

SANGUINE TIDE

PART 1

BY NICHOLAS MARTIGNAGO



Guide to this Adventure

Regular text can be read to the party at the DM's Discretion if warranted

Bold text are items that can be looked up online or in the core books for further information.

*****Encounter experience is to be added depending on party size and difficulty of the encounter.**

Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

Credits in this adventure: WoTC for making such a terrific system and game.

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Abbreviations: *PHB* – *Players Hand Book (5e)*. *DMG* – *Dungeon Masters Guide (5e)*. *MM* – *Monster Manual (5e)*. *SCAG* – *Swords Coast Adventurers Guide*. *VGtM* – *Volo's Guide to Monsters*.

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Campaign background history and information:

*This campaign relies heavily on lore and facts established within the Sword Coast Adventurers Guide and also player handbook, Dungeon Masters Guide and various online supplements. Any work used within this campaign is used in good faith and any ideas used should have all credit delivered to their original creators. Please see the appendices below for a complete list of referenced works.

As Neverwinter has steadily recovered from the cataclysmic tear which ran throughout the south eastern city districts, many factions and individuals have flocked to the city to try to establish a foothold in one of the most promising regions in the known world. With surrounding lands rich in natural resources, the ideas of trading, crafting, protecting, thieving, exploiting, praising and praying, have people travelling from all over for a piece of the action. Now with the giant chasm sealed and vacant land up for grabs, many a merchant & individuals are marking plots of land to call their own.

Work can be gained here as a labourer or skilled craftsman. The inns are already overflow and with new visitors arriving daily a food shortage is beginning to develop. Rangers and farmers vie to supply food stock for decent coin, as brewers and abbeys rush to supplying their own wines, ales and meads. Bards have arrived to sing cheer for the taverns at night, turning decent trade feeding from the excitement and vigour of the opportunistic folk hoping to create a

fortune. Rogues and pickpockets have followed the masses to capitalise on the business and the lack of suitable law enforcement. Following the rogues and pickpockets, sell swords and guardsmen of many varieties have come along to protect rich merchants or to sell their services to protect lots and claims. Clerics Priests and Acolytes have come bringing the word of a multitude of various deities and gods. Adventurers have descended upon the city in the hope of gleaning work from a variety of resources such as mages, tradespeople or merchants.

When building a character for the follow adventure it is recommended to use the resources from either the Players hand book or/and the Sword Coast Adventurer's Guide. The individual members of the table will eventually find themselves through one way or another, hearing about work for a merchant who needs a party to travel to a nearby town, which supplies both lumber and grain to the city. This town has had a number of its residents recently go missing and the merchant fears for his relative and his business which both of which reside within the town. Motivations for taking this work may include: A simple thirst for adventure or curiosity. The hope to create your own way of income from the town via materials or contacts. The gold. Or perhaps just a need to aid the people of a small village from some possible conspiracy.

References, Inspiration and Ideas

Firstly to anyone I have not mentioned within this list, I apologise for forgetting you and your work. Ideas come to me as I read web pages, books, magazines, watch TV, movies or youtube. Ideas sometimes sink in subconsciously and reappear as if an original thought. If you believe I have plagiarised any information here please contact me to help me rectify this.

Thank you also to Wizards of the Coast and the teams who create Dungeons and Dragons. I constantly try to source information from any official source to ensure GM's and players are able to bring previous knowledge and information to aid in their experience in these modules.

Sources for my works include inspiration ideas and reference to the following documents.

From WotC

Dungeons Masters Guide, Players Handbook, Sword Coast Adventures Guide, The Monster Manual. Thank you all so much for the time and effort put into this game and the inspiration and joy it brings to millions every year.

From the Internet:

- The genius behind the “5x3 Monster Card Template.ods”.
- Andy Hand, Michael Johnson and Ben Baer – Limitless Encounters Vol.
- The people behind <http://mtgcardsmith.com/>. Thanks for providing a simple and easy solution to item cards etc.
- <http://redkatart.com/dnd5tools/> for helping create balanced loot for encounters.
- The contributors on reddit /dnd. I have never knowingly stolen work from this board, however thanks for providing great insight and tips on balance, inspiring new content and all the laughs.
- A huge thanks to Len Pelletier for his website <http://www.lordbyng.net/inspiration/>. This website contains a generator for weak magical items which has seriously been a great source for inspiration. Although none of his items appear within my modules, I strongly suggest DM's use this tool to add some great little items for players as my offerings are rather sparse.

Regional Map



Background

The south west district of Neverwinter is a hive of activity, people from all creeds and creations bustle throughout the flooded markets and business operating here. This area hosts a number of the inns and suppliers currently trying to keep up with the demand of the city's new inhabitants. City guards stand stationary on street corners, traders yell out to the folk in the streets. An Inn named the Goaded Goblin sits nestled on the edge of one particularly busy square, its shiny new façade beaming in the morning sun. Within is rather quiet as the party finds themselves gathered waiting upon an unfashionably late merchant promising work.

Eventually a rotund man in bright clothes like that of a jester almost bursts through the door. He walks straight to the centre of the room and demands, "Patrons excuse this disturbance. Any folk who I have discussed a job with or if anyone else here is interested in some work please follow me."

Most don't bother looking up from above their mugs, yet a few move toward a corner of the tavern where the colourful man introduces himself as Frith Jug and orders a round of ale for all at the table.

Frith describes a small township around 30 miles south east of Neverwinter which has been struggling of late. The township has recently had a number of local's go missing without trace. Frith states that his brother runs the mill there and is worried about his brother's safety. (An insight roll may discover he is more worried about a potential loss of income if his brother were to disappear). Frith

also states that with the Neverwinter guard so busy here with the influx of peoples that he has no choice but to hire help for this task. He offers the adventurers 30gp's each upfront, he does however warn that he has some powerful contacts should his hired help decide to slip away without pursuing his quest.

As the meeting finishes up and the party begins to exit the Inn, Frith bounces into a well armoured captain of the city watch.

"Apologies captain" blurts Frith. The captain scowls at the merchant. The captain is tall and broad wearing well-polished steel with shield slung across his back and a particularly painful looking club hanging from his waist. His scowl morphs into a surprised smile. "Frith you old thief I bet your enjoying these times, how much are you overcharging these poor wretches?"

