

Sleep, Ye Cursed Child: Episode Summary

*: new in 4e version ✧: combat encounter (↔: 4e-only) ✨: skill challenge ✨7: 4e treasure (parcels indicated by subscripts)

Dramatis Personæ

- Sagramar Montezor.** A tiefling wizard and elementalists who has studied how to control and shape the dreamworld. He is the master of Thundercloud Keep and the heroes encounter him in Act II.
- Jesepha.** The trumpet archon who failed to protect Trilla against Coaltongues attack when the Torch of the Burning Sky was created. She has returned as a heinous undead creature. She stalks the heroes once they pass through the Cloud Mural in Act II.
- Freedom.** The ironically-named trillith in charge of keeping Trilla enslaved. The heroes face her in Act III.
- Annihilation.** A greater trillith being forged in Trilla's nightmares. The heroes enter Trilla's dream and help her escape Annihilation in Act III.
- Trilla.** The Mother of Dreams: a gold dragon, daughter of Syana. She creates the trillith from her dreams. Her unending sleep, powerful psychic abilities, and the unique events that created the Torch of the Burning Sky combine to grant this world-shaping power. The heroes meet Trilla inside her nightmare of Annihilation at the end of Act III.

Act I. The Maw

- ✨ **Sea and Stone.** The heroes contact the Tidereaver Kraken and Worldshaper Worm to clear a path to Trilla's dreamworld.
- ✧✨_{25,25,25} **Glass Wyrms' Lair.** Two glass wyrms guard the entrance to the dreamworld.
- Into the Dreamworld.** The heroes ascend through the gate into the dreamworld.

Act II. The Dreamworld

- Dreamworld Rules.** (*Informational.*) The dreamworld follows certain rules.

Thundercloud Keep

- ✧ **Thundercloud Keep.** Sagramar Montezor's keep is surrounded by perpetual lightning and guarded by winged skulls.
- ✨ **Sagramar, the Lord of the Castle.** The heroes meet Sagramar Montezor.
- ✧ **Information Brokering.** Sagramar shows the heroes Trilla's dream, then offers to trade for information to reach her.

Cloud Mural

- ✧✨_{25,25} **Cloud Mural.** The mural shows events of the war. Once the heroes are among the clouds, they are subject to lightning, tornadoes, and burning clouds.
- ✧✨_{25,25} **Keep Away.** The trillith Flight invites the heroes to play a game, then escorts them through the mural.

The Path of Sorrows

- The Path of Sorrows.** (*Informational.*) To reach Trilla's prison, the heroes must travel for a day with sorrow in their hearts.
- ✧ **Stalking Nightmares.** An ambush party of trillith attacks the heroes, watched by Jesepha's wraiths.

Eight Strange Things on the Plane of Dreams

- ✧✨_{25,25} **A Whirling Treasure Hoard.** A animated pile of gold. Harmless unless attacked (or stolen from).
- A Peeled Knight.** A dream construct reflecting what Trilla thinks of dragons' prey.
- An Eldritch Spring.** A dream of Trilla's magic offers peace, succor, and reptilian transformation.
- ✨₂₅ **A Human Swarm.** A horde of tiny humans.
- A Dream of Fire.** Fire that causes no damage.
- ✧✨_{25,25} **Chains and Wails.** Heavy chains fly through the air. Harmless unless interfered with.
- An Enormous Ox.** A dream of food.

- ✦✧^{26,26} **Sky Worms.** Gargantuan golden worms that wish to grapple and crush a hero.

Abyssal Pillars

- Abyssal Pillars.** The heroes encounter a labyrinth of stone pillars, home to nesting trillith.
- ✦✧ **Waking the Horde.** Jesepha sounds her trumpet, waking the trillith and cracking the pillars.

Act III. Architects of Annihilation

- The Prison Palace.** Freedom invites the heroes to parley.
- Palace Exterior.** Trillith swarm the exterior of the palace, but they cannot enter.

The Palace

- Palace Interior.** The central chamber cannot be entered until all eight surrounding rooms have been visited. Within each room is a hazard that may be animated by the nightmare architects in the center.
- 1. Drawbridge.** The portcullis rises to grant the heroes entry.
- ✦✧^{26,26} **2. Greeting Chamber.** The hydra-shaped fountains animate.
- ✦✧^{26,26} **3. Dining Hall.** Giants step out of the tapestry.
- ✦✧ **4. Kitchen.** Cooks in elaborate costumes appear to steal items from the heroes.
- ✦✧²⁶ **5. Garden.** Trees step forward to fight as the doors are blocked by thorns.
- ✦✧ **6. Freedom's Hall.** Every surface is covered with spikes, and the gravity changes.
- ✦✧^{26,26} **7. Map Room.** An animated treasure horde, plus a map of the palace.
- 8. Library.** Shelves lines with orbs containing stolen dreams.
- 9. The Emptiness.** Nothing to see here, move along.
- 10. Prison.** Trilla lies imprisoned in the center chamber, surrounded by the architects of nightmares.

Events

- Freedom.** Freedom greets the heroes after they enter.
- Negotiating.** Freedom offers the heroes the chance to join her as she destroys the world.
- ✦✧ **The Battle.** Freedom is a mobile fighter and dodges to other rooms while the nightmare architects animate hazards.
- The Mother of Dreams.** The heroes enter Trilla's dream and find a blasted, apocalyptic landscape.
- Trilla's Final Nightmare.** (*Informational.*) Trilla's nightmare is not very nice.
- Facing Annihilation.** The encounter with Annihilation consists of five stages, with a key embedded among the fragments of a fallen moon as the goal.
- ✦✧²⁶ **Stage One.** The heroes run through canyons as they convince Trilla to talk with them.
- ✦✧²⁶ **Stage Two.** Annihilation engages in battle with the heroes.
- ✦✧²⁶ **Stage Three.** The heroes flee toward the key, dodging among canyons formed by the moon shards.
- ✦✧²⁶ **Stage Four.** Annihilation's power destroys the earth, leaving floating moon shards which the heroes must leap across, as Annihilation continues to strafe.
- ✦✧ **Stage Five.** When Annihilation nears death, it enters a destructive frenzy.
- ^{26,26} **No More Nightmares.** The heroes repair (or destroy) the Torch of the Burning Sky, and the trillith threat is ended.