

## SUNLIT HANDS, EPISODE 3: **A SOLSTICE TRADITION**



**Talk of a snipe, a legendary creature with magical feathers, comes to Lonelywood. It seems like nothing more than an interesting rumor, but it gives the people of Sunlit a great idea: a race to “hunt down” a snipe across the Lonelywood Forest. The game is on, all of Sunlit is excited, and you’re in on the fun. Let’s see what contests and circus acts pop up in this new solstice tradition.**

A 4-hour adventure for 1st-4th level characters, APL 3.

Adventurer’s League Season 10, Plague of Ancients.

### **Credits**

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# Module Guide

## Adventurer's League

This is a Dungeons and Dragons Adventurer's League adventure. It adheres to Season 10 and Plague of Ancients rules. Explanations of those rulesets, limitations, and reward structures are available from Wizards of the Coast:

[https://dnd.wizards.com/ddal\\_general](https://dnd.wizards.com/ddal_general)

The adventure itself is aimed at around 4 hours in length and is Tier 1, meaning it is meant for players levels 1-4.

## Markers and Organization

Sections of this module are organized with a (hopefully) sensible pattern, section by section.

"Parts" are larger sections, possibly with multiple scenarios for players to roll dice and play their characters.

## Named Subhead

The named subheads (if viewing this in color, the headings are light blue with red letters) are parts within a Part. They represent different challenges, location changes, or combat scenarios.

## Combat

"Combat" headers (tan background with black lettering) will start by explaining the combat scenario's enemies. Further explanation of mechanics will follow. Stat blocks or maps will be relegated to the Appendix sections for ease of use.

## Appendices

The Appendix section will be separated by Part, and will contain creature stat blocks and maps. At the end of the module, further appendices will also contain the rewards, necessary legal attributions, and credits.

## Separate Files

If this module is part of a downloaded folder, there will be separate maps and notes for ease of printing.

# Adventure Preview

## Important People

### Eight

*Female human, Eldritch Knight, around 60 years old.*

Smart, capable and respected, she is the only member of the Sunlit Hands currently stationed in the town of Sunlit, and is the town's attuned handler. While she is tight-lipped about her fellow Hands, she wears her badge openly.

Eight is genuine about her simple desire to help as she can around Ten Towns, her nature clearly selfless. Though she is 60 years of age, she carries herself with the vigor and strength of someone much younger.

### Ash, Dash, and Mash

*Icewind Kobolds, gender open to interpretation.*

These three Icewind Kobolds are working with Eight Tides and Sunlit. While their origin is unclear, they are obviously deeply respectful of Eight.

The three of them helped find the piece of the Bad-Bad Rock stolen a week ago, then helped return other goods stolen they found alongside it.

### Starry-Eyed

*Male dwarf, age unknown but at least 120, artificer / wizard*

Starry-Eyed is a clever student of the arcane and proud member of Clan Battlehammer. He comes from another timeline, brought here by strange magic, and has been accepted into Sunlit for the time being.

### Suavtavius

*Male imp, age unknown, entrepreneur*

Owner of the eponymous Suavtavius Circus, this imp dresses to impress, is well-respected by his employees, and knows full-well how to run a successful business.

## Important Places

### Sunlit

Sunlit is a town that is also a demi-plane and able to travel all over the world, taken to places its currently attuned handler is familiar with. The strange town is made invisible by a magical border, and anyone who enters seems to disappear.

No matter where it is in the world, the temperature is comfortable, and at least one of its elite guard, the Sunlit Hands, keeps it safe.

### The Lonelywood Forest

Located on the northeastern shore of Maer Dualdon, this forest not only supplies lumber, but keeps the town safe by providing a barrier against raids.

## Part 1: Inaugural

There's a brown bear with a clown nose. Another one with a torn-up sequined jacket. You're in the forest, Lonelywood you would gather, running fast, parallel to the oddly-accessorized bears. The creatures are maybe 60 feet away, with trees between you and them.

"Stop running!" you hear a tiny voice say from somewhere behind you. "Get back here, you furry fool. Quit it!"

Ah! You're an adventurer, you can tell by your gear and inner strength. Someone is telling the bear to stop, so you must be chasing it. That's it! Okay, let's get to work and catch this...

...Then the bears veer in at you with a powerful growl and increase their speed. Nope, you were wrong, the bears are chasing you. That might be a problem.

### Roll Initiative!

#### Combat: Clown Bears

##### Encounter: 2+ Brown Bears

**Any Party:** 2 Brown Bears, more if the combat lasted less than two rounds

**Weak Party:** Each bear will run away when down to 10 hit points

**Standard Party:** One bear will run away when down to 10 hit points, the other will stay and fight

**Strong Party:** Neither bear runs away

DM Discretion: At least one more Brown Bear may show up in this combat scenario if the fight went by extremely quickly.

The fight starts with a skill check.

- DC 13 Intelligence saving throw
  - A success results in a surprise round that only includes the players that passed.
  - This is interpreted as the player quickly reasserting their sense of reality.
  - Failure only means a normal first combat round for those characters.

The bears, no matter how many of them there are, cannot be killed.

- At 1 HP, the bears calm down as if trained to do so and immediately move away from any remaining combatants.
- Opportunity Attacks can be taken, but the hits glance off as if the was made of the hardest material imaginable, making it impossible to kill the bears.
- Any enemy bears will huddle together and take a nap after all of them are at 1 HP.

Other than the surprise round shenanigans and the possible addition of more enemy bears in circus paraphernalia, this combat is standard and ends when the bears are down to 1 HP.

## 6 Days Ago: Sunlit

Immediately after the combat scenario, the adventurers flash back three days.

The adventurers are in Sunlit, the travelling demi-plane town that has been hanging around Ten Towns for a while.

In the recently built Trade Hall, the town's thirty-ish residents sit at tables with an air of joy all around. There are winter solstice decorations all over, marking the convergence of several holidays representing the incredible variety of humanoid races living in Sunlit.

**The adventurers sit at their own table and can introduce themselves here.**

A female knight and a dwarf are at the front of the room, explaining something to the happy crowd. No matter who they are, all the adventurers somehow know that these people are Eight (the knight) and Starry-Eyed (the dwarf).

At this point, the Eight is explaining the rules to the first ever Sunlit Snipe Hunt.

- There will be two teams:
  - 1: The adventurers
  - 2: The Sunlit Hands, repped by Eight and Starry-Eyed
- The hunt will take place over a full day
- At the other side of the forest is the "snipe," and whichever team gets to the rendezvous first will win.

The dwarf, Starry-Eyed, now goes to the adventurer's table places a stack of a few sheets of paper. He explains that as part of the snipe hunt, and to get the whole of Sunlit involved, artisans and experts will make supplies that the teams can use.

While the hunt is happening, a large scrying pool will be watching the teams and cheering them on.

## Snipe Hunt Prepping

Once Starry-Eyed is finished, time skips ahead about an hour, enough time for the suppliers on the shopping list to set up temporary booths and start taking orders. The list is also in the Appendix as a Handout.

### Shopping

The adventurers can now walk around the improvised pavilion space and check out the vendor booths.