Frith looks displeased at the comment "they aren't buying from me Luthar, I have hired them for something you are apparently too busy to attend to yourself".

"Ah" replies Luthar somewhat disheartened, "If only I had the men and the time Frith, you know that" Luthar then turns and continues along the square disappearing into the crowd.

Frith turns to the party, "Luthar is the most reliable and honest of the guard. If you do ever run into trouble, or require the assistance of the Neverwinter Guard, you would be wise to seek out Luthar. Good luck in Faebyth adventures I await your return" With that Frith turns and hurries across the square back to his

shop near the river running through the centre of Neverwinter City.

As described in the Campaign background and information section, all prices for goods and trade within Neverwinter should be increased to suit the market conditions. This is essentially to the discretion of the DM, however at least a 25%+ mark-up would seem appropriate. Particularly persuasive party members or perhaps characters with a trader or artisan background may have more luck getting prices back to a regular level.

Party motivations for helping Frith can differ, some may be interested in helping the merchant out for a reward. Some may be choosing to help out of a duty to help others. Some may be interested in going for wanderlust. Whichever the reason, the day long journey to the town gives the party plenty of time to get to know each other (que player introductions and character backgrounds).





The Road to Faebyth

To access the village adventures must travel down the high road and turn east after roughly 25 miles. Once off the High road, the small winding path snakes towards the east, to large forested area of Neverwinter Woods. On approach to the village adventures find a strange man in tattered clothing mumbling to himself and walking west along the road. The man is impervious to any verbal requests or conversation.

If the party chooses to follow him after 6 hours of following eventually he will lead them back to a guard tower deep in the forest north of Faebyth. Consult sections **Neverwinter Woods & Tower of Blood**

The party can incapacitate or contain the man if they so choose however he may eventually become aggressive if goaded.

After a visual inspection the man in the rags appears to be of a poor background with rough clothes and the rough hands of some sort of labourer. His skin is dark from many years in the sun.

- If incapacitated for 2 hours or knocked out, the man returns to his own mind and is able to recount being placed under a spell of some sort. He remembers that he was on his way to find livestock of some variety and was to bring them north east, but he can't remember specifically where.
- Detect magic or evil /Arcana (DC 15) can be used to find a spell controlling the man.
- The man can be taken with the party to town, from which Shamish or Bilthur will recognise him as a farm hand from a local farm.

Faebyth

Upon entering the village an air of depression and isolation permeates hangs heavy in the air. Directly in front of the road the village centre is bordered by a cosy if not dilapidated looking inn, smoke slowly rises from the chimney. There isn't any real movement outside of the buildings. The supplier is visible to the north of the village centre and the mill to the south. The sounds of a busy lumber mill can be heard a while off in the distance to the east. A few small houses dot the perimeter of the village and a barn or two can be seen to the west as you enter the village.

The Inn: The inn is run by a grey haired potbellied tavern keep by the name of Shamish Filtrop, who leans lazily on the bar as the party enters. He appears half drunk in his actions, you'd be safe to assume he drinks a pint for each he servers. Excited to see new faces and a potential sale, he happily greets his new guests. He is talkative and can provide information on the towns other points of interest.

- *He describes Bilthur Jung as being the mill master, a weak willed man who scares easily.*
- *He admits to 4 local village members having gone missing over the last month as well as 3 farm workers/travellers and possibly a trading caravan which was due over a tenday ago. He suspects that it may be bandit activity however claims that*

nothing is ever missing or broken when these disappearances occur.

- *Shamish is annoyed that Bilthur asked for help so recently without giving the once proud village a chance to sort the issues out themselves.*
- *He describes the suppliers as being run by a young man named Kiltad Latler and as having very few items, mostly candles, bedding, baskets etc. nothing of much use for adventuring or fighting.*
- *Shamish also states that the lumber mill has slowed down in recent years as the forest that is being logged continues to scare workers with bad omens, freak worker deaths as well as injuries and strange noises and howling's from the forests edge.*
- *He suggests starting an investigation at the Groathwell farm to the north, as they had a farmhand go missing yesterday whilst tethering up the cows for the night.*

There are 2 rooms available to rent for 1sp each per night. He can also offer a meal every night for 6cp per person but it is of questionable quality. The inn remains pretty quiet even throughout the evening with a few regulars taking drinks. Not much can be discerned from their murmured conversations.

The Mill: When entering the mill you find 2 young people working on the wheel, with 1 older male overseeing the workers and managing the crushed grain.

As you enter the facility the man comes over and introduces himself as Bilthur the mill master. Upon hearing you have come to aid the village he greets you warmly.

- *Bilthur will explain that a total of 7 people have gone missing within the last few weeks. One of which is his wife.*
- *If he is asked about the disappearances he will declare that they all happen during night and that it's as if the townsfolk just get up and walk away. He was bathing when his wife disappeared.*
- *He suggests starting an investigation at the Groathwell farm to the north, as they had a farm hand go missing last night whilst tethering up the cows for the night.*
- *He desperately wants to see everyone returned alive especially his wife.*
- *He claims that if the root of this problem is found and eliminated he will offer up 2x potions of healing.*
- *He states that the inn has rooms for boarding and can supply meals at dinner.*

The Suppliers: The door to the shop has been locked up. When peering through the window nothing much can be seen.

If inspected/investigated, at the back of the store tracks can be seen and what looks to be signs of a struggle leading away from the village to the north. No one realises Kilt had is currently also missing.

A survival roll (DC 10) can be made to follow the tracks to the edge of the forest at which they are lost.

The Lumber Mill: After talking to some of the lumber jacks about recent happenings and their experiences, it appears the forest seems cursed and that numerous strange creatures have been moving through the area towards the south. They have no real information about the disappearances except that none of the workers have gone missing.

Groathwell Farm: As you approach the farm house a middle aged bald man stops and asks about your business. The farmer introduces himself as Harid Groathwell.

He can be persuaded to allow you to inspect the barn (persuasion 15). His initial resistance to allowing you around related to his own desire to sort out the local issues personally (insight DC10).

If you question Harid about recent happenings he will inform you that a few head of cattle and a number of goats have recently disappeared from his own farm and others around the area (persuasion 10).

The site has been trampled with many footprints, An investigation check (DC 15) will eventually find a single set of tracks leading from the forest and 2 sets of footprints leading back into the forest. The tracks lead to a small covered path which is thick with brambles and should be counted as difficult terrain. The forest seems unnaturally still in this area and is unnerving. If this is found on the first day of arriving at Faebyth the sun will be soon setting.

