragon, that can soar through the trees with ease. She uses the statblock of a Wyvern. Rotfang is asleep as the players arrive. They can spot the Dreamgrass, that grows on a small island in the swampwater, right beneath her. To get to the grass without waking Rotfang up, every character who tries, has to succeed on a 14 Stealth Check against the Wyverns passive Perception (DC 14). To pull a sufficient amount of Dreamgrass from beneath Rotfangs body, one has to succeed on a DC 18 Sleight of Hand check. Failing any of those checks wakes Rotfang up, attacking the party immediately. Should the party defeat her, they will not only find the required Dreamgrass but also 1d4 *Explosive arrows* and a *Potion of Healing*.

#### Exploding Arrow

You shoot your Exploding Arrow to a point within 75 feet. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw against a DC of 8 + your Attack Modifier. A target takes 3d6 fire damage on a failed save, or half as much on a successful one.

On their return, Nana Medeia will congratulate the party on their victory, commenting any wounds or the obvious lack of those. Rupert will enlighten their way back home afterwards.

## FEYSWAMP ENCOUNTER

1d6

Effect

- 1 Something wriggles around your leg. If you do not succeed on a DC 14 Strength or Dexterity check, you are engulfed by a grimy, reeking Shambling Mound. Whether engulfed or not, the Shambling Mound proceeds to attack the party.
- 2 You stepped onto a snake, it bites you once before vanishing in the deeper sludge. (Roll one attack roll from a Giant Poisonous Snake with advantage.)
- 3 You lose one of your boots in the mud below. Your fruitless search is interrupted by a bubbly giggling sound. A greenish Pixie with mossy hair splashes from the murkwater, holding your boot in hand. She will trade it for a joke or an embarrassing memory, that she will recite over and over
- 4 A big gas bubble erupts from below the surface, stinking of rotten eggs and covering you in mud.
- 5 A swamp Naiad arises from the mire, demanding that you leave her hallowed grove. Should the party do so, she will bless them, granting them all Inspiration.
- 6 While wading through the murky waters, you spot something glimmering beneath the surface. With a successful DC 18 Strength check you yank it from the sludge. You are now the proud owner of a +1 Maul. It's ram horns shed bright light in a 10 foot radius and dim light for an additional 10 feet.

## FINAL FIGHT

### GREETING THE HUNTERS

On their way back into the town, the party will be met by a hooded Iseaubell. She is accompanied by six Hunters and they are on their way into the woods. They call on the party for help and they are willing to take a short rest with them, should the need arise.

Together they walk to a clearing in the Craterwoods, where the hunters prepare the battleground with traps. Iseaubell shows the party how to properly smoke the Dreamgrass, if they should lack a druid or someone else who is proficient with the consumption of such herbs.

After the hunters have prepared the battlefield and the party has prepared their minds, Iseaubell walks into the middle of the glade, dropping her hood and yelling: "Here I am, Old Olly! Take me, and leave the others alone."

The last thing the party sees is Iseaubell turning around, to confer with the other hunter how to proceed, before feeling sand trickling onto their faces.

### PLUNGE INTO SLEEP

In the next moment, the players stand in a bizarre jungle, back to back, everyone facing a path, that roams past huge trees, whose trunks are made of coloured glass and whose foliage are clouds. As if every tree was an organ pipe, the forest plays one colossal melody, the melody of Old Olly's song. At the end of each path, the player facing it fancies the fulfillment of his deepest desires. (The return of a loved one, long lost; a tome of ancient spells; Cascaia, the lost city of gold; the concept of forgiving yourself).



The treetops are always 200 feet above the players. If they fly up, they grow at the same speed. Teleportation spells do not work here. Every try to cast one, results in a roll on the Wild Magic Surge table (see PHB: Sorcerer, Sorcerous Origin: Wild Magic).

### FIGHTING IN THE DREAMLANDS

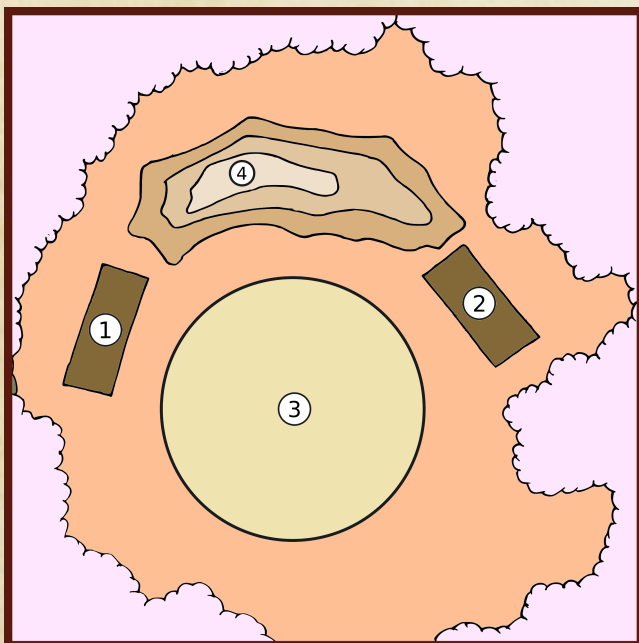
A fight in the Dreamlands follows a special set of rules:

