



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 6 characters.

The town of Hildebek is a quaint and small town, built upon ancient ruins with the only stone buildings being remade from the remnants of the ancient battlements. The people are peaceful folk who look to make a living from the land as farmers and carers of animals. Despite the town's current peaceful settlement the previous buildings that resided within this walled land were not so. Lore speaks of a time where the fort that used to reside in Hildebek fell to corruption as the lord was driven mad.

Some say that his madness attracted a fiend, some say that he summoned it himself, both could be true, or untrue. However, whatever the rumours of what summoned the creature from the hells to this fort, its rage and the battle to contain it destroyed the fort. Only a single tower and the walls remained amongst the once imposing compound, the rest was levelled.

Centuries later the town of Hildebek was built upon its ruins. The chunks of stone are the only indicator that there was something more once here. In an effort to protect themselves and maintain history they repaired the walls and tower and the rest was cleared. However, evil never truly sleeps when it is born from such darkness.

The Dreamless



As the party enters the city they are greeted by nearly clear streets. The vast quietness and lack of people made it appear like something was wrong - and the moment they approached someone it was evident that something was.

The residents of this town were a bunch of half asleep, exhausted people. Several people dozed off mid sentence only to wake up looking terrified. Finally one of the guards, an elf, pointed them towards the Lonely Buck Inn if they wanted to stay the night and noted a few key places in the town if they needed something. The elven man appeared to be fine, although his face was lined with worry instead of exhaustion.

NPC's:

- Random

Encounter: A town not fit for visitors:

Creature: NPC's

Map - 318ThHiToMa

Finding their way around town is relatively easy once they find one of the elven guards (it's the one who is alert..). They are pointed towards the Lonely Buck Inn. They can make their way around the town with an elf running the general store, but not the smithy. The Herbalist store is also run by an elf, supposedly but the rude human (who hates elves) said she hadn't shown her pointy ears yet.

The human would also hint at the problem that the fey or elves have put a hex on the humans so that they will leave the town. But he is quickly taken away by an older, more tired looking woman.

The Lonely Buck

The innkeeper looked at the full flasks of ale, the bottles of wine and spirits and his heart sank. It had been weeks since someone bought any of his wares and because no one came for his drink, his kitchen lay dormant. A sullen knock at the door may change this and keep his business alive though and with as much energy as he could muster he opened the door to a bright eyed woman. Tilly the herbalist and Alchemist.

"Ah Tilly. You're here at just the right moment. I'd almost considered selling up and moving to Newhaven." The innkeeper said with a half-hearted smile. "Please come in. You brought the goods didn't you?"

Tilly was an elf just short of 5 feet in height. Long blond hair was braided down her sides and every day she had different flowers or plants woven into it. "I sure did. Are you sure that you want to be associating with elves at the moment with everything that's going on?" she asked as she closed the door behind her to the early morning light. "I know business is business but I don't want you to get hurt. It's not right this dream sickness that has you non-elves folk in its clutches. It's not natural. I heard the mayor sent for aid just yesterday. But he hasn't been seen since..." she mused as she began to unpack vials of a dark brown liquid. "Now, a large spoonful no more. Over use of this can cause a few nasty side effects." Tilly warned. "I mean it Gareth"

Gareth smiled and uncorked a bottle and had a small sip. Instantly he felt energy course through his veins, the exhaustion he had been suffering elated in just a moment. "Wow Tilly. This is incredible! I could sell this stuff by itself!" he mused, grinning for the first time in weeks.

Hildebek had become the epicentre of an illness. It affected any humanoid that didn't have elven blood and would cause people to have extreme nightmares while they slept. The people of the city had worked out that if they snuck one or two hours of sleep a day they could get by, but there were reports of these people dying. The illness caused phantoms to appear in the mind, shadows haunting those afflicted. Peeking from behind walls, through windows and even appearing inside their houses. In the depth of sleep those who were haunted by these shadows would wake up screaming. In fact those who had been haunted for long enough simply didn't wake. The Sleeping Curse is what people called it. However the people did not know what caused it.

While the number of casualties has shrunk dramatically since its effect was known or understood, those who didn't wake were still living. They were just unable to be roused.