Neverwinter Woods

If characters decide to continue to follow the path they will eventually hear noises coming towards them along the path. This encounter will include 2 human thralls. These enemies are clearly villagers under some sort charm or persuasion spell (insight DC5 – Detect magic). They aren't necessarily aggressive, they seem single-mindedly focused on some other task. If interrupted they will attack.

March of the Thralls

Should the party choose to follow these thralls, they continue to the edge of the forest and begin to move along the edge remaining just out of sight of the town and nearby houses. They continue like this until they eventually reach the lumber mill and the clearing the lumberjacks have cleared. They stop at this point and gently begin to sway slowly as if entering a deep trance. They spend some time very still just looking towards the cleared area, almost as if assessing the work that has been completed. Anyone with a higher

intelligence/arcana or investigation modifier may determine that the 2 thralls are being used as a way for some magical entity to see with their eyes. Eventually after around 15 minutes of watching the swaying begins to fade and they begin to turn and retreat along the way path they got there on. As they work their way along the path they stop near a hut that has a large milk cow tethered in the yard. They move forwards slowly and stealthily. As they get to the tether, a voice is heard approaching, the thralls scurry back into the bush and begin to hurry back towards the direction they came. (use the following material for their paths if still following.

It will now be night, unless the adventures have gone back to the Inn to rest for the night.

The forest path

After following the path for another few miles it ends in a large clearing (a few hundred meters squared) within the forest. From the clearing a watch tower can be seen to the north many miles in the distance. This seems to be the only noticeable landmark that is visible from the clearing. Any tracks you may have been following seem to have disappeared.

An investigation/survival/nature check (DC10) can reveal a small path leading toward the tower from the north. It is normally covered by a suspicious looking bramble bush.

Whist moving over the clearing a direwolf(s, Depending on party size experience etc) spots and moves to attack you from the east. (Can be avoided by moving along the western edge of the

clearing or with a suitable stealth check of the party). This wolf is lean and doesn't look as if it has eaten for a while now and you realise it must be attacking out of desperation. The wolf can be scared away with spells or effects that generate loud noises or bright light or if calmed, fed or scared, the beast will eventually retreat into the woods.

Continuing on to the edge of the clearing you realise the forest is once again incredibly still and quiet. It appears to be much older than the forest you just came through. The undergrowth is thick and full of a variety of bushes and vines all sporting large thorns. If the path is found, you travel at a regular pace, if not you travel at half speed making considerable noise clearing a path towards the tower.

Tower Approach

After a few miles you begin to smell the stench of decaying meat permeating from ahead of you. A mile of pushing through the stench leads you to begin to see the old guard tower through the trees. If it is dark you see in one of the windows a flickering light, possibly candles or small camp fires.

Upon coming closer to the tower you can hear dull thudding and grunting. Roll for Perception (DC 10), when within 100 feet of the tower you see a number of rotting carcasses of both cows and goats. There are 2 humanoid creatures towards the mouth of the tower chopping up a carcass and tossing the chunks of meat into a large bucket. On an investigation check you are able to see that the female matches the description Bilthur gave of his wife (DC15).

If approaching the humanoids without stealth, they will ignore you as with the previous encounters. They will only attack if disturbed or goaded.

- There is plenty of half cover around if using the animal corpses, behind the 2 humanoids, one male and one female (fitting the description of Bilthurs Wife, magilda), you notice a small single door leading into the tower. Also to the side of the tower in a slight depression you notice a poorly crafted pen with 3 cows and 2 goats standing in there restlessly. These animals can be released, or led back to the village if the party has access to rope.

Scouting around the rest of the tower reveals little except for the bones of many common forest animals which seem to have been around for a number of months.

The Tower of Blood

Ground Level

Once the adventurers have pushed their way in through the door they find themselves in a small circular room that stinks of dank and mould. The room's diameter is around 24ft with ceilings stretching up around 12ft. A staircase begins to your left leading up and another to the right leading down. Through the dim hazy light you can see a number of supply crates and barrels, some are rotten and broken, others seem newer.

Upon investigating the crates and barrels you find nothing of value expect for a small chest on the opposite wall. The chest is trapped (Slieght of Hand check

DC 12 to disengage it), any character who tries to open it without disengaging the trap must role a DC 15 dexterity saving throw. Failing the disengagement of the trap or the dexterity saving roll, the closest character will take a 1d6 bludgeoning damage from a falling rock.

Within the chest a small amulet of the DM's choosing is found.

Any noise of triggering the trap or loud discussion from the party will alert enemies on the lower floor, this allows them to hide in the room for a sneak attack. They will give up hiding after an hour if the party hasn't come down yet.

1st Floor

After heading up the stairs the adventurers find much of the same as seen below. There appears to be nothing of interest here except an old desk to one side of the room. Within the desk, which seems to be used on a regular basis, are a number of missives and paperwork.

An investigation check (DC10) reveals a map of the known world with scratchings and marks scattered across a wide area extending from Neverwinter. The scratchings make little sense expect for the fact that they seem to be points of interest.

The missives can be deciphered if a party member can read Elvish and a light source is present to read. Most missives outline some form of expansion or migration from the city to expanding country side. A few name towns such as Thundertree and Conyberry are mentioned as being unsuitable. Other smaller seeming townships such as Lilorn, Haftree, and Ballaton have been

labelled as "settled". Other talk of a "Lord" or "Overseer" residing in Neverwinter is pleased with the progress being made. Plans of a return from the shadows are also mentioned in passing.

As seen on the floor below stairs lead up to the left however they have collapsed in the centre.

Characters can roll for Athletics or Acrobatics to continue upwards (DC 10). On their return players must roll again to get down or if a rope is available they are able to use it to scale down safely. Failed rolls result in a fall of around 6-8 feet resulting in a 1d4 of bludgeoning damage.

2nd Floor

Upon reaching the top of the stairs the adventures realise that this is actually the roof of the tower. Not much exists up here except for some broken crates and tattered flags. The crests are unrecognisable to the party members. From this great height players can see far over the forest in all directions. A river appears further to the north and smoke from the village of faebyth can be seen over a ridge to the south.

Basement Floor 1

As the characters descend into the depths of the tower the darkness grows, as does the smell of mould and squalor.

