

SUNLIT HANDS, EPISODE 1:

A THIEF IN THE WHITE



Something is causing a businessman in Easthaven to have the worst luck imaginable, and he thinks it's a ghost. As adventurers, you're well equipped to handle just that sort of thing and go to help this poor man. As usual for when things get weird in Icewind Dale, there's much more to the story than a simple "haunting," and you find yourselves helping an invisible town called Sunlit solve the bad luck mystery.

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

Adventurer's League Season 10. Plague of Ancients. Seed: I'd Like to Make a Return, Please

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

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 with 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.

Party Level Guidance

This module is APL 1.

- APL 1 (2 players) is a **Weak Party**
- APL 1 (3-4 players) is a **Standard Party**
- APL 2+ (or more than 4 players) is a **Strong Party**

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, 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.

Werth

Male human, noble, middle-aged.

Werth is a merchant in Easthaven. While he at one point seemed capable and hard-working, he has fully dived into criminal acts for profit.

Ash, Dash, and Mash

Icwind Kobolds, gender open to interpretation.

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

The three of them are gladly helping the get back the stolen Bad-Bad Rock, which was from their original tribe.

Denver Hoggin

Male human, businessman, mid-thirties.

A tradesman in the busy town of Easthaven, Denver specializes in protecting goods for all manner of people in a private and respectable manner. He is practically a bank unto his own.

Important Places

Easthaven

<https://forgottenrealms.fandom.com/wiki/Easthaven>

A successful fishing village in Ten Towns, Easthaven is significantly larger than most of its nine neighbors.

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.

Part 1: Crime Scenes

Even in the frozen north of Icewind Dale, Easthaven thrives. A large population and proximity to Lac Dinneshere means the town is a haven for trade, legal and otherwise.

You and your fellow adventurers have taken on one of the many bounties available to those willing to brave the wilds, though this bounty was the last remaining this morning, left to be ignored for its unexciting nature. The note's posters want help dealing with some sort of haunting, and this "job" now falls to you.

The location of the haunting is Hoggin's Den, a nearby business, and you head over to meet your patrons.

The players can introduce themselves now as they prepare knock on the door of Hoggin's Den.

Hoggin's Den Storefront

Hoggin's Den is a converted general store whose current purpose is the specialized, secure storage of a wide variety of goods for many clients. Carved wooden signs on the windows inform passersby of the standard rates for certain goods like knucklehead trout bones, personal goods, clothing, tools, spare parts, and so on.

The first floor is mostly a meeting and waiting space with a few seats, close walls, and more storage price notices. A man is pacing back and forth behind the counter. The man is intensely nervous, scared, and on seeing the adventurers enter gets excited.

Denver Hoggins

- Denver Hoggins is a human man in his early thirties, strong and hale.
- Denver asks party if they are here about the notice. It's been two days and no one has come to help them.

- Denver will say nothing about the reasons for the notice, and only says that the adventurers will need to see what's wrong for themselves.
- He closes the store, locks the door, and leads the party behind the counter and down a set of stairs.

Hoggin's Den Basement

A map for this area is available in the Appendix.

The basement is full of marked crates in neat places all along the edges and some in the middle. In an open chest is a pile of locks and keys.

Denver Hoggins explains that some sort of ghost or apparition or whatever keeps breaking his locks. In the last month, he's had to change the basement lock a dozen times. The lock works perfectly fine for a day, maybe two, then the key somehow doesn't match it and the lock doesn't work anymore. He has no idea what's going on. He thinks his basement, or the door itself, might be haunted.

Basement Tour

- Along the edges are chests, crates, book collections and other items with labels above them.
- In the middle are various other items, also labeled.
- The labels are all coded with animalistic names such as "Weasel" and "Moo-Cow"

The Locks

The brass locks and their associated keys are in a chest on the left side of the basement, near some books.

- None of the keys work for any of the locks
- **DC 10 Intelligence (Arcana) check** or other ways of detecting magic:
 - Something magical has definitely affected the locks and keys
 - **DC 13 Intelligence (Arcana):** There is an amalgam of divination, conjuration, and transmutation magics on each lock and each key.

Investigating

The items in this basement are widely varied. Denver Hoggins will refuse to elaborate on any of the items except for one.

- **DC 12 Persuasion check** to ask about stored items.
 - Hoggins will only speak about the most recent item, a thick potion in a bottle.
 - This item is being held for a man named Werth, an Easthaven merchant

The Potion

The DM will need to sooner or later point the adventurers to investigating the glowing potion on the left side of the basement, near the front.

Anyone that gets near the glowing potion will need to make a saving throw.