- The adventurers have 5 workdays worth of currency to spend for now.
  - *DM is allowed to reveal that the players will do more shopping later in the module*
- Purchased tools can be used in or out of combat as a *free action* by anyone.
  - The tool does not have to be in that player's inventory, just in the party inventory.
- Numbers 5 through 10 are not described in the module intro and their personalities and genders can be improvised by the DM

### Starry-Eyed's Wares

Note: This section is separated for organizational reasons and to keep the "shopping list" a single page as a handout.

d6	Effect
1	Healing. The drinker regains a number of hit points equal to 2d4 + your Intelligence modifier.
2	Swiftens. The drinker's walking speed increases by 10 feet for 1 hour.
3	Resilience. The drinker gains a +1 bonus to AC for 10 minutes.
4	Boldness. The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.
5	Flight. The drinker gains a flying speed of 10 feet for 10 minutes.
6	Transformation. The drinker's body is transformed as if by the alter self spell. The drinker determines the transformation caused by the spell, the effects of which last for 10 minutes.

### 1: Suavtavius

- Suavtavius is a smooth-talking imp dressed in a thick, tailored fur coat
- Offer: a borrowed imp that can turn invisible and be used once for 5 minutes of scouting or secretly setting traps
- Price: 2 workdays

### 2: Eight Tides

- Eight is an Eldritch Knight, intelligent, soft-spoken, and confident in her command of the town
- Offer: A magical dog-shaped earring that will immediately summon her to take one of following actions
  - 1: Use her shield to cause disadvantage to a single attack, which can be used after the enemy roll
  - 2: Aid any single Athletics, Investigation, Arcana, or History roll
- The item can be used once
- Price: 3 workdays

### 3: Starry-Eyed

- Starry-Eyed is a dwarven artificer alchemist
- Offer: Standard alchemist potions as shown in *Tasha's Cauldron of Everything* (listed a page above). The adventurer will roll the d6
- Price: 1 workday per potion

### 4: Ash, Dash, and Mash

- This trio is made up of happy-go-lucky Icewind Kobolds
- Offer: The kobolds will appear out of nowhere to scout 3 different directions at once
- Price: 2 workdays

### 5: Sineeklee

- Task: Woodworker
- Offer: 15-foot foldable ladder for quick climbing
- Price: 2 workdays

### 6: Raja

- Task: Metalworker
- Offer: Special coins that make noise and are guaranteed to distract anything and everything within 30ft. for 6 seconds
- Price: 2 workdays

### 7: Adranz

- Task: Botanist
- Offer: Non-toxic plants whose scent is irresistible to most animals. The scent can be wafted no more than 10ft. in a line, and any creature in that line has disadvantage on Charisma or Intelligence checks and saving throws for 6 seconds.
- Price: 2 workdays

### 8: Lot

- Task: Masonry
- Offer: Pack of five sturdy stone spikes that can be used as travel markers, heavyweight pitons, or trap spikes
- Price: 2 workdays

### 9: Lourentin

- Task: Hunter
- Offer: An automatic-release snare that can be instantly placed and still be fully effective, forcing a saving throw
  - DC 15 Dexterity saving throw or a creature cannot move for 1 turn
- The snare works on any creature sizes Tiny to Large
- Price: 1 workday each

### 10: Harpinder

- Task: Chef
- Offer: Savory or Spicy jerky
  - Savory: advantage to Charisma and Wisdom checks and saving throws for five minutes
  - Spicy: additional 10 feet of movement speed for one minute
- Price: 1 workday each

## Scouting Tools / Creatures Note

When used, anything that allows for scouting will allow the player to roll the event randomizer dice BEFORE moving along. This allows players to decide on which path to take, possibly even avoiding combat.

When the scouts return, the players may be shown the rules for the section they pre-rolled to see if they still want to go in that direction.

## Finished Shopping

Once the adventurers make their choices, the flashback ends and they are back in the forest.

### Back to the Hunt

When the adventurers are back to the present, they realize that they had forgotten what they were doing and all had the flashback at the same time. Now, they remember what they were up to.

In addition, they now have in their inventories all the items they ordered from the Sunlit vendors as part of the hunt, and a map of the Snipe Hunt's laid-out paths.

The players can decide if they are at position B or D on the map, where to go next, and whether to use any of the scouting tools.

## Snipe Hunt Dice Roll

When the players decide where to go, one of them must roll 1d12 to determine the event they must participate in.

- 1-2: Slip and Slide
- 2-3: Animal Taming
- 3-4: Devil to Smoke
- 5-6: Blood Money
- 7-10: Random Combat
- 11-12: Nothing happens

- Events cannot be skipped.
- Events previous completed can be rerolled at will.
  - They may be participated in again if the party wishes.

## The Map

- The Snipe Hunt map has 12 event locations, labeled A-K, followed by Z at the top
- Location A is where the party ostensibly started.
  - All players will remember this after the flashback.
- Location Z is the end of the hunt.

## The Fourth Event

After three events, a special fourth event happens to continue the narrative before the party can finish the Snipe Hunt.

This special event and the flashback that follows it are explained in Part 3 of the module below.

## Part 2: Snipe Hunt Events

### Slip and Slide

The adventurers end up on a part of the path that is covered in hard ice over the forest floor. To make it further in any direction, the party must tread carefully and pass numerous checks.

Past the icy floor in all directions of the snipe hunt paths are trees with ropes tied around them that can be used to assist others that have yet to arrive with a +10 to their scores.

- AC 14 Athletics
  - Using any object in a manner requiring strength to stabilize themselves on the ice
- AC 14 Acrobatics
  - Walking carefully on the ice
- AC 14 Perception
  - Spotting snow on the ice that would make it easier to walk on
- Props: +5 to any check
  - Using props from the snipe hunt shopping segments gives a +5 to whatever standard skill check the DM decides would fit in the situation

### Animal Taming

In a grove, a handful of very annoyed raccoons in clown makeup block the party's paths. The adventurers must pick a path then subdue, tame, confuse, or convince 5 Raccoon Clowns to get them out of the way

- Subdue
  - Knock out or otherwise incapacitate a raccoon through non-violent means
- Tame
  - Calm a raccoon to make it utterly harmless and accept simple commands
- Confuse
  - Force a raccoon to lose its mental capacity to block the path and possibly move away entirely
- Convince
  - Convince a raccoon to become your buddy or friendly to your cause or just step aside
  - The Raccoon Clown will not stay with the party with this method and must stay to keep playing along with the snipe hunt
- All checks are at AC 15 against the Raccoon Clowns
- The specially-trained circus critters have a +3 to all saving throws.

Example: A player uses one of Laurentin's automatic-release snares on a raccoon, that creature has been dealt with despite the snare's "one-turn" description.

## Devil to Smoke

*DM Note: This is the most complex of the events, requiring a longer explanation.*

The party finds several imps in t-shirts and tight pants around a 10 ft. diameter circle bordered with small stones. Waiting in the circle is a female tiefling who is busy stretching.

The tiefling approaches the party as the imps watch on. She introduces herself as Fiendish Fiona, a dancer with Suavtavius Circus. She welcomes them to “Devil to Smoke,” a dance competition. They’ll have to beat Fiendish Fiona in order to continue their snipe hunt.

She gives the adventurers handouts with the rules (if they do not already have one) and allows them five minutes to prepare.