A passive perception check (15) will reveal 2 (1/2 the number of adventures present rounding up) Lesser Vampires hiding within the room. Paladins with divine sense will just notice these undead creatures as will any other detection magic.

If undetected, the Lesser Vampires leap out to attack characters at the bottom of the stairs. If the party manages to sneak into the room undetected they will pick up on dialogue between the two thralls.

- Whilst overhearing them mention orders from “The Hive” and the ease at which the sanguine order is starting to decimate small townships.
- The thralls are discussing the operation of trying to turn the entire town to the will of their master in the hope of controlling the lumber operations.
- The 2 also are revelling in their new power and abilities after having recently been turned.
- The largest of the pair suggests that it’s almost time to feed and that they should bring another prisoner down to share.

Within the room you see 3 humans locked within holding cells built into the wall. They look terrified and filthy wearing only rags. Once the vampires have been killed you can communicate with the prisoners. On the vampires you find a pouch containing 3gp and 12osp as well as fine clothes.

- The Prisoners explain that they think they have been held for a week. With no natural light travelling in this far they are unaware of the exact time. They proclaim that three other humans have been taken down to the lower level recently.

- 2 of the prisoners claim to be from a merchant wagon which was intercepted on the way to Faebyth
- The third prisoner is Kilt had Latler the owner of the provisions store in the town of Faebyth.
- They all talk about another vampire dwelling below, he is responsible for controlling all the other people and been building his strength by feeding on the other people bought to the tower.

Piled near the cell entrance are a number of personal effects of the prisoners and other people who have been bought to the tower, including: A bedroll, handaxe, 2 daggers a belt pouch, a small amulet and a tinderbox.

You can release the prisoners from the cell with a key found on one of the vampire thralls. Letting them go however could lead to them being eaten by wildlife, or getting lost and dying of hunger before reaching the town. They can be persuaded to wait for 3 hours in the ground floor of the tower for the party to accompany them back.

Basement Level 2

Descending into the final level of the tower it is clear that many occult happenings have been taking place within these walls. A ritualistic shrine has been setup on the centre of the floor and the bodies of 5 humans have been piled in the centre of the space. There is a large coffin leaning upright against the opposing wall past the bodies. The bodies seem drained of blood and pale. They have various bite marks all around their necks and arms.

Moving towards the coffin will trigger it to be blasted open revealing what appears to be a Master vampire. A dexterity saving throw must be made to avoid the coffin lid (DC15). If the throw is failed the person it strikes takes 1d6 bludgeoning damage.

The Vampire roars at the party: “How dare mortal men disturb my slumber. I will destroy you foolish whelps and feast on your souls.” He bursts into a tyrannical laughter.

Once the vampire reaches around 20% HP he will turn into a bat and attempt to flee the tower. If daylight outside, he will be contained within the lowest 3 levels of the tower. He can be killed with any ranged or spell attack but the attack must roll 15 or higher to land a hit on the small mobile target.

If it is night time outside the bat has a chance to escape the tower via the ground floor or via the roof if not killed. Either way once the Master Vampire has been killed or has escaped, the spells of possession fall from all the villagers and thralls you may or may not have encountered.

In basement level 2, 70gp can be found along with Scale Mail and Light Crossbow.

Returning to Faebyth

Upon returning individual villagers (in the event some are killed), add the gold reward for each person:

Kilthad 6gp

Bilthurs Wife (Magilda) 6gp

Farmhands 5 gp

2x caravaners 10gp or 4gp each

3x villager's 10gp total or 3gp each

Quest Conclusion

Experience Gained: 450xp per person.

Once finalised and the reward paid, Bilthur and Kilthad offer to provide any lodging costs or repairs that need to be undertaken. If the players took the missives, they can be bought back to Neverwinter in the hope of gleaning some more information from them by a competent scholar or mage. The map and town names in the missive may lead to more clues as to the identity of the vampire you fought or perhaps other vampires operating within the country side. Finally the mention of a lord vampire operating within Neverwinter could spark a conspiracy about such a beast obviously operating under the noses of the city officials. The decision is now up to the party as to what action they may take next.

Character Study

Frith Jug – original quest giver – Merchant – Frith is an enterprising merchant who lives and works in Neverwinter. He is crafty and can be slightly deceiving and above all craves wealth. He has had a few run-ins with the guards over “dubious” goods and products. Frith does care for the few important people in his life, however he cares for turning a profit a bit more. (Guild Merchant Background PHB 132)

Personality Trait: 7 Ideal:3
Bond: 4 Flaw: 1

Luthar Starag – City Guard – Luthar is a veteran fighter working for the Neverwinter city guard. He is dependable, resourceful and can be trusted to act on behalf of the realm for its best intentions over the personal gain of any individual or operation. Luthar can prove to be a very steadfast ally if the player characters can prove themselves worthy. (Soldier Background PHB pg140)

Personality Trait: 5 Ideal:1
Bond: 2 Flaw: 5

Encounter NPC's

Commoner

Medium humanoid (Human), Lawful Neutral

CR: 2

450 XP

Charisma

Strength

11

+1

Dexterity

12

+1

Constitution

12

+1

Intelligence

10

0

Wisdom

10

0

10

0

Armor Class:

AC 12

Hit Points:

11 (2d8 + 2)

Speed:

30ft

Senses:

Passive Perception 10

Languages:

Common

Skills:

-

Traits & Actions:

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

Dire Wolf

Large beast, unaligned

CR: 1

200 XP

Charisma

Strength

17

+3

Dexterity

15

+2

Constitution

15

+2

Intelligence

3

-4

Wisdom

12

+1

7

-2

Armor Class:

AC 14

Hit Points:

37 (5d10 + 10)

Speed:

50ft

Senses:

Passive Perception 13

Languages:

Skills:

Keen Hearing & Smell. Has adv on Wisdom (Perception) checks that use Hearing or smell.

Traits & Actions:

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Vampire (lesser)

Medium Undead (Human), Lawful Evil

CR: 1

200 XP

Charisma

Strength

15

+2

Dexterity

15

+2

Constitution

15

+2

Intelligence

14

+2

Wisdom

12

+1

15

+2

Armor Class:

AC 14

Hit Points:

+5(10d6 + 15)

Speed:

30ft

Senses:

Passive Perception 13, Darkvision

120ft

Languages:

Common

Skills:

Perception +4, Stealth +5

Traits & Actions:

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

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike - Attack: +4 to hit, reach 5 ft. Hit: 8 (1d8 + 4) bludgeoning damage.

Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated,

Vampire

Medium Undead (Human), Lawful Evil

CR: 2

450 XP

Charisma

Strength

18

+4

Dexterity

18

+4

Constitution

18

+4

Intelligence

17

+3

Wisdom

15

+2

18

+4

Armor Class:

AC 16

Hit Points:

7+(17d8 + 68)

Speed:

30ft

Senses:

Passive Perception 17, Darkvision

120ft

Languages:

Common

Skills:

Perception +7, Stealth +9

Traits & Actions:

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

Legendary Resistance. If the vampire fails a saving throw, it can choose to succeed instead. Regeneration. The vampire regains 5 hit points at the start of its turn if it has at least 1 hit

point and isn't in sunlight or running water or the subject of taking radiant damage.

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike - Attack: +5 to hit, reach 5 ft. Hit: 8 (1d8 + 4) bludgeoning damage.

Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated,

SANGUINE TIDE

PART 2A

BY NICHOLAS MARTIGNAGO



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Guide to this adventure:

Character Studies provide a much deeper insight to a NPC, their beliefs, desires and sometimes special abilities or RPing options. This section should at least be read once before playing the module.

Regular text can be read to the party at the DM's Discretion if warranted

- *This text is NPC driven, the DM chooses how or if it is delivered.*

This text is for the DM's eyes only to provide additional information to aid in creating the stories.

*****Encounter experience is to be added depending on party size and difficulty of the encounter.**

Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

Credits in this adventure:

Art & Cover's: Bree Martignago

Editing, Proofing and Continuity Collaborators:

As always, WotC with the core rule books and various lore and story I use to help flesh out the realm of Faerun. Particularly the Neverwinter Campaign Setting (4e) has been of enormous assistance with this module.

Attention DM: These modules are created in a way as to act as a framework for the story. Not all NPC's and story diversions have been considered. In the spirit of trying not to railroad the party, please feel free to improvise or alter any component to suit the direction of the party. Some continuity issues may exist between the modules, as much as I have aimed to mitigate this, I can only edit or alter them as I find them. Some situations bought up in these modules are unrelated to the current story arc, these are to be devices in which to lay the ground work for future adventures and campaigns. Additionally due to the scope of this adventure arc, some situations will require some improvisation, these are mainly roleplaying situations, but on your prerogative may include combat also.

If you have any questions or comments please contact me at existo87@gmail.com

Background and Campaign Information

After the events of Faebyth, the adventurers could have taken several different actions to arrive in Lilorn. If they have previously visited either Haftree, Ballaton, Neverglen or Stonedren, at the DM's choosing, one or two gangs of mercenaries should attack the party as to keep with previously established stories. Especially if the party isn't being discrete about their previous exploits or they're reason for coming to Lilorn.

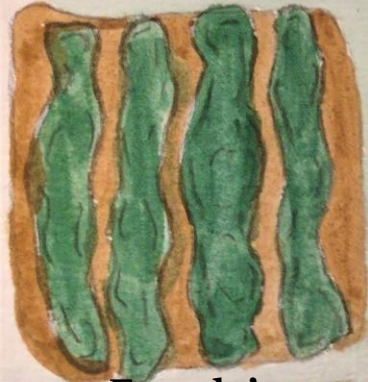
If arriving fresh from Faebyth discount the previous information.

As keeping with the stereotypical vampiric lore, radiant damage dealt by the party via spells or the Driftglobe, should cause an additional 1d6 damage per turn or grant players an advantage on attack rolls at the DM's Discretion. This is essentially to ensure smaller or weaker parties can conquer stronger vampire enemies if they play smart.

Lilorn sits 35 miles south east of Neverwinter on the cusp of the Swords Mountain Range. The journey into the town is a rugged road heading up through a number of hills ever increasing in size. Numerous rolling farms of livestock dot the road towards the destination.

Upon arrive the adventurers find that Lilorn is a homely little township consisting of 2 well frequented Inns, a smithy, general goods dealer, an exchange, a number of orchards, a town square, shrine to Lathander and a rather large town hall. The town seems to be flourishing as a bustling trade route from the mountains through to Neverwinter which brings both business and resources. Seemingly picturesque, previous mentions of the Sanguine Tide operating here, on the surface appear unfathomable.

Lilorn



Frumlo's Orchard

Grathed's House

Fat Man's Hat Inn

Shrine to Lathander

Town Hall

The Thirsty Dwarf

Luthrom's Supplies

Lilorn Exchange

Road to Stonedren



About Town

The Thirsty Dwarf Inn

Contrary to what the name may have you believe, there are no dwarves to be found within this establishment, much less a thirsty one. The atmosphere is jovial as many travellers chug down their frosted ales and smoke pipes. The barkeep can be found through the hub bub tending to an argument near the hearth. Two men are standing a foot apart shouting about a payment as a lean greyed man in an apron stands trying to keep them separate. Rolling for either intimidation or persuasion (DC15) will end the argument. You can also force the 2 men outside using a strength check (DC 10). The party can also wait for the inevitable fight to happen if it pleases them. Once dealt with the barkeep will greet you warmly as Opek the Half Elf and thank you for your assistance if it was offered.

- *Opek describes his inn as one more for travellers and merchants heading through town. He claims not to really get many locals.*
- *Opek has heard of a bandit encampment hassling travellers just to the north of town. According to rumours there seems to be around 6 bandits who have recently started causing trouble.*
- *Opek isn't quite as up to date with local affairs and recommends visiting the town hall for more information.*

The Thirsty Dwarf Inn has 2 rooms available for the standard rates as well as a bath house and small stables.

The Fat Mans Hat Inn

The Fat Mans Hat is a small tired looking inn near to the town hall. Much more sullen in nature compared to The Thirsty Dwarf, this Inn hosts most of the locals and seems to see many more sorrows of late. A tired looking 60 something year old woman is behind the bar drying steins as you enter. She raises her head as you approach the bar and frowns as she doesn't recognise you.

"The names Frind, stranger" she declares, "the traveller's inn is further through town."