- Immediately after you cast a spell of 1st level or higher, you roll a d2 (coinflip). If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect. A Wild Magic Sorcerer skips the d2-roll, treating every outcome as a 1.
- After a critical hit with any weapon attack, roll on the Wild Magic Surge table.
- Any Barbarian gains the Path of the Wild Magic 3rd level feature Wild Surge, creating a random effect whenever they enter their rage.
- You roll death saving throws as normal, if you fall unconscious, though you can not die. Instead, you lose one memory of a loved one or a great achievement for every failed save. Succeeding on one roll lets you jump back into action with 1 HP.

### THE GLADE

No matter which way the party takes, together or alone, they happen upon the same glade from the south, seeing the following:

- 1: Stand with spectating Fey.
- 2: Stand with spectating cattle.
- 3: Large pit with a cage, with Iseabell in it, bound and gagged.
- 4: An old wrinkly Fey sitting in a throne of clouds atop a mountain of sand.



The stand on the left is filled with fey. Satyrs, Centaurs, Pixies and such are chanting the song of Old Olly along with the forest organ. On the other side of the pit is another stand. Its ranks are filled with the towns missing cattle, that support the chanting as good as they can. On the far side of the glade is a mountain of sand. Scattered across it lie the sleeping bodies of the missing townsfolk including the hunters and Harold and his daughters. All are being teased by Quicklings. On top of the mountain, in a throne of clouds, rests Old Olly, preparing himself for a speech. The organ music ceases, after one enormous crescendo:

The old, wrinkly fey jumps high into the air, unfolding vast wings, resembling a starry sky.

"We have lucid dreamers among us", he announces to the cheering Fey with a smirk, before turning his gaze to Iseabell: "Let's see if they can rescue you. ... You know, you can not die here, but you can...", his wrinkly face contorts to sustain a disgustingly wide grin, "...suffer."

Green flames whirl from beneath the sand of the pit at Iseabell's cage, engulfing her fully. A cry of agony pierces the air. A shadow, as black as the night, emerges from the flames, circling around the cage and preparing its next attack.

Old Olly stays 200 feet above the ground, out of range, observing. The Shadow Dragon uses the statblock of a Young Black Dragon, that deals fire damage instead of acid. The pit is 100 feet wide, 10 feet deep and the party is currently 30 feet away from it.

The party notices a flock of six vibrant birds, flying 20 feet above the pit. One of them carries a key, that matches the cage's lock (they use the Owl statblock). If they succeed on the attack roll, roll a d6, on a 6 they hit the bird with the key, if they do not, reduce the die for the remaining birds accordingly.

Every time a player ends their turn in the pit, roll on the Dreams of the Pit table, to determine what will happen to them.

To pick the cage's lock, they have to succeed on a DC 18 Dexterity check. To pry the bars open, they have to succeed on a DC 21 Strength check.

As soon as Iseabell's cage is open, one way or another, the shadow dashes to the ground reforming himself into an Owlbear cub with an arrow in its back. Old Olly asks: "aren't these your preferred opponents?"

The party has a chance to inquire, what this is about. Depending on how this plays out, either Iseabell or Old Olly will tell the party what happened. To get Iseabell to confess and apologise, the party has to succeed on a DC 12 Persuasion check, that check can be made with advantage, should they bring forth good arguments.

Otherwise 1d3 Owlbears will charge at them from below the sand. After the first one is killed, Iseabell will break down and apologise. The remaining Owlbears dissolve into clouds of butterflies.

## ISEAUBELLS STORY

Since my accident several months ago I have not been on a hunt. I could not, I did not want to. I had lost two limbs, was unable to fight and had drowned myself in self-pity. Then there came this Gnome Artificer Millicent, she seemed like a godsend. She crafted new limbs for me and showed me how to use them. I drilled myself, trained everyday. Then, a week ago, I thought I was ready. I packed my bow and went into the woods. After I stalked around for hours without finding any game. I got frustrated. I was not silent enough yet and the sun already started to brave the peaks. I made my way home. Somewhere not so far from the forests edge I heard children playing. After a short search, the blood in my veins froze shut. I saw two children from the town. Dancing through the trees, right into a sleeping Owlbear. I had to act quickly. Draw, aim, release. A squeak. crying children. I ran to the children, soothed them and sent them home. Then I beheld, what I had done. If I had taken one heartbeat, if had not been so eager to shoot, I could have spooked the cub, if it would even have woken up in the first place, and saved the children, without doing anyone any harm. But I did and I repressed all memory of it, believing I could undo it. I need this punishment to find peace.