### The Adventurers

- Each round, a single dancer heads into the circle to perform.
- Using the accompanying chart, the dancer rolls 4d4, assigning each dice to a category.
  - **Optional:** a player can also choose their move without rolling to save time
- The dancer then performs the set of four moves from top to bottom of the chart, choosing associated skills for each move and rolling against the AC.
- Each successful roll that beats the AC for a move earns points, as indicated in the chart below.
- Any other player can assist the dancer on a failed skill check if they are proficient in one of the associated skills.
- The party must score higher than Fiendish Fiona three rounds non-consecutively to win the contest.
- There is one “Hype Up” or “Smack Talk” maneuver allowed per round.

## The Dungeon Master

- The DM will play Fiendish Fiona in the battle
- She follows the same rolling rules for AC, but all her skills roll with +3
- She cannot give herself advantage

### Skills Explanation

**Pose:** *Performance* to show off and brag, *Intimidation* to confront and frighten, *Insight* to read the judges and impress

**Flow:** *Acrobatics* to transition, *Sleight of Hand* to “thread” hands and feet into the next move, *Nature* to use the body as smoothly as possible, *Survival* to avoid the circle’s edge like a hazard

**Power:** *Athletics* to perform a feat of power, *Sleight of Hand* to sway the body with hand positions, *Stealth* to surprise and shock the judges

**Freeze:** *Athletics* to hold a complex pose, *Perception* to spot the perfect place to you’re your set, *Nature* to safely use the body, *Acrobatics* to stick the landing

<b>Devil to Smoke</b>				
<b>1st Move</b>	 Fever <b>1</b>	 Stank <b>2</b>	 Lookout <b>3</b>	 Vibe <b>4</b>
<b>2nd Move</b>	 Bird <b>1</b>	 6-Step <b>2</b>	 Backspin <b>3</b>	 Swipe <b>4</b>
<b>3rd Move</b>	 L-Kick <b>1</b>	 Hollow <b>2</b>	 Pike <b>3</b>	 Headspin <b>4</b>
<b>4th Move</b>	 Air Baby <b>1</b>	 Buddha V <b>2</b>	 Gamerchair <b>3</b>	 Baby Ice <b>4</b>
	<b>AC 10</b> 5 points	Performance Intimidation Insight	AC 12 5 points	Acrobatics Sleight of Hand Nature Survival
	<b>AC 15</b> 10 points	Athletics Sleight of Hand Deception	<b>AC 15</b> 10 points	Athletics Sleight of Hand Deception
	<b>AC 15</b> 10 points	Athletics Perception Nature Acrobatics	<b>AC 15</b> 10 points	Athletics Perception Nature Acrobatics
<b>Most points after 4 moves wins the round!</b>				

## Blood Money

*Map is available in the Appendix for Part 2.*

A small section of artificial hedges and doorways has been set up in the forest. The players can see imps in generic security guard uniforms flying around. One of the imps sees the party and immediately rushes to tell them that this place is off limits to the likes of them, and the party must turn around or face the consequences.

In a whisper, that same imp tells the party that he wishes them luck getting through before going back to his guard station.

The party must now get past the area by sneaking around or distracting guards.

This section is done in standard 6 second rounds, but outside of initiative so that the adventurers can act according to their own plans, strengths, and gear sets.

### The Guard Imps

- There are eight guard imps total.
- Guard positions are random and chosen by the DM at the start.
- The guards will move / fly toward any sound they hear as a reaction at a speed of 30ft per round.
- They stop at the exact point they heard the sound for 1 round.
- If forcefully subdued, they will remain incapacitated for 2 rounds.
- If they catch sight of a player and *stay* in sight of that player for one full round, they will call for help and all guards within 30ft move at 30ft per round directly to whoever called for help.
- Any player they make contact with while giving chase must move back toward the start of the section at their normal walking speed for 2 rounds.
- After which they may go back to trying to get to the other side

### Checks

- Checks against the imp guards must be made at AC 14.
- The imps have +3 to all saving throws.
- The imps have advantage on Perception checks for things they can see.

### Sound Radius

- The imps can hear anything in a 30ft. radius.
- Stealth checks below a 10 can be heard by the imps at a range of 60 feet.

### Vision Cone

- The imps only have a cone of vision equal to a 15ft. cone directly where they are facing.
- Stealth checks automatically in the first 10ft. of this cone
- In the farthest 5ft. of the cone, stealth checks are possibly.
  - If the check passes, the player must immediately hide behind a wall or object or they will be spotted.

### Doors

- There are 10 doors on the map.
- 5 of the doors are locked.
- The locked doors are random and decided by the DM at the start.
- DC 13 Sleight of Hand check to unlock.
- DC 14 Athletics to force open.
- Unlocking is silent.
- Forcing open a door open makes a sound that can be heard in a 30ft radius and is immediately investigated by any imp close enough to hear.

This section is complete when all players have reached a marked Exit on the map.

## Snipe Hunt Combat Sets

There are three combat scenarios available during the Snipe Hunt. All of them are run expertly by SuavtVIOUS Circus barkers that will be mentioned in each separate creature listing but will not actively participate in the battle.

These scenarios are simple, and all creatures are protected by a magical barrier that prevents them from falling below 1 HP. When all enemies reach that point, the barkers call their creatures back to their sides and congratulate the party.

### Combat Encounter: Clown Bears

**Side Barker:** Imps in mime makeup

**Weak Party:** 1x Brown Bear in clown makeup

**Standard or Strong Party:** 2x Brown Bears

### Combat Encounter: Jester Mephits

**Side Barker:** Imps that are constantly juggling knives

**Weak Party:** 2x Ice Mephits with jester caps

**Standard or Strong Party:** 3x Ice Mephits

### Combat Encounter: Contortionist Tribal Warriors

**Side Barker:** Imps with ventriloquist puppets

**Weak Party:** 2x Tribal Warriors in tights under their hide armor

**Standard Party:** 3x Tribal Warriors

**Strong Party:** 4x Tribal Warriors

## Part 3: Intruders

### New Hunters

After 3 events in the Sunlit Snipe Hunt, the adventurers are just a location or two away from the goal and hoping to beat Starry-Eyed and Eight.

However, on the path to their next destination, a strange, thick, blue-green smoke is in the air. With the crack of breaking ceramic, a sudden wave of the same smoke closes in on the party.

"Got 'em!" a man yells from one direction.

All characters must make a saving throw.

- DC 17 Constitution saving throw
  - 10 or less on the throw and the character is knocked out.
  - 11-16 and the character is physically incapacitated but conscious and aware.
  - Success means a character is able to stay alert and act as normal.

After the saving throw, two scouts wearing winter travel gear show up, followed by four people in thick robes.

The scouts tie up everyone if the entire party failed the saving throws.

If people are awake, the scouts aim arrows at them while one of the cultists approaches.

### What The Invaders Want

**If anyone is awake:** the cultist leader, a man, demands that the adventurer give up the snipe's location.

He will not listen to anyone telling them that the creature is not real. If compelled or convinced to say more, the leader tells him those feathers will be used in service of their lord, Velhsaroon.

**If all adventurers are knocked out:** once the party is tied up and bound to nearby trees, the

group's leader demands that the adventurers give up the snipe's location.

If the party refuses outright as a whole, the changes tact and introduces himself.

His name is Othid, and he's been in Icewind Dale for five years serving his lord.