- *Frind must be convinced that you are here on town business and that you wish to maintain a low profile in order to allow you to stay (DC10).*
- *Frind says the mayor has a few warrants/bounties on offer if you are interested.*
- *If you hang around the bar to pick up rumours, you eventually hear a number of the patrons complaining about recent price rises on most goods and supplies. Some blame the bandit activity, yet some more affluent seeming patrons are blaming Grathed of the Lilorn Exchange.*
- *Other rumours include that of a rapid bear terrorising a number of farms to the west of the township.*

You can choose to stay here for the usual rates. Doing so allows you to come and go with a lot less prying eyes keep track of you.

Lilorn Exchange

Lilorn Exchange is a bustling traders shop seemingly responsible for most of the trade of basic resources passing throughout the town. A few labourers can be seen loading and unloading carts about the place. As you enter the building you can sense that the store has been changed recently, everyone seems uneasy and nervous. A clerk greets you and asks if he can help at all.

- *If you ask about the recent price rises the clerk simply states that due to bandit activity the supply and demand have shifted to suit the situation.*
- *If you ask as to the nature of the business the clerk describes how ore and minerals are bought from Stonedren, some are sold here to townfolk and the smith and others are then forwarded and sold in Neverwinter. Additionally livestock and produce is bought here from the local farms and then sold on to either Stonedren or Neverwinter.*
- *The clerk if questioned about the any changes in Grathed recently (DC 15), he states that Grathed has become much more stressed than usual and that their recent prices rises are much greater than the losses generated by bandit activity.*
- *If you ask to speak to Grathed the clerk states that he hasn't been in this morning and that perhaps you should try at his home to the west of town. You are given accurate descriptions on how to get there.*

If your able to sneak in overnight the ledgers found show a few mysterious entries from a small company named highway supplies. Records show that over the past few months the amount of materials incoming has slowly increased constantly yet the price paid hasn't risen. This goes against previous information gathered about town. Additionally the entries from Stonedren show that Grathed has recently swapped the companies used to source the raw materials such as ore and gems.

Iron Smiths

The local smiths looks more of a foundry than that of a smiths, it turns most of the ore passing through town into ingots for the larger cities. The ore is smelted here rather than in the mountains due to the abundance of trees and coal to stoke the forges. The smiths also produces a number of farming tools and consumables. Tack and equipment for wagons, mounts and pets can be purchased here providing it isn't too exotic or uncommon.

Luthrom's Supplies

Luthrom's Supplies seems to be struggling as of late, their shelves are almost bare and no one seems to be shopping here. Upon entering the store no one appears to be about, if knocking on the desk or asking out loud a 30ish aged woman appears who looks run down and as if she has been weeping. She mournfully greets the adventurers as Hilfa Luthrom.

- *Hilfa States she doesn't have much to sell, she has on offer a few rations etc.*
- *If asked about her demeanour or the state of business she tells the sad story of the Luthrom's Supplies: A year ago her husband Lumbard Luthrom was running this very shop as a thriving supply post. Along with the Lilorn Exchange, both companies imported goods from Stonedren and surrounding farms and redistributed them to the local townsfolk and on towards larger cities. Both business's although in competition often negotiated and split large or one off expensive shipments. Around 10 months ago Lumbard had travelled for business to try to negotiate new trade routes to the nearby settlement of Haftree. He was supposed to be gone only 5 nights but has never returned. Hilfa tried to organise a search party, fearing leaving the shop personally would possibly disrupt business too much. A group of men wearing black and maroon capes passing through town offered to track down Lumbard for 200gp and return him upon hearing of Hilfa's plight. They took the gold in advance as well as provisions for the trip and promised a swift return. It ever eventuated. Within a month of waiting Hilfa received word that their regular ore supplier from Stonedren would no longer be supplying Luthrom's as they were having issues with their mines. With 200g taken and the*

majority of Luthroms business now disappeared the shop has slowly slipped into bankruptcy. Hilfa has maintained all she can for the past 10 months or so dealing with the local farmers. Now that Lilorn Exchange is facing some backlash it could be a prime opportunity for Luthrom's Supplies to once again return to a profitable business. Hilfa however has neither the money nor the manpower to restock and renegotiate new trade routes to nearby towns.

- *Hilfa is unaware of local happenings. After grieving the loss of her husband and the constant struggle with maintaining the store Hilfa simply wants to turn her fortunes around in honour of her late husband and for the future of their 2 children.*

If the players wish to assist Hilfa, all items required can be found in the side question section towards the end of the module.

Town Hall

Within the town hall sits a buys clerk leafing through heavy ledgers and tallying numbers. She seems so busy she hasn't noticed you enter. When disturbed she introduces herself as Erial the Mayors daughter.

- *Erial seems happy to meet you and offers to fetch her father for you to talk to.*
- *If asked about the work she is doing she replies that she is trying*

to balance the town's expenditure, which seems to be uneven.

- *IF asked about any unusual happenings about the town she declares that there has been some recent changes happening at Lilorn Exchange that have angered some of the locals.*

After waiting a brief duration to see the Mayor, a portly bearded man emerges from a door behind Erial's Desk. He introduces himself as Nurlem the town Mayor and ushers you into his well-furnished office.

- *Nurlem upon hearing of this Sanguine Order is initially horrified. He states there are a number of small issues plaguing the town but Vampirism has not yet been one of them.*
- *He talks about a bounty on a rapid bear that has been plaguing farms to the west (50gp 200xp reward), Talking to Leif Frumlo at his orchard to the west will give you all the relevant details.*
- *He also mentions the bounty on a group of bandits harassing caravans and merchants operating on the path into the mountains about 8 miles from town (150gp 500xp).*
- *He states that he doesn't trust you enough yet to give away any information that could compromise the town's reputation so if the other 2 issues can be dealt with he can provide some information on a possible financial issue with one of the local businesses that seems rather fishy.*

- *If asked about Luthrom's he simply states that bad luck has befallen that family, no one has heard of Lumbard for some time now. The town has tried to assist the family with donations of food and clothing for the children*

Once the other items are taken care of, or a persuasion or intimidation roll of 20 is achieved the following information can be divulged. Nurlem admits that the Lilorn Exchange has been recently upped all their goods exchanges for no viable reason. As a main purchasing point for most bulk goods within the town, this has led to quite a bit of tension in townsfolk and other businesses throughout the area. This behaviour is quiet peculiar for the proprietor of the exchange Grathed Onslod, with which Nurlem has been a close personal friend for a number of years. Nurlem believes there must be something else underpinning this situation. Nurlem would be interested in any evidence that corruption is happening within the township. Working to aid the town and uncover any plots or corruption will gain the favour of the Mayor, this can lead to the players being rewarded with a local political ally. This can aid in dealing with other high ranking officials.