NPC's:

- Gareth Loray
- Tilandra Moonleaf

Encounter: Walking in on a business deal:

Creature: Gareth and Tilly

Map - N/A

As the deal is being struck the party walk in on Gareth and Tilly. They notice that they aren't from around here and warn against staying too long, if at all. Gareth is happy to house them but he warns them flatly of the sleeping sickness that is occurring in the town at the moment. Tilly interrupts and asks the party if they are heroes the Mayor was going to pay a small fortune to if they can find out what's causing the sickness and remediate it. She jumps to conclusions and throws herself at them thanking them for saving the town. She goes into why she cares so much about the town (looking after her as if she was one of theirs since the start) and why she is trying her medicine and potions as a way to combat it. Both her and Gareth suggest talking to the Mayor before it gets too late.

The investigation

The Town

This part of the adventure is a bit like the heist ones. The emphasis is placed on the party to work out what's going on. Mayor Hildebek, descendant of the lord that used to have command over the fort. When the party talks to him he hands them some books on the history of the town and asks them to keep it to them. He believes it is all linked to the history of the town.

One of the books describes the fort, its defences and how it was built, another describes how the new townsfolk found the ruins and fixed and built new buildings. The third is a journal of his ancestry, Lord Hildebek who went mad.

The Fort

The fort had several buildings surrounded by a wall. Several watch towers were built near the entrances and periodically around the wall. The main fort building was a single stone tower built

deep into the ground. This was the core of the fort and had been built by dwarves and blessed by magicians and clerics. The book talks of the fort as being a last defensive point and in case of an emergency they could use the escape route.

The fort, the building they reside in, has a hidden entrance to the tunnels below with a large living space that could house and hold a town's worth of people in case they needed to be rescued. The opening mechanism looks to be very detailed and complex but the exact location's page is missing, torn out deliberately.

A successful investigation check on the bottom level would find a pressure plate on the wall that opens up under the stairs going up. **OR** if the party has a dwarf they would detect this almost instantly.

New Hildebek

The book describing the new Hildebek is a red herring. However the only useful information is how one of the priests of the expedition to this site felt compelled to bless the fort as it had a powerful negative presence laying over it.

The other piece of information is that they removed several "odd" stones and metal rods from the Fort as they looked to have been hastily hammered in as an act of vandalism.

The Journal

The journal depicts the old lord Hildebek going mad. Each page is increasingly paranoid with the last page being...

"The creature came from the bowels of the Tower itself. I didn't realise what it was making me do before it was too late. I have done horrible things, unspeakable. Not even I can put them into this journal. If my children and their children's children can forgive me it will be out of pity alone. The creature haunts my dreams. I can't sleep and even when I do sleep it's riddled with pain and anguish. I know the creature that helped me gain this power is the source but I can't do anything against it. I have asked for heroes to come to the fort. Invited them for a feast. Ha! The devil won't see this trap coming..."

NPC's:

- Mayor Tyson Hildebek

Encounter: Feaster of Dreams:

Creature: Dream Devil

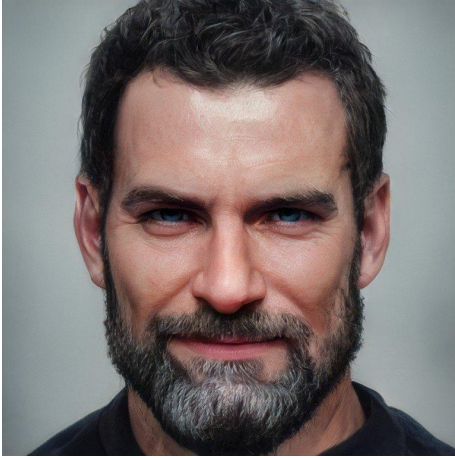
Map - N/A

The Dream Devil is everywhere but it's currently bound to the Fort tower itself. The metal rods that were driven into the stone were binding it to the stone itself, restricting its power. But there is another part to the enchantment - a large thrice blessed stone in the room below the fort. Despite the Dream Devil hating confrontation if they party discover the stone it will attack them. If they can purify the stone by any means the Dream devil will have disadvantage on all checks and combat. If they defeat the devil the stone will glow golden and the stone will launch chains at the devil and drag it into the stone itself - a brief portal to one of the planes of hell will open and it will be banished.