- **DC 12 Intelligence, Charisma, or Constitution saving throw**
 - Success: the potion nearly makes an adventurer touch the potion's glass bottle before backing off
 - Failure: an adventurer picks up the bottle, nearly drops it, but holds onto it at the last second.
- **Detect Magic** finds that the potion is magical, and contains an amalgam of divination, conjuration, and transmutation magics.
 - This is the same as the locks if anyone has checked already.
- **DC 10 Arcana check** on the potion.
 - It is a **Philter of Love** with the following effect. If someone drinks it, they are effected thusly:
 - *The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.*

- DC 13 Arcana check: The potion is tainted by a physical presence within the liquid itself.
- Checking or draining the potion reveals a small black object at the bottom of the bottle.

Once the potion is revealed to be tainted in some way, Denver Hoggins becomes suspicious and reveals that the item was dropped off by adventurers under the employ of Werth, an Easthaven merchant. Werth said the "simple" healing potion was found during some mission to explore an old cavern, but Denver now very much doubts that.

Denver now realizes that he was asked to store that potion at about the same time his locks began to fail.

With these coincidences revealed and the potion not what he was told it was, Denver decides to tell the party where they can find Werth, in case the merchant had something to do with his problems.

He also allows the party to keep the Philter of Love if they wish, as technically it is not in his inventory and he wants the tainted item gone.

Werth's Escape

A map of the general area around Werth's Home is available in the Appendix.

The party can take the short trip to Werth's home and place of business, just southwest of Hoggins Den. The house is locked, the windows drawn, and no one answers any knocks or calls.

Soon after the party arrives, they hear a window crash, the flapping of humongous wings, and they see a Giant Owl take flight from the rear alley with a well-dressed fellow on its back.

Three gnomes appear on nearby roofs, hooting and howling with joy.

One of the gnomes says:

"There he is! The stolen Bad-Bad! Get it back!"

The gnomes throw weighted ropes at the Giant Owl, which wrap around the bird's talons. In a panic, Werth screams from his place on his getaway creature, digs into his bag, and throws out three small clumps of fur at the ground.

The three clumps of fur land near the adventuring party and turn into creatures that immediately attack the party.

Roll Initiative

Combat: Escaping Noble

Combat Encounter: Mountain Goats and Walruses

Weak Party: 2x Mountain Goats; Giant Owl Swing mechanic every other full combat turn

Standard Party: 2x Mountain Goats, 1x Walrus; Giant Owl Swing mechanic every other full combat turn

Strong Party: 2x Mountain Goats, 2x Walrus; Giant Owl Swing mechanic every other full combat turn

Map Details

Werth's home is marked on the map that is available in the appendix. The alley he escaped to is behind the house, with plenty of space for the giant owl to have taken off.

Owl Details

- The Giant Owl carrying Werth has ropes around its feet and the three gnomes that wrangled the creature are swinging from them
- The owl will be desperately trying to shake off the three gnomes as the party fights the Mountain Goats
- The Giant Owl is not fully participating in battle and therefore does not have a stat block in the Part 1 Appendix. It is instead available in the Part 2 Appendix.
 - For reference: **Armor Class** 12, **Hit Points** 19, and **Speed** 5 ft., fly 60 ft.

- The owl cannot be killed in this encounter. If bloodied will shake loose the gnomes and fly away immediately

Giant Owl Swing

- As the owl tries to shake off the gnomes, it swings the ropes wide across the field of play
- **DC 12 Dexterity** check to avoid getting hit by a screaming gnome
- **DC 12 Strength** check to take the gnome head on
- A failure on either of these checks knocks a character prone but deals no damage.
- The swinging gnomes can be grabbed, cut down, or otherwise interacted with, but cannot be hurt.

Combat ends when the enemy creatures are reduced to 0 hit points, after which they revert to clumps of fur.

When the enemies are dead, Werth's owl frees itself from the ropes and the three gnomes are hurled into the street or sides of houses as the bird flies off.

Further Crimes

Evidence Left Behind

Though Werth is getting away, several pieces of parchment fly out of his satchel as he goes. The party can collect these papers. Most are standard fare for merchants, receipts and such. However, a particular note stands out that reads (handout version available in Appendix):

“D. Hoggin: last chance at anything from storage space, getting suspicious.

-Havver Fen: captain of the Poninosa fishing barge. Shard placed inside fish on hatch does not work. Maybe Captain Fen has some magical skill?

-Saw those same three gnomes near my house again. Are those little weirdos following me, or am I paranoid?

-Note: I think I need to keep actual ledgers at the crevasse. Random notes in my pockets is bound to get me in trouble some day.”

A New Ally

The gnomes are also scouring the area, gathering the loose papers that fell from Werth’s satchel, when a knightly woman shows up at the scene. The gnomes immediately salute and greet her. She calls them by their names: **Ash, Dash, and Mash**, and gives them orders:

“You know what to do. Get those cats ready and catch this noble’s scent before he ends up in some hidey-hole that we’ll never get to.”

The three gnomes salute again with a hearty “Yes, Ma’am!” and run off in different directions.

The knightly woman greets the party, introduces herself as **Eight Tides**, and asks if Werth had stolen from them or sold them faulty goods. Once the characters answer, she reveals that Werth has also stolen from her and from a local kobold tribe that need to be found.