Grathed's House

Grathed's house appears deserted as the characters approach. The door is shut and the windows have heavy drapes drawn over all windows. It is a larger house with a few stories and sprawling gardens.

This encounter has multiple paths and endings:

1. If the door is approached players can roll for detect magic to detect some form of warding spell. If listening to the inside of the house players may be able to hear some rustling of paper and the clinking of coins.
 - a. The players can knock at the door but are unable to force it open. If knocking eventually Grathed will answer the door by opening it a slither and demanding what the nature of the disturbance is. He cannot be convinced to let the players into the house and is unwilling to leave. Any questions will be met with short gruff answers and requests the party leaves the property.
 - b. If the players force their way into the darkness of the home and discover Grathed's operation, Grathed will yell wildly and attack the characters. This disruption awakens a Vampire lord will erupt from the lower levels and join the fight. This vampire cannot leave the house during daylight and can shapeshift in an attempt to hide if becoming low on health.
2. The house can be broken into using a stealth check and thieves tools via a window only. If this

occurs the stealthy player can investigate to find a well-used stair case disappearing into a basement which reeks of death and decay (DC 15 +Dex for lockpick) (DC 10 Investigation for papers and stairs to basement).

. If the party manages to get into Grathed's basement they find a number of corpses all bitten and pale. They appear to be travellers and merchants who must have been passing through town. Again a coffin lies on the far side of the room, it is resting horizontal on a makeshift altar. A bench resides along one wall stacked with papers and reagents.

If the party has stealthed down and the vampire remains resting, they will be attacked if approaching the coffin. If they manage to surprise the vampire with a spell or ranged attack, the vampire instantly loses ¼ of its hit points. Additionally radiant damage dealt by the party via spells or the Driftglobe, should cause an additional 1d6 damage per turn or grant players an advantage on attack rolls.

After defeating the vampire, players find some details on its intentions as well as a potion of invisibility and a scroll of polymorph (1500 xp divided between the party). Residing within Lilorn, the vampire seems to be simply an overseer in operations happening within the township. It was the vampire's duty to keep operations flowing as neatly as possible without drawing outside attention.

In the main room on the first floor players will discover three large bags of

gold and paperwork outlining money skimming from various trades and transactions. The bags are labelled with dates and destinations (Haftree, Stonedren and Ballaton). The total of the gold seems to equate to roughly 1500gp with acquisition dates ranging the past month. Upon further investigation, a note has a date for a “Pick up” occurring at roughly just past midnight 2 days from now. Little else of any worth or note can be found through the rest of the house.

1. Players can use this information to plan a sting for the pickup, or perhaps to notify Nurlen the town mayor if they have talked to him previously. Proof will need to be provided of the items found.
2. If the players plan to witness or interrupt the “pick up” they will eventually be drawn into a fight via attacking themselves or being discovered by the vampire lord. This encounter includes 2 lesser vampires acting as couriers.
3. The players may choose to try to handle the “pick up” themselves, if undisguised as the master vampire, they will be discovered and the vampire couriers will attempt to escape. They can be followed however capturing them may require some serious effort.

The lesser vampires can be intimidated or tortured into detailing lists of contacts to meet at specific destinations as well as times (DC 15 for intimidate or 1d4 days of torture). This information provides details on payments going to a contact at Stonedren (largest), Leifra at Ballaton and Illrata the Wizard at Haftree. The vampires do not know any details about

their masters or overseers, they simply server under fear of death.

Side Quests

The Rapid Bear

On approach to Leif’s modest farm you sense nature has begun a process of reclaiming the land. Plants grow from between every stone, small trees grow from the thatch roofs. Birds sing and the bushes all rustle with life as the adventures walk near. An old man sitting on his porch polishing a crate of apples hails you as you approach.

Frumlo’s the name travellers, would you be interested in taking care of a little problem for me on your journey of wonderlust?

Leif Frumlo provides information on recent sightings of the bear and its attempts to pick the farms clean of any berries or livestock it seems to desire. It has recently been getting more aggressive and on two occasions killed family pets and horses.

The bear’s tracks are easily traceable through the encroaching forest along a small stream. After a few miles a cave is discovered. The bear is sleeping within the cave.

This bear appears enraged or aggravated once awakened. The bear can be killed and its scalp can be returned for the stated reward and 250xp share between the party.

Or:

If any party member can speak with animals, roll for investigation or provides a high enough animal handling role to provide an understanding of the animals behavior, the bear portrays that a maddening throb of magic has been piercing its consciousness, detect magic will reveal a thin wisp like magical tendril coming from further within the cave.

If the bear can be persuaded outside the cave or killed, the party can move further into the cave to determine the source of the magic.

After a short distance of around 120ft they will find a shire and Green Hag encamped between a number of large stalagmites.

Killing the Hag provides a number of small worthless trinkets and a nature based spell casting focus of the DM's choosing along with 450xp divided among the party equally. The Hag also has hidden in her possessions a strange flask (Decanter of endless water). Magic lingers around the flask. Roll for arcana to identify the flask.

The Highway Menace

If the party travels along the road they may be ambushed by a 4 man group of bandits. These may be captured and intimidated for information. If the party is not ambushed use a survival (Wis) or investigation (Int) check to check for tracks along the path.

The path leads away from the road to an outcrop of cliffs under a large mountain. As you draw closer towards the cliffs you

hear many voices, laughter, arguments etc. A perception check will reveal that at least 8 differing voices can be heard. As the party gets closer a crude fence of sorts surrounds a reasonably sized camp of bandits (roll for stealth DC15 during daylight and DC10 at night). Backed up against the cliff there are around 6 tents 2 cooking fires, 2 wagons a pen of oxen and at the base of the cliff a small cave which looks to be heaped with crates. All of this camp spans around 90ft along the cliff face and about 30ft out from the base of the cliff. Most of the bandits are relaxed and without weapons or armor in hand. Only a few stand guard near the entrance of the camp and another 1 stands guard at the mouth of the cave. A visual count shows there are 12 bandits that can be seen throughout the camp. There is a small hut near the cave entrance.

