

Sewing up a Dream

A Tomb of Annihilation Supplement

A short dream sequence to introduce or reinforce the Sewn Sisters from the Tomb of the Nine Gods. Your players will experience a waking nightmare that foreshadows the hags and their plots. The nightmare ends by having the players inadvertently set up one of the final puzzles in the Tomb of the Nine Gods.

A 3-hour adventure for 5th-8th level characters

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*To sleep—perchance to dream: ay, there's the rub,
For in that sleep of death what dreams may come
When we have shuffled off this mortal coil,
Must give us pause. There's the respect
That makes calamity of so long life.*

-William Shakespeare, *Hamlet*

Overview

First, a warning: If you are a player in a Tomb of Annihilation campaign, read no further! This module expands on the role of pivotal antagonists near the climax of the campaign, so be warned.

This module presents a short and not so sweet introduction (or reinforcement) of the role the Sewn Sisters play in Tomb of Annihilation. As written, this module provides a single session dream experience for a set of (ideally) five players or players and NPCs. The format starts with a character driven first event, three puzzle rooms, an “antechamber” room, and a climactic final room which is largely a narrative tool.

It is recommended that you read Chapter Five in Tomb of Annihilation before reading this module, as this module assumes you understand who the Sewn Sisters are (ToA pg. 180), the purpose of the Skeleton Keys (ToA pg. 126, and pg. 180) and how the hags can create degenerate clones (ToA pg. 180)

1. Plot and Pacing

This module was written to be run while the party is approaching or within Omu. However, this material does not require that pacing. The timing of Omu is chosen to play up the Sewn Sisters at a time close to when the players will start encountering the trio and their workings.

The traps, monsters, and events in this module are meant to happen in a dream. The events are tuned for a 5th to 8th level party, but you may freely adjust DCs, damage dealt, and monsters to suit your party. Death in this module simply causes the character to awaken where they last laid down their heads, or alternatively any characters who are reduced to zero hit points do not use death saves. They remain unconscious

until brought back above zero hit points, or they may regain a hit die at the end of the encounter. It is recommended that you try to ensure the party makes it through the entire dream sequence and experiences all the bizarre events. After all, a good nightmare can be even more frightening than the waking world.

2. Using Other DMs Guild Products

If you are drawing from other supplemental material, this adventure should not have a problem fitting in, unless you have fundamentally changed the role the Sewn Sisters play. The more your players know of the Sewn Sisters, the more recognizable some aspects of the dream space may be. If you have altered the story and lore of the Sewn Sisters or Nanny Pupu, you may need to modify the material presented here.

Weaving the Dream

1. The Sewn Sisters

The Sewn Sisters are bored. They bound their will to Acererak the Arch Lich. They crafted the Soulmonger. For years they have passed time torturing the denizens of Omu and stray outsiders that have ventured too close to their lair in the Tomb of the Nine Gods. When a new party arrives in Omu, the Sisters began to plan a truly special introduction for themselves. They also planned a hideous surprise.

The introduction is a nightmare, replete with monsters, puzzles, and a final foreboding climax. The surprise is that all dreams have a kernel of truth. The Sisters want to trick the party into giving them a small piece of themselves to animate, distort, and throw back in the faces of these new guests.

The Sisters have crafted a dreamscape where each dreamer finds and enters a door to a pocket dimension controlled by the Sisters. Once there, the dreamers encounter aspects of the Sisters, solve their riddles, and use the prizes they win along the way to end the dream.

While the dreamers are in the realm of the Sisters, the hags gather what they need to make twisted homunculi of each dreamer, and then transform the homunculi into the hapless Skeleton Keys that wander the halls of the Tomb of the Nine Gods. The dreamers are only vaguely aware that they have been manipulated and wake with a closer connection to the Sisters and the twisted homunculi waiting within the Tomb.

2. The Sister's Demesne

The setting of the modules is a dreamlike demiplane, a pocket dimension that is likely in the Astral or Ethereal plane. The Sewn Sisters have complete control, and they prevent any means by which characters enter or leave of their own volition. Spells, abilities, or magic items do not function and do not expend charges or slots

here if they would allow a character to leave the dimension. The effect simply fails and you can communicate this to the players.

The Walls

The walls in all the rooms of the dreamscape in this module are made of dark stone and brickwork. The walls shift between stone, brick, views of a starry cloud filled void, and random images and memories specific to each player. The solidity of the walls is real to the touch, but not always to sight. Your descriptions of the walls should communicate the ever-shifting nature of the dreamscape to the players. In many rooms the walls simply extend upward and fade out of view, opening on to a sky or ceiling or darkness that is as shifting as the walls. This is a dream space, following rules that only make sense in the land of sleep.