If the adventurers are available, Eight could use the help and is willing to pay the Adventurer’s League costs to help get Werth back to Ten Towns to pay for his crimes of selling dangerous, faulty magic devices to locals.

- If no one took the potion from Hoggin’s Den basement, Eight volunteers to take it and keep it secured.

The “Gnomes”

- The gnomes don’t act like gnomes almost at all because they are actually Icewind Kobolds (*Icewind Dale: Rime of the Frostmaiden*, pg. 296)
- **A DC 13 Perception, Investigation, or Arcana check** reveals the fact that these are kobolds in disguise with the help of the Masquerade Tattoo magic item (*Tasha’s Cauldron of Everything*, pg. 131)
- If Eight is confronted by this, she admits that she knew and, in fact, supplied them with their tattoo needles.

If the party ignores Eight’s invitation, they can start to chase down Werth on their own, with DMs discretion. The Giant Owl headed straight east, into the cold of the dale. If the party heads that way, they will ultimately get lost only to be saved by Eight as she appears out of nowhere to let them enter her town, Sunlit.

Part 2: Sunlit and A Bounty Hunt

Arrival in Sunlit

Eight, the knightly woman that wants help finding Werth, leads you out of Easthaven. You head south to absolutely nowhere, though Eight walks in the freezing cold with confidence.

After a few minutes, you see the air shimmer, and Eight vanishes. She calls to you, seemingly from the void.

"Come on, then. You can't be an adventurer and be afraid of the occasional invisible wall."

When you walk on, you pass through a barrier and end up in a town that was previously hidden from sight. This place is warm and comfortably, unlike the dale, and sun is peeking through cloud cover as if this was an entirely different part of the world. Eight, a welcoming smile on her says:

"Welcome to Sunlit."

She tilts her head in a direction and leads you along again.

Sunlit is essentially a town and camp in one. There are several houses and a few more structures under construction.

There are about 40 people in the town. Humans, goblins, halflings, some elves, a few dwarves, a firbolg, a few kobolds, and a tiefling are all busy with random efforts involving construction, or other specific craftwork.

There is even a table being run by a dwarf that seems to have bounties setup for various tasks. Another adventuring party with a barbarian, a bard, and a rogue appears to be accepting a job and negotiating payment.

Once inside the borders of Sunlit, Eight walks over to a war table of sorts out in the open with plans on it.

Note: Charm and/or social spells of any kind do not work in Sunlit. Nothing stops people from doing skill checks, but things like Disguise Self, Friends, Charm Person, and so on fail to activate within the secret town's borders.

Sunlit (explained by Eight if asked)

The town of Sunlit is basically a demi-plane, tethered to the material plane, able to move around, appearing and disappearing based on whoever is attuned to its nature. For now, Eight holds its reins, and she has kept it in Icewind Dale for three months, dealing with locals, securing bounties for adventurers, and helping Ten Towns in secret.

No more information will be revealed about Sunlit in this module, and Eight is very tight-lipped if asked to say more.

Eight

Eight goes by the full name Eight Tides. She is a dark-skinned woman with gray hair, about sixty years old but in incredible shape. She is an Eldritch Knight, intelligent and knowledgeable of the arcane.

Eight is de-facto leader of Sunlit, but wouldn't call herself a mayor so much as a commander.

The Sunlit Hands

The Sunlit Hands are the town's other guards and leaders besides Eight. For now, they are all elsewhere, adventuring or otherwise, and only Eight is still with the town. Nothing else is available on this topic in this module.

Werth's Thievery

The merchant Werth had been one of people of Ten Towns working with Sunlit, trading materials for local bounties. Unfortunately, he has taken it upon himself to steal from those he dealt with.

Werth, to start, stole the Bad-Bad Rock from a tribe of kobolds. This ancient artifact is a tangible essence of bad luck, and Werth stole it about a year ago, carving slivers of it and placing it where he needs things to go wrong.

- If a character or Eight has the Philter of Love from Hoggin's Den, Eight can confirm that the piece of black stone inside the liquid is a piece of the Bad-Bad Rock.

The criminal appears unaffected by the Bad-Bad Rock himself, as is anyone with any hint of arcane knowledge. He also used slivers of the rock in Sunlit and stole several things from the town.

Once this is explained, an excited kobold runs up to Eight and the adventurers and says that the cats got the scent. If they hurry, they can chase down Werth.

Eight acknowledges this and hopes the party is willing to help find not only Werth, but anything he has stolen from the people of Ten Towns. She leads the party back to the border of Sunlit.

Back in the Dale

Outside the magical border of the town, Ash, Dash, and Mash are here, no longer disguised as gnomes but in their normal kobold shapes.

The kobolds are wrangling several impressive, white-furred Crag Cats, as many as they need for themselves and the adventurers.