- DC 13 Insight check
  - He is telling the truth about his time in the Dale.
- DC 14 Religion check
  - The cultists are wearing scarab beetle pendants, marking them as followers of Velsharoon, the god of necromancy.

Othid wants snipe feathers and is willing to pay very handsomely in gold and gems if the adventurers help him get it rather than get in his way.

However, before anyone can deign to answer, all the adventurers, no matter their roll on the previous CON save, become nauseated to the point of unconsciousness, and the scene changes.

### 3 Days Ago: Sunlit

The adventurers find themselves in Sunlit again, in the open courtyard. The vendors of Sunlit are hard at work on the requests from the two teams, and the sounds of all types of crafting fill the air.

However, and strangely enough, the adventurers actually remember what happened three days into the future, including Othid's trap in the Lonelywood. If the adventurers ask most people from Sunlit, they don't have a clue about it.

**Starry-Eyed, Eight, and Suavtavius,** however, remember the exact same things as the party, including the next three days of time. None of them have an answer as to why they seem to be back in a previous timeframe.

## Starry-Eyed's Advice

The artificer dwarf is taken aback by a familiar feeling, and recognizes it as the amalgam of energy from Hardright Mine, the magic of the Bad-Bad Rock (referenced in the *Important People* section at the start of the module).

It has been seen that the Bad-Bad Rock can manipulate timelines, perhaps it can manipulate time, as well? Starry-Eyed isn't sure, but the energy he senses can't be a coincidence.

He suggests using this time they are given *outside* of time to plan ahead.

## Eight's Advice

Eight suggests taking the opportunity to prepare. The vendors are still at work and are ahead of schedule thanks to their enthusiasm and skills. She will restructure the rules of the Snipe Hunt and give party 3 more workdays worth of "currency" to use.

*If Eight is not sought after by the party, she will come talk to them on her own.*

## Suavtaviuous' Advice

The circus-owning imp doesn't have much to offer the adventurers as far as advice, but he does have a surprise: the snipe is real.

He's had it in the circus for many years and uses or sells the molted feathers occasionally. It's his biggest secret, and it needs to stay that way – who knows what commoners and cults could do with its magical feathers.

Suavtaviuous will prepare himself for the future 3 days and see if he can help the adventurers.

## More Shopping

If the party wishes to use the extra 3 workdays of currency given to them by Eight, they can do so at any time during this flashback.

When they have made their choices, the adventurers are returned to the present.

## Othid Again

When the party returns to the present, the players are in the same position they were before.

As soon as the adventurers are back in their own heads, one of Othid's hired scouts claims to hear a strange warble nearby.

The warble grows louder and the snipe, an ostrich-like land bird with a magnificent crown of violet and red feathers on its head walks out from some trees. The bird is calm and warbles as it walks right to the cultist leader like a pet.

Othid can sense the magic the bird is emanating and is ecstatic. He secures the bird with a rope and takes it with him.

The cultist leader warns the adventurers about following him, telling them there are more gar traps where the first came from, and leaves with his prized bird.

# The Triangle Circle

## Planning Ahead

With the cultists gone, an invisible imp turns visible. He tells the party that Suavtavius had the snipe left here to lure the cultists away.

The adventurers will have to follow the enemy's trail, but first they can rest while the circus folks make it a little harder for the enemy to reach their apparent destination.

Sunlit's residents are still watching via the scrying pools and might be of some help later.

The party can choose to take a Short Rest at this point.

After the rest, it is easy enough for the party to follow the cultists to their ceremonial location.

## Optional: Wild Dangers

This section is optional, and dependent on how long the adventure has taken thus far. If short on time, this section can be skipped entirely without consequence and involves the party following the enemy trail but having to veer into more dangerous terrain off the safer Snipe Hunt path.

- There will be 4 total checks against dangerous situations
- An adventurer rolls a 1d6 and uses the chart below to figure out what danger is nearest
  - If a danger has already been used, move down the list to the next one
- The party can use any means at their disposal, especially the checks in the chart
- The checks are team-based and must average DC 13
- If all four checks are passed in a row, the party gets one additional ambush preparation chance, which will come into play in the next section.

## Trail Dangers

1	Orc	Checks (DC 13)
	Not Intelligent, easily angered, moves extremely fast toward visible threat.	Deception Persuasion Intimidation
2	Wolf	
	Fast, good hearing and smell, travels in packs, not intelligent, will go for easiest prey.	Stealth Animal Handling Perception Intimidation
3	Bear	
	Good smell sense, strong, not agile, not intelligent, lumbering	Stealth Animal Handling Nature
4	Rough Terrain	
	Rough ground.	Survival Athletics Perception
5	Icy Ground	
	Slippery ground.	Acrobatics Perception Nature
6	Crevice / Sink Hole	
	A wide space or hole in the ground.	Athletics Nature Acrobatics Perception Survival

When four danger checks are passed, move onto the next section.

## The Magic Triangle

The adventurers have tracked the cultists to a section of forest thick with dead or dying trees. Sickly green light and verdant fog fill the air, and the feeling of unlife permeates the area. Lights from small fires are about 120ft away if anyone can see that far, but the party has not been noticed yet.

The snipe? It stands calm, tied to a sickly tree, and with a few tail feathers missing?

The flap of small wings comes to the adventurers and Suavtavius, the circus-owning imp, turns visible in front of them. The imp tells the adventurers that the area ahead is where Othid is preparing a ritual, but it is well guarded. When the adventurers take care of the backup, they can go in and see about the cultists.

### Our Own Backup

Suavtavius says that Othid's backup consists of:

- 3 cultists and 3 scouts spread around the immediate area
- 2 cultists helping prepare a ritual

But the adventurers are not alone. Eight has also arrived and is holding Sunlit suspended in mid-air above them, but it is taking her whole concentration to do so and keep it invisible as it usually is. The party has the support of Sunlit to stop the cult from whatever they are planning.

He also tells them not to worry about the snipe if they don't feel like it, it'll be safe for now.

### Ambush Planning

At this point, the adventures can prepare an ambush against the Velsharoon cultists and their scouts.

If they choose to ambush the scouts and cultists at the perimeter of the magic triangle,

they can use the Ambush List chart for a total of five uses of Sunlit's residents against the enemies.

If the party uses Raja's bell, all enemies in the immediate area are alerted and begin to run toward the magic triangle. This still allows two full turns for the party to use their own skills or Sunlit's residents to capture, distract, or incapacitate those running in to help.

### Ambush Helpers

Any help given will be from above, where Sunlit is being held aloft by Eight Tides.

Ambush List (5 Uses)	
Unit	Offer
Fiendish Fiona	1 Enemy charmed to be an ally for 5 minutes, then returns to being an enemy
Starry-Eyed	2 Acid bottles or 2 Artificer Flight Potions for use
Ash, Dash, Mash	1 Enemy surprised, hogtied, and removed from scene
Harpinder	1 Enemy finds sack of maddeningly enticing food and is distracted for 10 minutes
Suavtavius	1 Enemy leaves scene to chase invisible imp foe
Sineeklee	1 Enemy knocked out of tree and unconscious for 10 minutes
Raja	1 Massive bell that can deafen 2 enemies but alerts ALL others
Adranz	1 Bag of poisonous leaves dropped on 1 enemy: severe itching for 10 minutes
Lot	1 Gallon of masonry glue dropped on enemy: Slow on 1 creature for 10 minutes
Lourentin	1 Snare for medium creatures that can unfold mid-air and incapacitate an enemy

## Post Ambush

Once the ambushes are over, the adventurers can take on the cultists at the magic triangle.