The Pathways

Distances on the pathways in the dreamscape are subjective, but always longer than they should be. The floors are solid, but translucent. There are no walls, and the space beyond shows the same starscape and visions and memories as the walls of the rooms. The map provided could be used literally, but the pathways on the included map are provided to facilitate play, not as an accurate to the square depiction of the dream space. The colored floors are provided as a sort of visual grammar to indicate that a room and the connected pathways are related to a given Sister. Finally, the players cannot leave the path by any means aside from passing through the doors at either end.

The Doors

All the doors in the module are identical, and each door has two states. The closed state is that of a simple stone archway in the wall, with the wall continuing to fill the space within the archway. The open state reveals only blackness. A character can never see what is beyond the archway, and must pass through to see what lies beyond.

The Dream Lair

3. Prelude: Memories as Dreams

As the adventuring party lays down for sleep, each member drifts into a dreamlike expanse founded on a memory of a place of importance from their past. Ask the players to take turns describing this place, why it is important, and what the key features are. This is a good chance to allow players to really share or develop some story for their character, so try to let each have as much time as is reasonable to savor the spotlight of telling their story. If a player is highly resistant or does not want to, you may want to have a short description prepared so that you can keep the flow of the dream-stories moving.

Once each dream-memory has reached a conclusion, narrate to the player that in a conspicuous place in their memory, there is a stone arch. As the character inspects the arch, they can see a dark, formless place beyond. The character is drawn towards the arch as one is in dreams: it makes no sense, but there an irresistible urge to pass through the arch that is hard to resist. If a character is reluctant to go through, confirm that this seems to be a dream, and describe the rest of the dream as slowly fading away and focusing down to the arch. Eventually the character will go through the arch, if for no other reason than the dream world of their memory is collapsing. If you have more mature players or are comfortable with the approach, feel free to start corrupting and twisting their memory. The twisting and corruption should drive the character to and through the archway.

4. The Entrance Chamber

As you enter the archway you see a stone room beyond. Walking through the arch you find a dark, circular chamber roughly thirty-five feet wide. The room itself is dim, lit by an unseen light source. The walls extend up and fade away into nothingness. Above, where there should be

a ceiling, is a distant slowly churning vista that might be clouds, might be a starfield, or may just be void. Behind you the archway to this chamber has filled with stone and brickwork, matching the walls. You watch as your allies begin walking into the chamber through other doors. As the last of you arrive, three doors open onto strange pathways with floors that seem like colored star fields, one pathway is yellow, one red, and one blue.

A circular stone room, about thirty-five feet wide, has eight equally spaced stone door arches on the single outer wall. Each dreamer enters from a different door, and none enter from the same door. As each enters the door's dark opening slowly fades to the same stonework pattern as the wall surrounding the room. The room itself is dim, lit by an unseen light source. The walls extend up and fade away into nothingness. The walls here, and throughout the dungeon, occasionally seem to flicker and fade, showing the void or stars or snatches of memories, the memories each drawn from the minds of the dreamer. Stress that no two characters can seem to see the exact same wall or vista in the same place at the same time. Only the floor and the door arches seem truly fixed in this reality.

After the last character enters three of the doors fade open onto three pathways. To the north lies a hall with no walls, appearing 15 feet long, with a yellowish starfield pathway leading forward to another dark stone archway, apparently floating in space. To the east a similar path opens, the floor giving off a red hue, curving out of view. To the west a blue path appears similar to the red path. If the characters follow any path, they find they cannot fall off the edges, and cannot see the other paths or the room they came from, even though it seems that it should be possible. Upon the pathways, only the pathways themselves and the dark stone archways are fixed points. Each path ends at another dark stone archway. As the players follow a path read:

This pathway has no walls. It curves and winds an indeterminate distance. You turn back, expecting to see the wall of the room you left. All you see is the stone archway behind you, and another in the distance before you. Both are dark, filled with a misty emptiness.

The only way out of the entrance room is to follow one of the paths. Any magical spells or abilities that would remove the players from the location have no effect and consume no resources.

5. The Chamber of Bags

As you enter this room the door behind you dissolves into large stone brickwork, matching the walls of the room around you. Inside the room, pedestals rise from the floor to waist height, and alcoves line the walls. On each pedestal and in each alcove rests a single small leather bag. The walls stretch upwards into dim twilight, and strings tied with children's teeth trails down from out of the open space above. In that twilight space a gigantic figure looms, with a face obscured in shadow. The figure shifts slowly, watching the room from above. On the far wall, another stone archway stands, opening to nothing but the bricks of the wall.

Once the entire party enters this room, the stone archway fades from the pathway, to darkness, then to the same smooth, dark stone of the rest of the room. An identical doorway arch, opening onto wall, sits opposite the entrance door. Above, the walls continue up an indeterminate distance into a dimly lit space, where a giant, cowed face glowers down at the party. This is the aspect of Peggy Deadbells. She watches from the shadows above.