Eight Tides tells the kobolds to help the adventurers as their cats track the criminal Werth, and wishes them luck before returning to the hidden town.

There are as many Crag Cats as the party needs to ride, and an additional three for the kobolds.

With the cats using their senses to track the owl, the heroes venture into the frozen dale.

Tracking in the Dale

The adventurers will ride the Crag Cats and track down their escaped prey.

Using Skill Checks

The flow of the checks is as follows:

1. A Crag Cat slows down near something odd.
2. The player decides on a check that will allow them to find something not quite right in their surroundings.
3. Perception, Investigation, Nature, and Survival are the standards, and other checks or skills can be used at DMs discretion.
4. The check is passed or failed, and another player has a chance to try
5. A player must try to check the same area if a previous player failed, until someone succeeds and they continue the chase.

Tracking Table

AC	Found Object	Points
10	Wing Beaten snow drift	3
14	Dropped papers	5
17	Owl feather	7
20	Any combo of above	10

- The characters need to collect a total of 20 points worth of information before they move on to the next section.
- The Crag Cats have +4 Perception and can be aided with either Perception or Animal Handling

Optional Combat: Dutiful Guards

Before the adventurers reach the next part of the adventure, there is a chance that some Werth's own and some hired thugs will show up at the entrance to the crevasse to try and stop the party from advancing.

This section is optional and the adventurers can choose to avoid the fight or defeat the hired guards, or the DM can opt out of mentioning it at all.

The combat scenario is balanced for medium difficulty all-around.

Combat Encounter: Giant Owl, Apprentice Wizard, Guard

Weak Party: Giant Owl, 2x Guard

Standard Party: Giant Owl, Apprentice Wizard, Guard

Strong Party: Giant Owl, Apprentice Wizard, 2x Guard

Crevasse Descent

In a few more minutes of following the trail, the party find themselves at a crevasse.

The crevasse is a shunt in the ice, part natural and part carved for use by humanoids. There are small metal plates at random spots all the way down as far as anyone can see. There are also occasional torches stuck on the walls creating bright light throughout.

- **DC 12 Perception check**
 - Those metal plates and covers will likely be traps.
 - DC 18 Perception or perfect vision: A trap has a mark that reads:

Thank you for choosing HyperTrap, LLC for your protection needs! All traps come with 5 varying formations that shift at random. Our motto: "Bet they didn't see that comin'!"

- The DC 12 check also reveals a few giant owl feathers visible, hinting that they are at the right pace.

The kobolds inform the party that the Crag Cats they are riding are great climbers, so going down shouldn't be too hard.

Refer to Part 2 Appendix Map below for a visual aid.

- Sections of the map, such as some of the side paths that can be used as shortcuts, can be hidden at DMs discretion
- The side areas of the map, whether they lead to a shortcut or not, can be used by the party to hide from traps until their next turn.

This climb down can be done in initiative order or round-the-table.

- Attempting to fly down looks like a very bad idea, as it would be extremely difficult to avoid traps.
- Any player attempting this will immediately have an arrow trap fire on them.
- All traps have AC 18 and 20 HP in case of players trying to destroy them.

Movement and Activating Traps

This climb down can be done in initiative order or round-the-table.

- The players can use the Crag Cats' climb speed of 30ft., and a free mounted movement to Dash 60ft. each turn.
- The players can use their own movement if they wish.
- A trap is sprung every 30ft. of movement.
- All doors on the map are unlocked, but each is trapped.

The Traps

- The DM rolls a 1d8 to see which trap attacks a player that goes up to 30ft into the crevasse.

1. Rock Trap
2. Grease Trap
3. Poison Arrow Trap
4. Spiky Trap
5. Push Trap
6. Nothing happens
7. Nothing happens
8. Nothing happens

Rock Trap
A rock is shot from the trap
<i>Hit:</i> +3 to hit, 1d4 bludgeoning damage.
Grease Trap
DC 12 Dexterity save or the Crag Cat must regain balance and cannot Dash next turn.
Poison Arrow Trap
An arrow is shot from the trap
<i>Hit:</i> +3, 1d4 piercing damage
DC 13 Constitution check on hit. Failure takes 1d4 poison damage at the start of the next turn. Poison ends after one proc.
Spiky Cliff Trap
DC 13 Animal Handling, Acrobatics, or Intelligence check to immediately jump up and avoid spikes after they shoot out and land after they retract. Failure takes 1d4 piercing damage.
Push Trap
DC 12 Athletics check to hold onto a metal ram as it pushes the player off a cliff. Failure results in another random trap roll.

Once any character is at the bottom of the crevasse, there is a lever that will turn off the traps and allow all others down safely.

There is also a metal door near the lever that leads to the next section.

With the traps deactivated, Ash, Dash, and Mash can act as lookouts if the party needs to take a short rest. One of the kobolds will go

back up and make sure their enemy doesn't escape from another exit.

The next part begins whenever the adventurers are ready.