Arriving at the circle, the stench of undead energy is almost palpable, almost a physical weight. The ground is sickly green, and all plants have been siphoned of vigor. Three huge dead trees make up the points of a triangle, a single snipe feather on each trunk.

Othid and two other cultists of Velsharoon are here, preparing, and they're dark ritual is close to starting.

When they approach, Othid immediately calls for help from his allies, and from his god, Velsharoon.

- If the perimeter enemies have been taken care of, the only ones that come are those the adventurers left alone.
- If the ambushes were ignored, the party may still take free actions in the first two rounds of combat to call for Sunlit's help to stop them.

In any case, once Othid has called for help, there is an excited, three-pronged scream from above. Ash, Dash, and Mash drop from ropes out of the invisible Sunlit above the tree tops. They attach a harness to the snipe and suddenly get yanked back into the sky along with the bird.

### Roll Initiative!

## Combat: Velsharoon Cult

### Combat: Velsharoon Cultists and Skeletons

**Any Party:** 1x Cult Fanatic, 2x Acolytes

**Weak Party:** The Acolytes run away at half health.

**Standard Party:** The Cult Fanatic and Acolytes fight to the death.

**Strong Party:** 1 round after an Acolyte dies, the body's clothes, skin, and muscle shatter like ice, revealing a Skeleton that attacks the party. This happens 1 round after any Acolyte dies.

This combat moves along completely standard outside of the changes mentioned in the combatants list above.

The fight ends in one of two ways:

- If the backup was taken care of once all combatants are killed or incapacitated. The perimeter enemies will run away at that point and not start another fight.

## Part 4: The Hunt is Over

### Back To Safety

Optional boxed text:

When the fight ends, several ropes appear from the sky, where Sunlit is, and Starry-Eyed's voice tells the heroes to hurry up and get inside.

In Sunlit, they can see Eight Tides sitting in the middle of a stone circle, a thick black and blue aura of magic wafting from her. She sees the adventurers, nods, and concentrates fully.

In seconds, the town feels like it shifts in gravity, growing heavy then back to normal.

Starry-Eyed walks to the town's edge, sticks his head out, then comes back in with a sigh of relief.

"At least we're on the ground again," the dwarf says with a smile.

Meanwhile, as this turned out to be much more than a simple festival, Eight owes the adventurers more than just the standard League payment. Time to give away more of her stash of magic items, it seems.

*All rewards are in the appropriate Appendix below.*

### Conclusions

With the party safe and the Velsharoon cultists handled, things seem to be back to normal.

If the adventurers ask Eight or Starry-Eyed about the flashbacks, they both can reveal their assumption that this may have something to do with the Bad-Bad Rock again.

Previous, the artifact was able to manipulate timelines to keep itself from the hands of a dangerous aberration. Heck, it even pulled Starry-Eyed to an alternate timeline, though he's enjoying his time at least. This time, the artifact manipulated time itself to help the adventurers prepare.

Whatever the Bad-Bad Rock really is, it's able to protect itself with only a little outside help, so neither Starry-Eyed nor Eight wish to interfere with it.

# Part 1 Appendix

## Creatures, Part 1

### Brown Bear

*Large beast, unaligned*

**Armor Class** 11 (Natural Armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3

**Senses** Passive Perception 13

**Languages** --

**Challenge 1 Proficiency Bonus** +2

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

#### Actions

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

# Sunlit Snipe Hunt Vendors

***Adventuring party has 5 workdays worth of "credits" total, use them wisely!***

## **1: Suavtavius**

- Suavtavius is a smooth-talking imp dressed in a thick, tailored fur coat
- Offer: a borrowed imp that can turn invisible and be used once for 5 minutes of scouting or secretly setting traps
- **Price: 2 workdays**

## **2: Eight Tides**

- Eight is an Eldritch Knight, intelligent, soft-spoken, and confident in her command of the town
- Offer: A magical dog-shaped earring that will immediately summon her to take one of following actions
  - 1: Use her shield to cause disadvantage to a single attack, which can be used after the enemy roll
  - 2: Aid any single Athletics, Investigation, Arcana, or History roll
- The item can be used once
- **Price: 3 workdays**

## **3: Starry-Eyed**

- Starry-Eyed is a dwarven artificer alchemist
- Offer: Standard alchemist potions as shown in Tasha's Cauldron of Everything. An adventurer will roll the d6
- **Price: 1 workday per potion**

## **4: Ash, Dash, and Mash**

- This trio is made up of happy-go-lucky Icewind Kobolds
- Offer: The kobolds will appear out of nowhere scout 3 different directions at once
- **Price: 2 workdays**

## **5: Sineeklee**

- Task: Woodworker
- Offer: 15-foot fold-able ladder for quick climbing
- **Price: 2 workdays**

## **6: Raja**

- Task: Metalworker
- Offer: Special coins that make noise and are guaranteed to distract anything and everything within 30ft. for 6 seconds
- **Price: 2 workdays**

## **7: Adranz**

- Task: Botanist
- Offer: Non-toxic plants whose scent is irresistible to most animals. The scent can be wafted no more than 10ft. in a line.
  - Any creature in that line has disadvantage on Charisma or Intelligence checks and saving throws for 6 seconds.
- **Price: 2 workdays**

## **8: Lot**

- Task: Masonry
- Offer: Pack of five sturdy stone spikes that can be used as travel markers, heavyweight pitons, or trap spikes
- **Price: 2 workdays**

## **9: Lourentin**

- Task: Hunter
- Offer: An automatic-release snare that can be instantly placed and still be fully effective, forcing a saving throw
  - DC 15 Dexterity saving throw or a creature cannot move for a turn
- The snare works on any creature sizes Tiny to Large
- **Price: 1 workday each**

## **10: Harpinder**

- Task: Chef
- Offer: Savory or Spicy jerky
  - Savory: advantage to Charisma and Wisdom checks and saving throws for five minutes
  - Spicy: additional 10 feet of movement speed for one minute
- **Price: 1 workday each**