Once a player picks up any pouch, Peggy begins slowly and methodically stamping her enormous peg leg down into the room. She can only hit the spaces in the gaps between the pedestals, and never targets the pedestals or pouches. To determine what each pouch contains, consult this table:

Table 1: Peggy's Pouches

D6	Contents	Note
1-2	A small pile of children's teeth	No effect
3-4	The sound of wheezing laughter and a cloud of yellow gas	Any creature within 10 feet must make a DC 10 Constitution save or begin laughing, crying, or screaming uncontrollably. This grant disadvantage on Dexterity saving throws.
5-6	A handful of large black marbles	No effect

The players must retrieve and spill onto the floor at least three pouches of marbles. Until this is accomplished, each time a bag is opened, any players in the open spaces must make a DC 13 dexterity save or take 9 (3d6) non-lethal magical bludgeoning damage. A player reduced to fewer than 10 hit points will not be targeted again. Once enough marbles are released, the giant peg leg slips on the next stomp, and the enormous form of Peggy Deadbells wobbles and falls backwards, cackling. As she falls out of view, a loop of five keys falls through the swaying teeth lines to the floor. Each key is unique and they are made of iron, copper, silver, gold, and lead. The door towards room 5 fades open to another blue pathway.

You may want to predetermine the contents of each pouch, or narrate what is found in each pouch, to avoid random die rolls creating an overly long scenario in this encounter.

6. The Chamber of Ants

As you enter this room the door behind you dissolves into large stone brickwork, matching the walls of the room around you. The room is a barren cube, save for two features: On the far wall in a stone archway is a shelf bearing a skull with black pits for eyes seems to watch as you enter. In the middle of the room are two enormous anthills, five feet tall and wide, covered in busily moving ants.

Either when the players begin exploring the room, or after they do nothing for a time, the skull begins taunting the players with the raspy voice of Widow Groat. She will say anything to make characters feel insecure and embarrassed, ideally drawing from mistakes they have made while in Chult.

Once a player moves within 5 feet of an anthill, or after a minute of taunting, each ant hill spawns a Swarm of Insects, in the form of rat sized ants. You may have the ants behave in a hostile manner, or simply allow them to respond to player actions as you see fit. Each time a swarm is destroyed another swarm spawns to replace it. The swarms end when the players use some method to destroy the anthills. Searching the anthills reveals a single large gold coin in each. Investigating the skull, which continues the taunting, shows each coin will perfectly fit into one black eye socket. Once both coins are placed in the eye sockets, the skull begins cackling madly. The skull and shelf dissolve into smoke, the coins drop to the floor, and the archway opens onto another yellow pathway.

7. The Chamber of Beasts

As you enter this room the door behind you dissolves into large stone brickwork, matching the walls of the room around you. On the far wall is another archway leading to the brick wall. The low-ceilinged room contains three rusted iron cages, doors ajar. Each cage house a single beast: A cockatrice, a hellhound, and an amphisbaena.

All three turn to gaze malevolently at you and being approaching.

The beasts are a cockatrice (MM pg. 42), a hell hound (MM pg. 182), and an amphisbaena (TftYP pg. 89). As they approach, a disembodied voice, that of Baggy Nana, sweetly invites the party to play with her favorite pets. The creatures then attack. When killed, each creature dissolves and drops a single item. The cockatrice drops a feather, the hellhound drops a tooth, and the amphisbaena drops a fang. When a creature is defeated, any magical or status effects it caused end immediately as if they had been dispelled, cured, or otherwise resolved. The far doorway dissolves, opening onto another red pathway.

As an alternative, you may also allow the players to trap the beasts inside the cages. Once all three beasts are caged, they disappear and leave behind their signature item.

8. The Thrice Locked Door

This roofless, triangular stone room has four doors, one on each vertex, leading from the colored pathways from the prior rooms. A fourth door exits in the middle of one of the walls of the triangle, the archway leading only to the same rough brickwork seen on the walls. In the center of the room are three stone pedestals. Each bears a hexagram, one red, one yellow, and one blue. Above, where a ceiling should be, you see the same shifting dreamlike expanse you have seen on the pathways and the entrance chamber.

The doors backwards in this room only seal if the players did not collect the required token to solve the “puzzle”. Once the players do collect the token for a given pedestal and enter triangular room, that particular pathway closes, preventing any unnecessary backtracking. Placing the tokens of a Sister on the pedestal correctly causes the hexagram to light up with an eerie glow. Placing all tokens correctly on all three pedestals opens the archway forward. The pathway beyond is a black void with swirling motes of light far below.