Part 3: Werth's Hideout

The Hidey Hole

Past the open metal door in the crevasse wall is a space that looks like a long-forgotten temple.

There are oil-lamps on the floor throughout the hideout, creating bright light throughout. The smoke curls up and then out through a small hole above the entryway door, going out into the crevasse. The ceiling is about 15ft. tall.

Where the adventurers walk in is a space with two large crates that say "valuables," "trade goods," and a smaller box that says "promissory."

Valuables

In this crate are various items that include jewelry, coins, personalized trinkets, delicate scrimshaw carvings, and more. They are organized in either soft leather bags, satchels, or their own separate smaller boxes to keep everything safe.

Trade Goods

This crate contains tools, ingots, gems, unworked ivory-like bones from knucklehead trout, and similar sellable goods. This is laid out in compartments separated by wooden slats.

Promissory

This smaller box is full of paperwork that includes receipts, handwritten notes, promises of payment, I.O.U.s, and other such official and unofficial items. The papers are from all over Ten Towns.

The Buried Temple

There are no words, relics, altars, or glyphs of any kind that reveal who built this place or why. It is in ruins, old and decrepit.

- **DC 13 check using Mason's Tools**
 - This temple must have been built around 200 years ago.
- **DC 12 Perception or Survival checks**
 - The area is not heavily trafficked, but there are some new-ish footprints in dust.
- **DC 15 Perception or Survival checks**
 - Footprints on the ground on the old stone dust reveal different people have been here, not just one, and very recently.
 - On the Survival check, a character can see that the footprints are hefty boots and split up once they are past the rectangular entry area marked as "1" on the map in the appendix.

In the section labeled "2" are 2 (two) doors. The one to the left is partly destroyed and can't be opened. The one on the right is intact but locked.

- **DC 14 Sleight of Hand or DC 12 with Thieves Tools checks:**
 - The character trying to unlock the door does so, but when they try to open it seems locked again.
 - A character can continue to try and open this door, and if they succeed on the check the lock seems to reset itself and change, needing another check.
- **DC 12 Arcana check**
 - The lock is affected by a combination of divination, conjuration, and transmutation magics.
- If someone kept the Philter of Love, the potion is still radiating an aura of bad luck that can affect objects but not people
 - Pouring the potion on the lock makes the good luck of the latch return to normal, allowing lockpicking to work as expected

- Doing this will also cause an ambush and the enemies from the upcoming battle attack the adventurers

Past the hard-to-open door are two alcoves and a set of intact double doors. The first character that walks past the two pillars in Section 2 gets hit with a pebble. This character sneezes so suddenly and violently that they are nearly doubled over.

Someone near the entry section screams "Now!" and the party is attacked.

Roll Initiative.

Combat: Werth's Hired Thugs

Combat Encounter: Guards, Bandits

Weak Party: 1 Guard, 1 Bandit

Average Party: 2 Guards, 2 Bandits

Strong Party: 3 Guards, 3 Bandits

No matter the strength of the party, at least one guard will come from top-right alcove and a bandit will begin shooting using ranged attacks from the top-left.

The bandit(s) will target races that traditionally don't have dark vision in order to get advantage by not being seen.

If no one is of a known race that has dark vision, the bandit(s) will choose targets randomly while the Guard(s) provide a frontline assault.

Top Right Alcove

The Guard enemies will come from this position.

- The centered furniture is a table that is three feet high.
- An oil lamp on that table give that space bright light everywhere except under the table.
 - The guard was hiding either around the corner or under the table.

Top Left Alcove

This is where at least one Bandit enemy may come from.

- The space is completely dark, requiring darkvision to see inside.
- Bandits within will take pot shots and immediately return to cover.
- The stone rubble makes the space difficult terrain, as well.

Combat ends when all enemies are defeated or incapacitated.

Part 4: Werth Captured

Werth, Captured

Once his guards and bandits are done for, Werth can be heard past the now wide-open impossible to unlock door of the Temple Hideout. He is begging for his life, promising to pay handsomely if he is let go.

- The players can speak to Werth before taking him in, but all he does is admit to crimes the party can already tell he did.
- The large piece of the Bad-Bad Rock Werth stole is in the small alcove with him.
 - It has evenly sliced pieces missing from it.
 - Also in this alcove is a Grey Bag of Tricks, which Werth had on him, this adventure's magic item reward.
- The bandits and guards were going to help Werth take his stolen goods and leave Icewind Dale since he was found out by the adventurers.
 - They have nothing of value on them

With the criminal Werth in hand, the party can leave and meet the kobolds outside. Once safely at the top of the crevasse, they are met by Eight, who was summoned via messenger raven by Ash, Dash, and Mash.

Sunlit is here as well, and the party can go inside the more mobile demi-plane immediately along with their captured enemy.

In Sunlit Again

Eight thanks the party for their help. For now, Ash, Dash, Mash, and others from Sunlit will use the Crag Cats to help bring up the goods from Werth's hideout and they can go back to Ten Towns.