# Part 2 Appendix

## Creatures, Part 2

Brown Bear is available in Appendix

### Ice Mephit

*Small elemental, neutral evil*

**Armor Class** 11

**Hit Points** 21 (2d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

**Skills** Perception +2, Stealth +3

**Damage Vulnerabilities** Bludgeoning, Fire

**Damage Immunities** Cold, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Aquan, Auran

**Challenge** 1/2 **Proficiency Bonus** +2

**Death Burst.** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

**Innate Spellcasting.**(1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

#### Actions

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

**Frost Breath (Recharge 6).** The mephit exhales a 15- foot cone of cold air. Each

### Tribal Warrior

*Medium human, neutral good*

**Armor Class** 12 (Hide Armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1/8 **Proficiency Bonus** +2

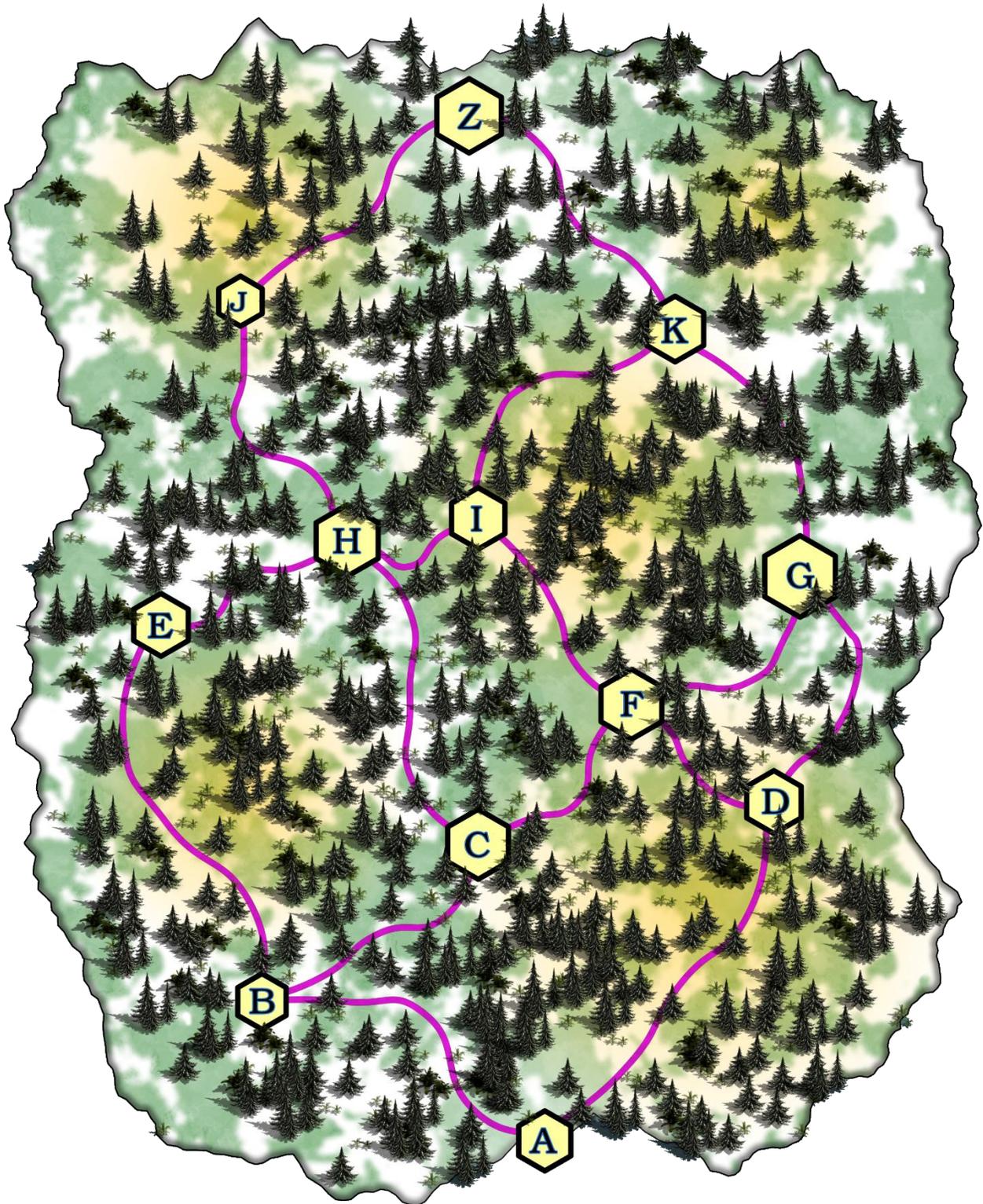
**Pack Tactics.** The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

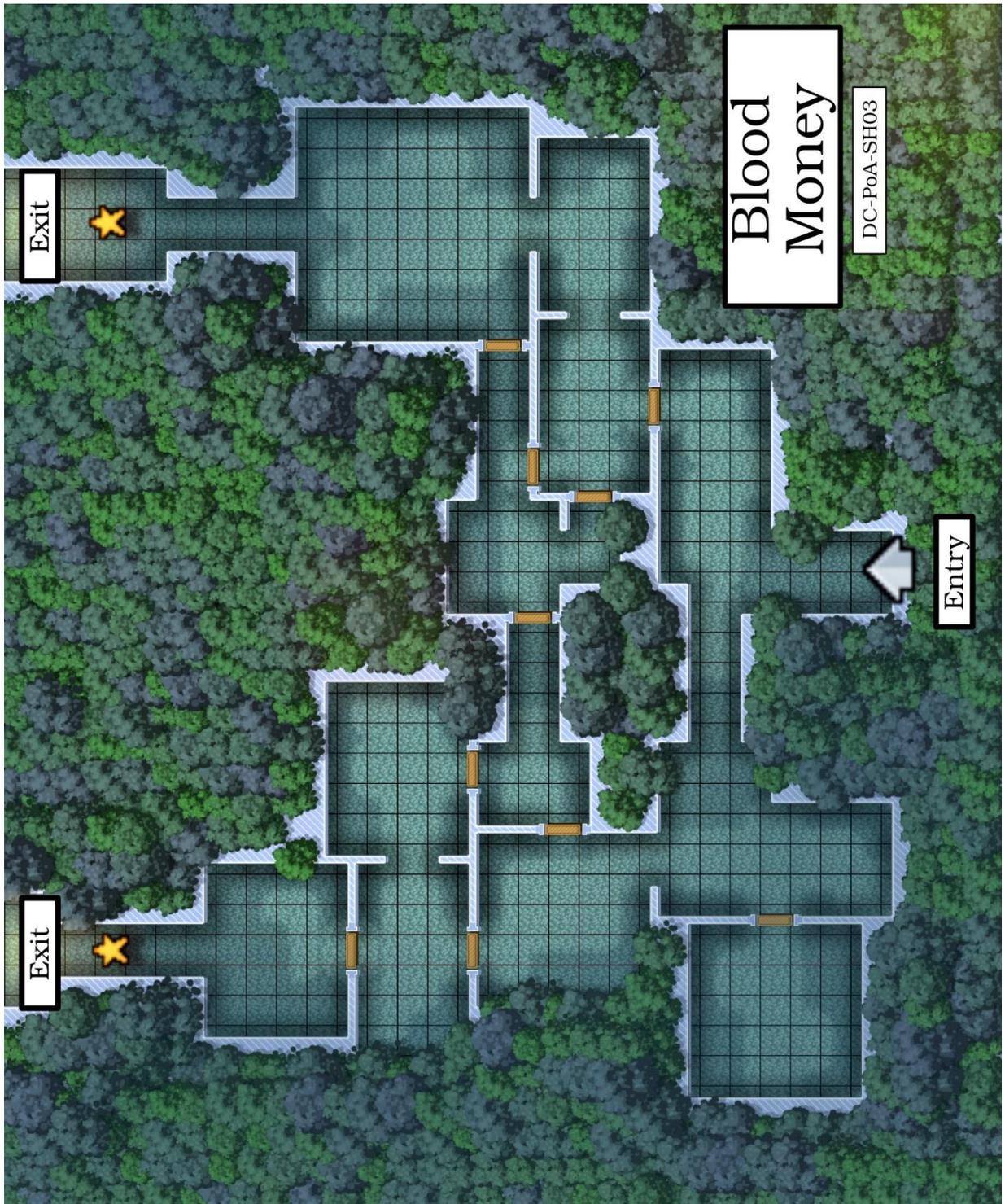
creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Maps, Part 2  
Snipe Hunt Map - Color