If they don't discover the cellar that night the ground in front of the fort will crumble, and the devil will appear as a huge fiend in front of the tower, demolishing it. However as it emerges from the ground it will reveal the stone and it will be able to be confronted. In combat it will shrink to its Medium size

Lore & NPCs

Gareth Loray



Born and raised in Hildebek Gareth has known most of the people in this town since he was a young lad. His parents were proprietors of the Lonely Buck, a drinking establishment turned gambling hall periodically during the years and now it falls on him to carry on the business. Single but not exactly mingling Gareth spends his time at The Lonely Buck. However, on the odd occasions that he isn't working the tavern by himself he is looking after his elderly parents.

Since the sleeping sickness started to appear the tavern became less frequently populated. Looking for a way to keep his parents business afloat he turned to Tilly, the herbalist-come-alchemist. Gareth knew that she had a special potion that would give people the same energy as if they had slept for a full night. If he could mix this in with his food and beer he could continue to sell his wares and provide something that the town needed. Rest.

Tilandra Mossleaf



Tilly wasn't born in Hildebek. In fact Tilly doesn't remember where she was born. She remembers that she was part of a moving hut, a magical contraption that sold potions and salves to travellers on the road. As she grew in age she learnt from the woman who looked after her and found she had a natural talent for identifying herbs and fungi that could heal and help.

When the woman died Tilly took over the herbalists wagon and eventually, tired of travelling, the moving hut stopped moving in the town of Hildebek. She has served as the Towns herbalist and healer for many years now and has watched many of the children come to adult-hood. One such Child is Gareth. Despite being one of the only elves in Hildebek she found friendship in the young tavern-owner's son. Whilst not a romantic relationship they looked out for one another and with her knowledge of herbs his food and drinks always had an edge over the competition.

When the sleeping sickness began to plague the town the people turned against her. As an Elf she does not need sleep and so they were seen as the cause of the illness. But Gareth and a few others stood up for Tilly and the other Elves.

Mayor Tyson Hildebek



A descendant of the original lord of Hildebek, before it was called this, Tyson looks to preserve and respect the history of the town.

Knowing that his great grandfather was responsible for the original destruction of the fort by summoning a fiend he has worked hard to try and learn from the past. But it's all beyond the realm of what he understands. He suspects that the fiend is back but he doesn't know what, where or how.

Lore: Dream Devil

As night fell more people gave into the need to sleep promising themselves it was a short nap. However as the creature spread out its influence, a song of rest and respite from the nightmares of the day more townsfolk fell into a deep sleep. Although not as powerful as the others the creature was smart and patient. Each night more and more humans, dwarves and halflings drifted into his realm. Slowly they succumbed to the soft whispers and songs he sang. The creature couldn't help but admire its plan. With exhaustion the minds of mortals were weaker, more frail and by sending them nightmarish visions and interrupting their dreams they never fully rested. This made their minds more susceptible to the song. In fact their deprived state of mind is the only reason his song worked. His power was so low even

lowly undead could best him. He needed to employ all his tricks.

But now the elf was a problem. Using herbs and tinctures she was preventing people from sleeping. What's worse was that those who were nearly ripe for harvesting were now not exhausted at all!

She and the man lacing the normally sleep inducing food and drink needed to be dealt with. Before the heroes the Mayor sent to show up that is. Stronger willed humans with real strength would force him to work for his meals. And where was the fun in that?

Maps

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Monsters

Adventure Encounters

Dream Devil

DREAM DEVIL

Medium fiend (devil), chaotic evil

Armor Class 18 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	15 (+2)	14 (+2)	12 (+1)

Saving Throws Int +5, Wis +5, Cha +4

Skills Deception +7, Insight +8, Stealth +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Devils Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *friends*, *minor illusion*, *vicious mockery*

3/day each: *sleep*, *charm person*, *disguise self*

1/day each: *calm emotion*, *silence*, *darkness*

ACTIONS

Multiattack. The devil makes two attacks: one with its sword and one with its talons.

Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, and the target must succeed on a DC 12 Charisma saving throw or fall asleep and become unconscious. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

LEGENDARY ACTIONS

The Dream Devil can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dream Devil regains spent legendary actions at the start of its turn.

Combat Magic. The Dream Devil can cast an eligible cantrip that it knows

Dream step. The Dream Devil can disengage and move up to half their speed. This is done without the creatures seeing the movement.

Strike at Thee. the Dream Devil can make one Talons attack against a creature within range