Eight also recognizes the Grey Bag of Tricks as one of the items Werth stole, and tells the characters they can go ahead and keep it as part of their payment. In addition, she will add in one of the masquerade tattoo needles her kobold friends use as a gesture of good will. She says it is good to see competent adventurers all the way up here, and is willing to let them call themselves deputies of the Sunlit Hands while the town remains in Icewind Dale.

Eight and Sunlit will likely have need of adventurers again soon, and will be on the lookout for the characters in the future.

Part 1 Appendix

Creatures, Part 1

Mountain Goat

Medium beast, unaligned

Armor Class 11

Hit Points 13 (2d8+4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	1 (-4)	10 (+0)	5 (-3)

Senses Passive Perception 10

Languages –

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

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Walrus

Large beast, unaligned

Armor Class 9

Hit Points 22 (3d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Senses Passive Perception 10

Languages –

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

Hold Breath. The walrus can hold its breath for 10 minutes.

Actions

Tusks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Notes, Part 1:

Werth's Note

-D. Hoggins

last chance at anything from
storage space, getting suspicious

-Havver Fen, captain of the Poninosa
fishing barge

-shard placed on fish hatch does
not work

-Captain Fen has some hint of
magical skill?

-Saw those same three gnomes near
my house again

-Are those little weirdos following
me, or am I paranoid?

-Note: I think I need to keep
actual ledgers at the crevasse.
Random notes in my pockets is
bound to get me in trouble some
day