Table 2: Pedestals and Tokens

Pedestal	Token	Sewn Sister
Red	Fang, Tooth and Feather	Baggy Nana
Blue	Pile of Children's Teeth	Peggy Deadbells
Yellow	Two Gold Coins	Widow Groat

9. The Chamber of Changes

As you exit the shifting starfield path, you find yourself in room shaped like a semicircle with an alcove set into the flat wall opposite the entrance. The walls are the similar stone and brickwork you have come to expect in this place. The door behind you dissolves into large stone brickwork, matching the walls of the room around you. The walls trail off into darkness above, and these walls seem firm and solid compared to the rest of this strange place. In the large alcove across from the door are five stone pedestals arranged in a half circle pattern following the curve of the wall. Upon each pedestal rests a metal lock, each lock made of a different metal: iron, silver, copper, gold, and lead. A single anvil rests in the center of pedestals.

Flanking the stone archway you entered are two tables cluttered with a book balance on a bucket, spell components, raw meats, vegetables, and other items, utensils and alchemical components and tools. Pails and brooms lie haphazardly around the tables.

Foreshadowing the Tomb of the Nine Gods

This section provides foreshadowing for some of the events and encounters in the final chambers of the Tomb of the Nine Gods in Tomb of Annihilation. Feel free to remove the infernal rhyme that hints how to solve the Trial of the Octagon, or add or replace items in the room before the walls are removed. This area exists in part to give you as DM a place to peel back the curtain on some of the puzzle in the Tomb if you

have concerns about your players solving the challenges.

The party is free to explore the room, all the items near the entrance are purely random and have no real purpose. Feel free to embellish a false, dreamlike sense of importance to the items. If the players investigate the book, it is written in infernal and has the following rhyme on the open page:

*Spider, spider, hunting for one more fly
Building your web beyond the highest sky
Fly, to ground make haste, to all your fine books
From back to front shall you avoid her hooks*

As the players approach the pedestals bearing the locks, they can see the following lines, one each inscribed in the wall above the corresponding lock and pedestal:

*One key of iron, to keep your dream safe
One key of silver, a tithe to your faith
One key of copper, a boon to your health
One key of gold, for those seeking great wealth
One key of lead, leave the land of the dead*

Any attempt to damage the pedestals, locks, or the anvil fails. Each character may choose and insert one key into the lock of the corresponding metal. As they do so they feel the effects of the key: The iron key induces feelings of calmness, the silver key stirs deep feelings of faithfulness, the copper key gives a sense of well-being, the gold key makes the character's coin purse feel noticeably heavier, and the lead key causes the player to feel extremely drowsy. Feel free to modify these feelings to suit the players. Once all five keys have been inserted into the locks, the curved wall behind the alcove dissolves away.

As the alcove wall fades, the hidden remained of the room appears. On the far side of the room are five tables arrayed in a half circle with metal shackles and restraints upon them. Various chains and metal loops are set into the floor around these tables. Behind each table, against the wall, sits a raging furnace. Above each furnace is a crucible pot, large enough for perhaps a gallon of material. The crucibles are bubbling with liquid metal, each filled with one of the metals matching the locks and keys. The crucibles are hanging from chains that fade up into the darkness. Each pot is positioned to pour into a large mold at the head of each of the five tables.

You begin to feel a lethargy and drowsiness overcome you. As you struggle to stay conscious, you hear footsteps enter the room. Three figures walk up and gently guide each of you to one of the tables. All three are vaguely humanoid. The first is wearing tattered robes. Her eyes have cold coins covering the entire socket, and ants crawl out of the robes and swarm around her head. The second walks with a thump from her peg leg. Stringers of teeth hanging from her clothing clatter as she moves, and she chuckles softly, yellow gas escaping from her smiling mouth with each breath. The final figure has a squirming leather bag over her head. You can see scales, feathers and fur poking out from the bottom edges of the bag.

As your eyesight dims, they lay you each down on a table and gently secure you in the restraints. A calm feeling washes over you as your heads are placed gently into the molds beneath the cauldrons, each shaped as different, intricate helmet with geometric sides. As the hags step back to work the chains that turn the cauldrons, your sight goes bright and then dark.

You awaken in your camp. You are not restrained. You are not harmed. It seems as if nothing has happened. Your memories of the rooms of stone and brick begin to fade, like a bad dream being washed away by the light of dawn.

Epilogue

The Sewn Sisters have completed their plan, and had their fun, for one night at least. A new set of Skeleton Keys have been created. These Skeleton Keys are flesh and blood and have the forms of the members of the party that just completed the hag's bizarre nightmare. Feel free to make these degenerate copies of the party share abilities and personality traits if you desire. Or leave it all a bizarre dream.

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