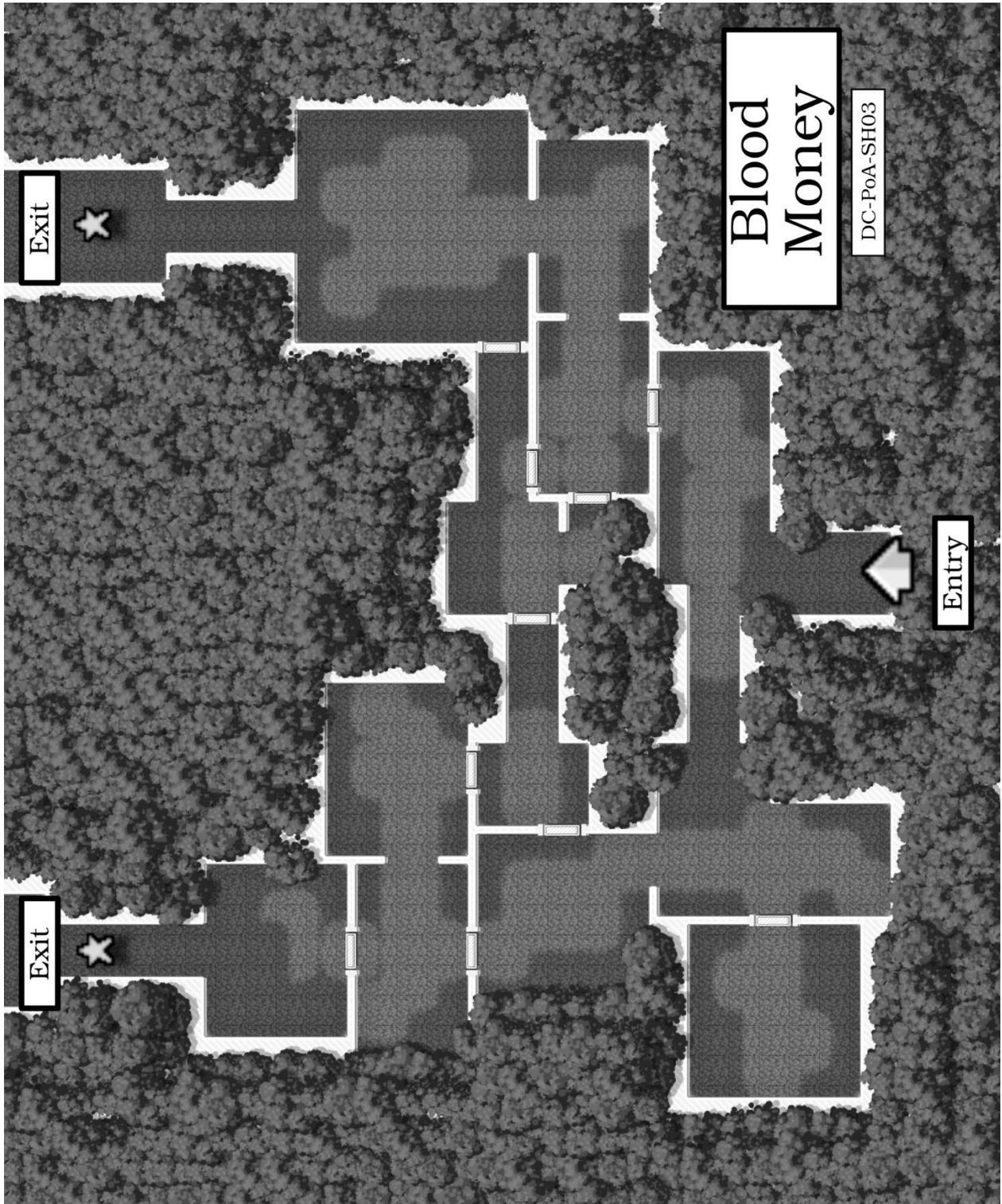




## Blood Money Map – Color



## Blood Money Map - Monochrome



# Part 4 Appendix

## Creatures, Part 4

### Acolyte

*Medium human, neutral evil*

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

**Skills** Medicine +4, Religion +2

**Senses** Passive Perception 12

**Languages** Common

**Challenge** 1/4 **Proficiency Bonus** +2

**Spellcasting.** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

### Actions

**Club.** *Melee Weapon Attack.* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

### Cult Fanatic

*Medium human, neutral evil*

**Armor Class** 13 (Leather Armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** Passive Perception 11

**Languages** Common

**Challenge** 2 **Proficiency Bonus** +2

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

### Actions

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack.* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

## Skeleton

*Medium undead, lawful evil*

**Armor Class** 13 (Armor Scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** Bludgeoning

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses Darkvision** 60 ft., Passive Perception 9