Maps, Part 1

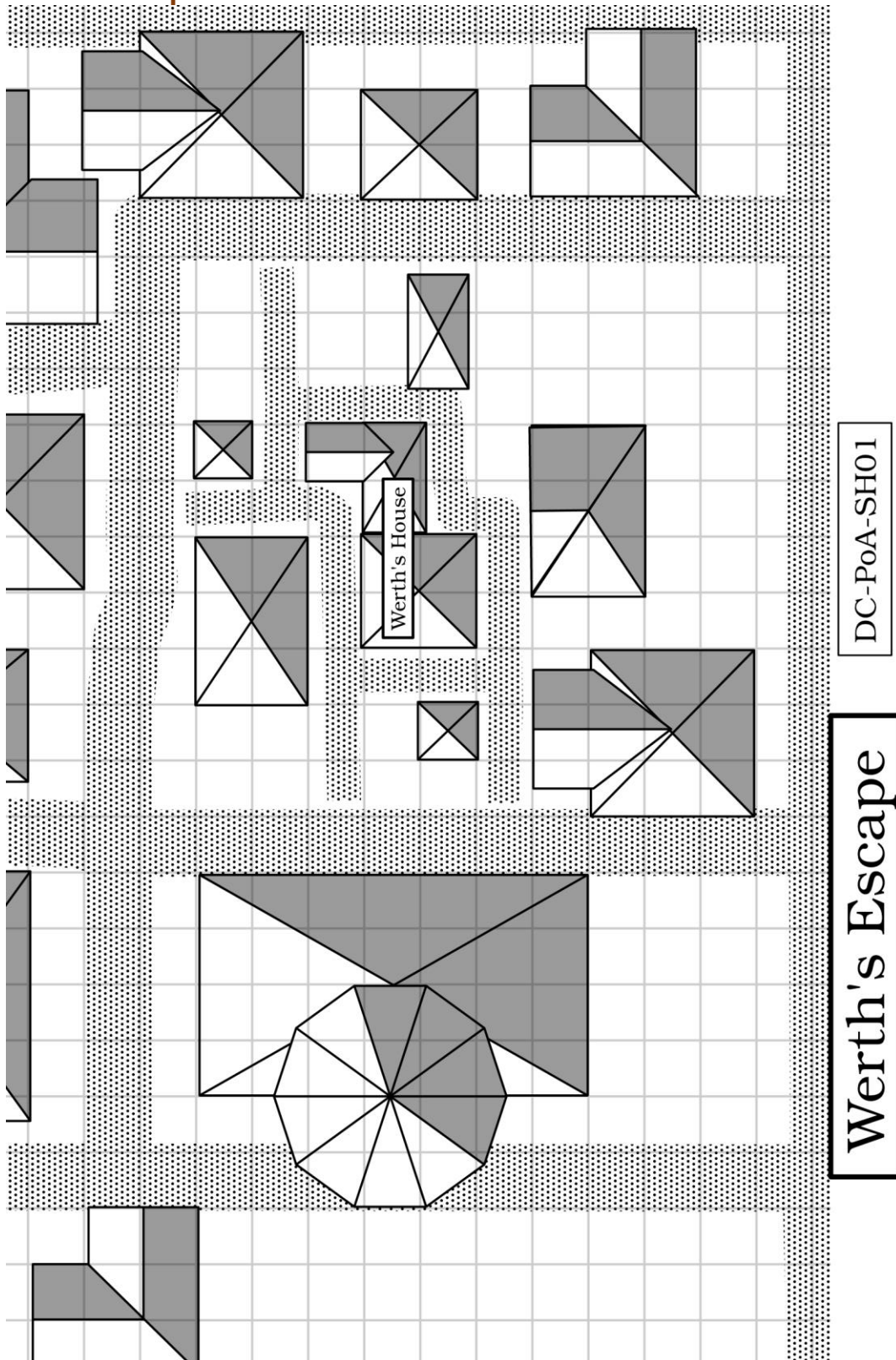
Hoggin's Den Basement

Hoggin's Den
Basement

DC-PoA-SH01



Werth's Escape



Part 2 Appendix

Creatures, Part 2

Apprentice Wizard

Medium Elf, lawful good

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses Passive Perception 10

Languages Common

Challenge ¼ **Proficiency Bonus** +2

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*

1st level (2 slots): *burning hands*, *disguise self*, *shield*

Actions

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

Guard

Medium human, neutral

Armor Class 16 (Chain Shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Roll Initiative! +1

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

Skills: Perception +2

Senses Passive Perception 12

Languages Common

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

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.

Giant Owl

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

Roll Initiative! +2

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses Darkvision 120 ft., Passive Perception 15

Languages Understands Common, Elvish, and Sylvan but can't speak them

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

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

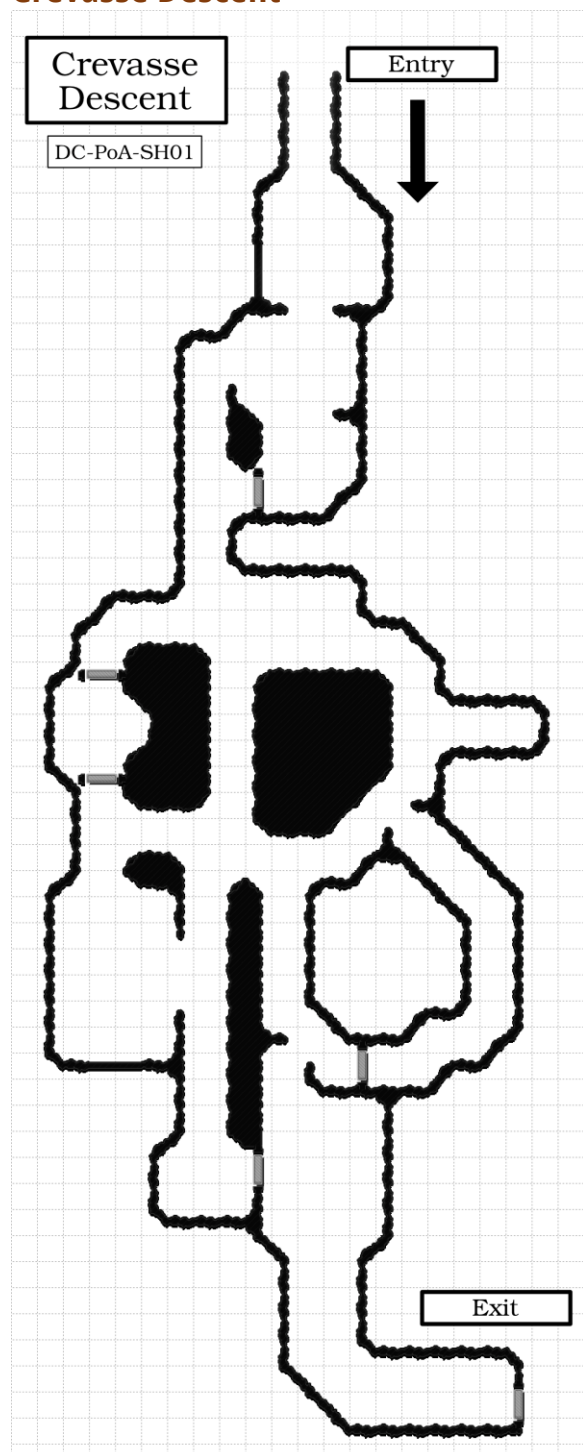
Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Maps, Part 2

Crevasse Descent



Part 3 Appendix

Creatures, Part 3

"Guard" stat block is available in the Part 2 Appendix.