However the party comes to this point, Iseabell confesses and apologises, begging for forgiveness:

The hurt Owlbear cub drags itself towards Iseabell: "Forgiving you will not bring me back", the party hears Old Olly say with a second-class ventriloquists voice. "Forgiveness is not what I have to give. That, you can only forgive yourself. What I bring is punishment. I bring dreams, unpleasant ones. You will see this cub, whose life you ended. You will see how it could have played with its friends, how it would have grown, fallen in love, what it would have dreamed and then, you will see how it died, how its life was cut short - by your arrow."

The sleeping townsfolk wakes up and vanishes from the mountain of sand. Iseabell breaks down and vanishes like dust in the wind, as does the party soon after.

## EPILOGUE

### SUCCESS

The Missing people and the missing cattle return to the town. Harold embraces his children, Ezekiel holds his wife tighter than he ever did. Iseabell closes her hunting League and leaves the town to start the pilgrimage afresh, to seek again, for atonement and forgiveness - in herself.

## DREAMS OF THE PIT

1d12	Effect
1	The Shadow Dragon focusses it's Fire Breath on a 10-foot-radius around you (see Acid Breath, Young Black Dragon).
2	The sand below you turns into an acid pool. Each creature in a 10-foot radius around you has to make a DC 15 Dexterity saving throw, taking 22(5d8) acid damage on a failed save, or half as much on a successful one.
3	A 40-foot-wide Wall of Thorns (see spell Wall of Thorns) appears directly before you.
4	Large water bombs fall from the sky, having the effect of the spell Tidal Wave, affecting every creature in the pit.
5	You feel your teeth, falling out of your mouth. If you do not succeed on a DC 14 Wisdom saving throw, you have to spend your next action, gathering your teeth and trying to put them back in.
6	As you are running, there appears a sudden cliff in front of you. You have to succeed on a DC 15 Dexterity saving throw or fall 40 feet to the ground, taking 4d6 bludgeoning damage, only to land where the cliff was.
7	You feel your eyes being sown shut. If you do not succeed on a DC 14 Strength or Dexterity saving throw, you are blinded. You roll again at the end of each of your turns. As an action, you can remove the thread, without needing another check, ending the blinded condition.
8	You start to yawn. If you do not succeed on a DC 14 Constitution saving throw, you take 2d6 slashing damage and lose your ability to speak, as your jaw rips itself off.
9	A line of sheep appear between you and the cage, hurrying from right to left and jumping over a small fence. Crossing the sheep line without hurting on of the fluffy critters takes a DC 15 Dexterity check.
10	Between you and the cage appears a street with houses, on basis of the map on page 2 of this document. Out of backyard appear 2d4 of your former childhood bullies, using the statblock of a Veteran, but with only 1 Hit Point each.
11	5 Horses appear, that (roll a d4): 1 - attack the party on sight, 2 - rampage through the pit, 3 - start eating grass, 4 - are ready to be mounted.
12	A fluffy unicorn appears out of nowhere, carrying you 30 foot in a direction of your choice.

### REWARD

The council of the inner town will come forth and award the party the greatest honor they can. They will gift them each a Starshard. Not only can they be crafted into powerful magic items, they are also desparately sought after on other continents, where a strange darkness makes more and more of the uninhabitable. Starshards are among the only ways to keep the darkness at bay. As wielder of Starshards, the party is now able to enter the Darkness and investigate it' origins

## **FAILURE**

If the party fails to appease Old Olly, one way or another, Iseabell will stay a captive of Olly, unable to wake up again. The party and the missing townsfolk will wake up and return, but Old Olly has taken all their memories and all their dreams. To retrieve them, the party has to find a way to defeat Lord of Dreams in his own domain. There are people, who have attempted to do so before. They turned mad and have chosen a life of seclusion. Perhaps the party can find one and make sense of their ramblings.

## **CREDITIS AND ACKNOWLEDGEMENTS**

- Cover image is a modified version of the painting "Angler In A Forest Interior" by Thomas Hill, 1874.
- Dungeons & Dragons is the property of Wizards of the Coast

*Any feedback on this adventure can be sent as a private message to u/RigobertDonner on Reddit.*