

# The Wakeless Sleep - 512SuWaSl

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

*The wakeless sleep is an ancient curse that is thought to have disappeared from the memories of all centuries ago. However, in the sleepy port down of Launghui the entire village is gripped by a death-like trance. Every adult is asleep and unable to be roused and their children remain in the same trance.*

*That is until the party finds a single child running through the village, stumbling on worn out shoes. When the party approaches the girl responds but does not stop moving, ever moving despite being physically exhausted. The mystery lies around why the entire village except for one single girl appears dead while in a wakeless sleep. Will the party uncover the cause of the curse and break it before they too fall under its spell.*

**DM:** *(The Village of Launghui has insulted a family of sea witches whose last surviving daughter of the coven bewitched their primary food source, fish, to feed on a particularly poisonous urchin that has left the village in a death-like coma for a week.)*



The party arrives in Launghui, a coastal village known for its abundant fish catches, only to find it eerily silent and abandoned. The gate constructed around a giant shark jaw and its teeth swung open to reveal lifeless streets, empty markets, and shuttered homes.

Exploring further, they discovered pale, faintly breathing villagers lying still in their beds, impervious to magic or intervention. A lone teen girl stumbled along the road, explaining how the village fell into a "wakeless sleep" after the last catch was brought in, leaving her as the sole unaffected villager. Terrified to stop moving, she shared a chilling tale of a curse placed long ago by an offended witch that left the village in a similar state, only lifted when she was appeased.

Despite her protests, the party tried to comfort the girl, uncovering more grim signs of the village's plight. The merchants had mysteriously vanished after the villagers succumbed to their slumber, deepening the sense of dread. The girl's refusal to rest and her worn shoes symbolized the curse's grip on her, as she warned the adventurers of the fate awaiting anyone who stopped moving or gave into sleep. The eerie emptiness of the village combined with the girl's story left the party with a daunting challenge to uncover the truth behind the recurring curse and find a way to wake the villagers.

**DM:** *(The party may detect faint trains of poison on them but looking around the village may present food that could be poisonous - like urchins and fish. However the girl explains that they have always eaten it and never been poisoned before as they were brought up with it. Refer to 512MoLiDi)*

The party attempts to comfort Sunraya and her fight to stay awake, despite showing no signs of poison, curse, or magic compelling her sleeplessness. The villagers, including her parents, appeared in fine health but exhibited shallow breaths, slow heartbeats, and a death-like stillness.

Sunraya revealed her hunger and disdain for Laun fish, which the rest of the village had consumed before falling into their mysterious state. She had avoided the fish and survived on dwindling food supplies, waiting for merchants to return. When none came and no food remained, the party located a fish trap, catching some fish and a crab. While Sunraya reluctantly ate the fish, she refused the crab.



After their simple meal, the exhausted girl finally fell asleep under the party's watchful eyes. However, as Sunraya slept, her breathing grew shallower, her color faded, and her heart slowed, as if succumbing to the same affliction plaguing the village. The brief magical presence that descended upon her suddenly only to leave just as quickly left the party alarmed, with their only lead now slipping into a death-like slumber, apart from the remnants of the fish she had consumed

**DM:** *(The party who eat the fish may find themselves in the same fate - however it's only when they give into sleep does the curse-enhanced poison take effect., refer to 512TuSuWh.)*

After placing Sunraya next to her sleeping parents, the party stepped out into the eerily silent village of Launghui. The calm waters and gulls waiting for scraps painted a bleak picture of abandonment. As fog crept from the waves and thickened along the shore, a hulking creature covered in seaweed emerged before being revealed to be a mysterious woman, seemingly beautiful but clad in tattered clothing that could have been salvaged from lost souls at sea. Declaring her blood oath fulfilled, she revealed a sinister plot - poisoning the village's beloved fish through tainted food sources, ensuring their downfall before awakening from their cursed slumber. Her laughter echoed with madness as she vowed to kill the villagers before the curse lifted.

The woman turned her gaze toward the party, recognizing them as outsiders and not part of the villagers who had wronged her family. Using magic, she attempted to charm them while recounting her tragic tale of rejection and loss, claiming her actions as justified retribution. Though her words sounded desperate and pleading, the underlying threat was unmistakable.

The party, facing her malice and the potential wrath of her sisters, needed to act swiftly or risk being caught in the sea witch's escalating hatred.

**DM:** *(If the party decides to leave*

*the village to its fate then the adventure ends with them leaving the village - however if they confront the sea witch we continue onto the next step. Refer to 512WeFrDeShCo.)*



The fog thickened ominously as the sea witch advanced with a menacing resolve, her presence intensifying after the party refused to harm the sleeping villagers. She effortlessly shoved aside tables that once held fish baskets, extinguishing the lone flame of defiance from the party's fire pit pan. The typically lively market, with its colorful fabric covers fluttering in the sea breeze and carrying the salty aroma of the waves, now hung in eerie stillness. The oppressive fog smothered the scene, casting an unsettling, lifeless pall over the village.

The party watched with horror as they thought, not for the first time in a few minutes, that they shouldn't have provoked the sea witch. As she moved the thick fog swam over her form blanketing her from view and the sound of waves from the sea grew in intensity.

Her nails grew longer from her fingers as she strode towards them, moving from something human to something more feral. Long talon-like claws extended from her fingertips to dagger length.

**DM:** *(Refer to map on next page, also refer to 512ThLaDo. This encounter is a challenging to very challenging encounter as the sea witch will prioritise taking control over the water and manipulating the battlefield for her advantage. While not overly fearsome itself it can use control water, while next to the sea, to drag the water up onto the shore. This will make the terrain difficult if not force every player to swim instead of being able to walk. This will make the Sea Witch much more difficult than its CR would make it seem (although the CR takes some of this into consideration.))*



# The Wakeless Sleep - 512SuWaSl

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