Bandit

Medium human, neutral

Armor Class 12 (Leather Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Roll Initiative! +1

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

Senses Passive Perception 10

Languages Common

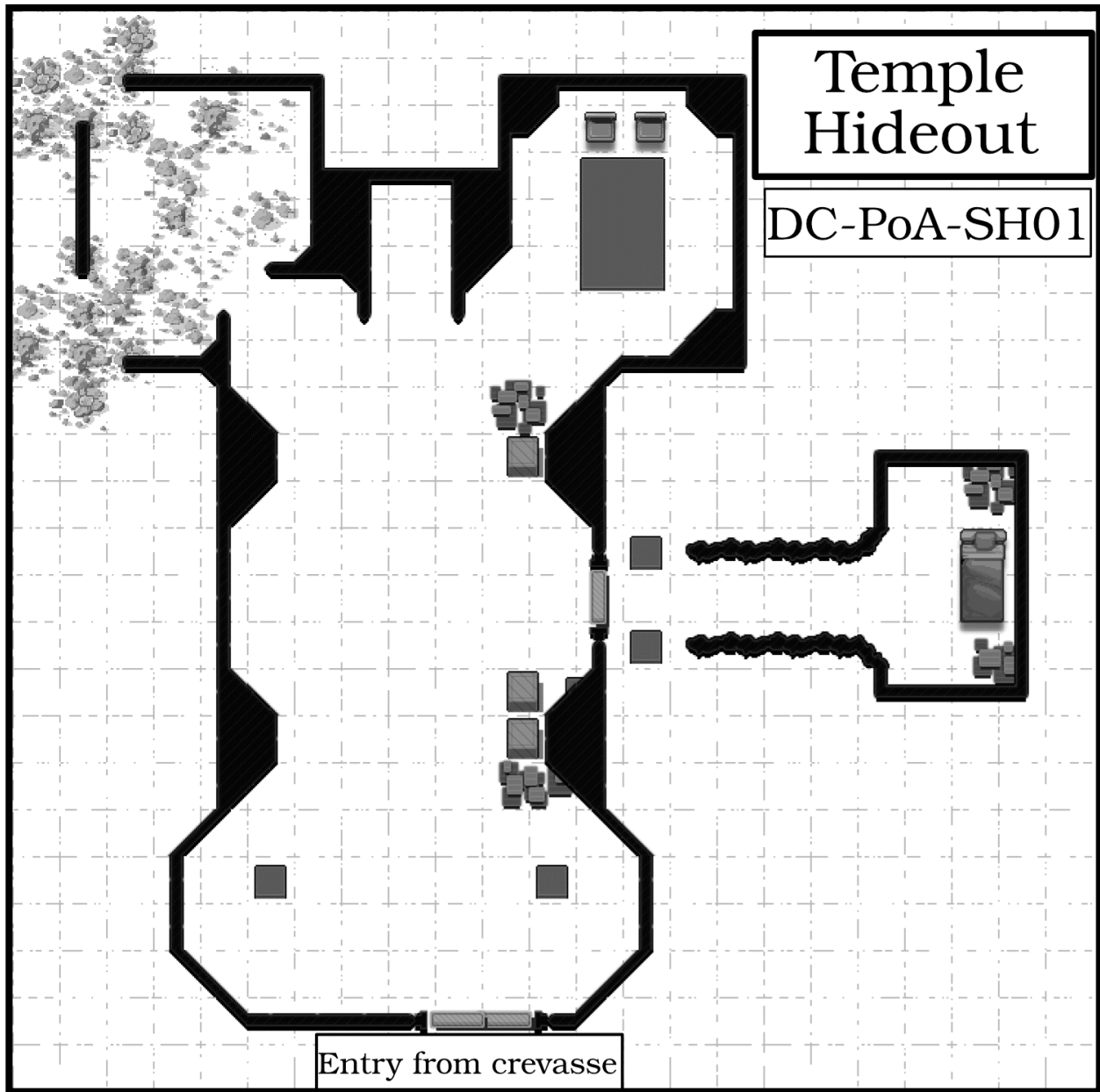
Challenge 1/8 **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Temple Hideout



Module Appendix 1: Magic Item Rewards

Grey Bag of Tricks

Wondrous Item, uncommon

Rewarded to all players

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. See the Monsters Listing for the creature's statistics. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Grey Bag of Tricks

d8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

Masquerade Tattoo

Wondrous Item, common (requires attunement)

Common, rewarded to one person per table

Produced by a special needle, this magic tattoo appears on your body as whatever you desire.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in your space.

Fluid Ink. As a bonus action, you can shape the tattoo into any color or pattern and move it to any area of your skin. Whatever form it takes, it is always obviously a tattoo. It can range in size from no smaller than a copper piece to an intricate work of art that covers all your skin.

Disguise Self. As an action, you can use the tattoo to cast the disguise self spell (DC 13 to discern the disguise). Once the spell is cast from the tattoo, it can't be cast from the tattoo again until the next dawn.

Magic Tattoo Coverage

Tattoo Rarity	Area Covered
Common	One hand or foot or a quarter of a limb

Walloping Ammunition (Arrow) x10

Weapon, common

Common, rewarded to one person per table

This ammunition packs a wallop. A creature hit by the arrow must succeed on a DC 10 Strength saving throw or be knocked prone.

Philter of Love

Potion, uncommon

Only available for this module.

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

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: Attribution

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)
- Max Heyder Art / GoldenSkull (itch.io)
- Screaming Brain Studios (itch.io)