**Languages** Common, but can't speak

**Challenge** 1/4

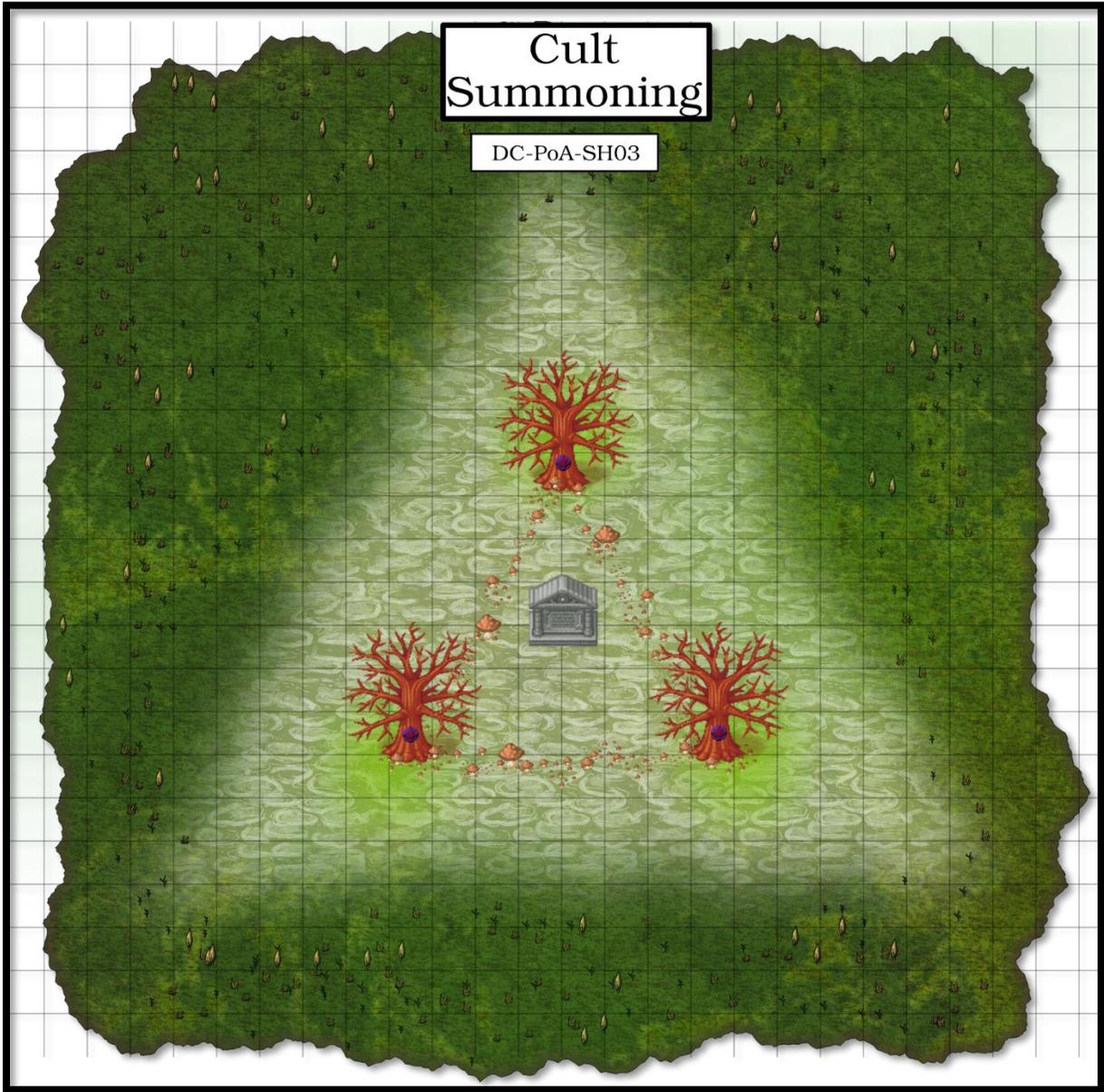
**Proficiency Bonus** +2

### Actions

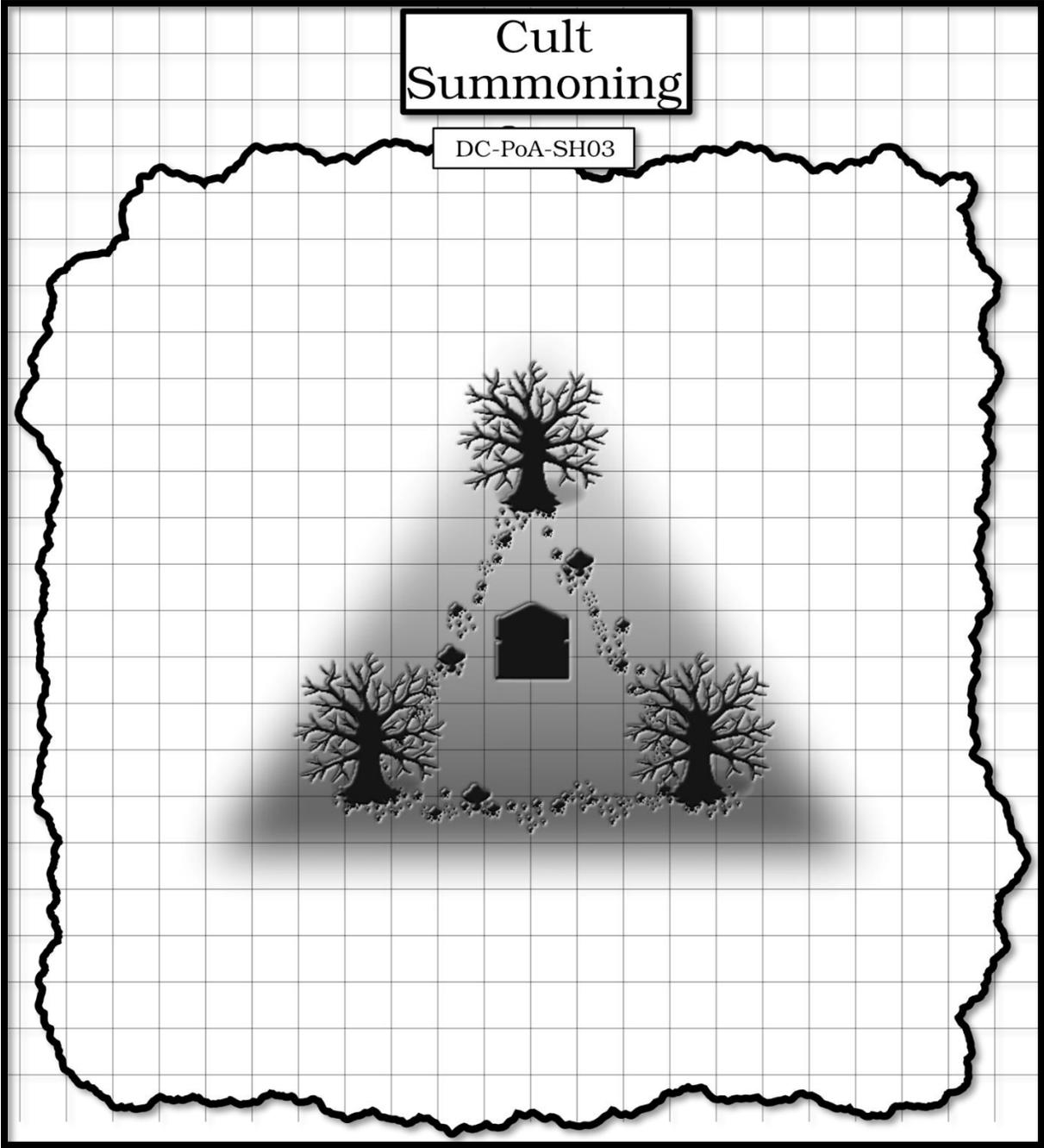
**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Maps, Part 4  
Cult Summoning - Color



Cult Summoning - Monochrome



## Module Appendix 1: Magic Item Rewards

### Potion of Animal Friendship

*Potion, uncommon*

*Rewarded to one player per table*

When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

*Basic Rules, pg. 187*

### Shield of Expression

*Armor (shield), common*

*Rewarded to one player per table*

The front of this shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

*Xanathar's Guide to Everything, pg. 139*

### Ring of Truth Telling

*Ring, uncommon (requires attunement)*

*Rewarded to all players*

While wearing this ring, you have advantage on Wisdom (Insight) checks to determine whether someone is lying to you.

*Waterdeep: Dragon Heist, pg. 192*

## Module Appendix 2: Story Rewards

### Sunlit Hands Auxiliary



After a job well done, Eight Tides is happy to let the adventurers use Sunlit as a camp of sorts if any of them wish to be auxiliaries of the Sunlit Hands. The reward comes with two boons.

- A small steel badge of the Sunlit Hands symbol (seen above) is given as a gift.
- A Crag Cat can be borrowed once for a total of 30 minutes for Plague of Ancients adventures.
  - The DM has the right to refuse this gift's use if it would be detrimental to an adventure.
  - The cat must be borrowed at the beginning of an adventure.

This reward can be collected up to three times, once for each Tier 1 Sunlit Hands module.

# Module Appendix 3: Attributions

## Maps

### Software:

- “Other World Mapper” from Three Minds Software
- “Tiled” from Thorbjørn Lindeijer
- RPG Map Editor 2 from Deepnight Games

### Art / Assets:

- Pipoya ([pipoya.itch.io](http://pipoya.itch.io))