Trying to negotiate with this many bandits would be foolish. Players may be able to perhaps create a rock slide on the cliff or even other creative ways to disperse or disorientate such a large group.

Once combat begins a large Bandit Captain will emerge from the hut and charge the nearest player. He is the leader of the bandits and can be captured for information.

The Leaders name is Narg and he has orders from a vampire residing in Lilorn to attack travellers merchants and wagons at his leisure. The only item off the menu is the ore supply from Stonedren he has been told they are to pass untouched. Narg and his band are

allowed to keep any loot that they desire from their raids. Once the bandits have excess gear that they don't want he sends a wagon full of stolen goods with 2 disguised bandits to the Lilorn Exchange where he gets supplies for his group and a bit of gold. The bandits are aware that they receive less than the value of the goods but don't mind as they have the pick of the loot and are able to exist without any threat of the law.

Experience for clearing the camp is 2000xp divided equally among the party. Loot found includes a number of miscellaneous items with a total value of 800gps. This loot can be returned to town using one of the wagons found in the camp, it is too much to be taken by hand. It can be surrendered to the mayor for redistribution to travellers and town's folk, given to Hilfa to stock her store, or kept by the players to fence at another point. Along the items players find a number of precious gem stones including sapphire, malachite, jasper and jade valuing 150gps. A small chest contains 118gps 87sps and 44cps.

Narg's scimitar sword is an item of some interest. The blade looks to have been intricately made and features a number of small symbols along its almost black metallic body. The base has tigers eye inlaid along the grip and tigers eye pommel. The sword is named "The Errant Blade". An arcana check on this weapon reveals the blade has an uncanny ability to aid in practices of a "criminal" nature (the player wielding this sword gains advantage on deception and sleight of hand roll's).

The Restoration of Luthrom's Supplies

Should the players decide to assist Hilfa a range of outcomes could become available:

- If the party offers to find Lumbard they may discover his body in Haftree, a small amulet featuring the symbol of Waukeen will be found on Lumbard's body and can be shown to Hilfa (bonus exp).
- The party could offer gold to Hilfa to pay for restocking the store and hiring a number of labourers and emissaries to negotiate new contracts from local towns (2000 gp).
- The party can travel to Stonedren to gain Hilfa a new supply of ore from the dwarves. This can only be done once all the problems discovered in Stonedren are resolved. This works in cooperation with item 2.

If all the above items are satisfied (as well as any additional items at the DM's Discretion) then Hilfa will offer a part ownership in the store. This will grant the players a monthly income of 4d6 x5 as well as reduced cost rations and ore. Players can spend time here to increase the profit by 1d6 per week spent per player.

Conclusions

The party has had a number of leads and options to follow whilst in town. Due to the nonlinear paths the players may have involved with certain events may have been missed or overlooked. Using information the party has discovered, the party could choose to venture to either Stonedren, Haftree or Ballaton.

If Nurlem is informed about happenings within the town and provided with proof of events he will implore the characters to act to remove the vampire threat. This will be rewarded in a few ways. Firstly if the gold in Garthed's home is returned half will be gifted to the players. Secondly Nurlem will provide the players with a written document providing endorsement of the town, this can be

used to influence other people in positions of power to aid the party. Along with this document, Nurlem will forward word to a commanding officer of the Neverwinter Guard, of both the party's deeds and details of the vampire's actions within the town.

Experience Gained:

All experience gained throughout this module should essentially be decided upon by the dungeon master. Due to the non-linear progression of this story characters should either be arriving with levels ranging anywhere from 2 to 5 at least. If all items are completed thoroughly by the party, experience granted should approach a single level gain.

Lilorn Character Study

Leif Frumlo – orchard farmer – A simple man with a very humble desire to grow the best apples in the region. Leif is friendly and warm, he will aid the party but has very limited resources and does not like the adventuring lifestyle.

Grathed Onslod – Lilorn Exchange quartermaster – Grathed lacks a strong personality and uninterested in anything that doesn't concern his business. As he is working alongside a vampire, he isn't evil, typically more greedy and opportunistic. Grathed likes money and like a vulture spotting a carcass he will swoop to gain on others hard work. (Guild merchant Background PHB pg133)

Personality Trait: 7 Ideal: 4
Bond: - Flaw: 4

Nurlem Marn – City Mayor – A beacon of exemplary town management Nurlem achieves much with the little he has. Due to his town being a bustling trade post on a well-travelled route, Nurlem spends most of his day dealing with squabbling travellers, highway banditry and trivial village business. Nurlem is honest and simply wants the best for his small township. (Noble Background PHB 135)

Personality Trait: 2 Ideal: 2
Bond: 3 Flaw: -

Hilfa Luthrom – Luthrom Supplies – Hilfa has had a rough trot through the past year. Her drive to put the business above all her personal worries is the only reason Luthrom's Supplies still exist. Hard working and very dedicated, Hilfa can become an important ally in providing the party with peculiar items, a steady income and various trader gossip. A very reliable contact, if the party prove themselves and are able to prop Hilfa back onto her feet.

Encounter NPC's & Items

Bandit						CR: 2
Medium humanoid (Human), Neutral Evil						+50 XP
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	
11	12	12	10	10	10	
+1	+1	+1	0	0	0	
Armor Class:	AC 12	Traits & Actions:				
Hit Points:	11 (2d8 + 2)	Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.				
Speed:	30ft	Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing				
Senses:	Passive Perception 10					
Languages:	Common					
Skills:	-					

Narg (Bandit Captain)						CR: 2
Medium humanoid (Human), Neutral Evil						+50 XP
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	
15	16	14	14	11	14	
+2	+3	+2	+2	0	+2	
Armor Class:	AC 15	Traits & Actions:				
Hit Points:	65 (10d8 + 20)	Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers				
Speed:	30ft	Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing				
Senses:	Passive Perception 10	Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 4)				
Languages:	Common, Dwarven	Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.				
Skills:	Deception ++ Athletics ++	Can provide information on operations if captured.				

Brown Bear

Large beast, unaligned

CR: 1

200 XP

Strength

19

+4

Dexterity

10

0

Constitution

16

+3

Intelligence

2

-4

Wisdom

13

+1

Charisma

7

-2

Armor Class:

AC 11

Hit Points:

34 (+d10 + 12)

Speed:

40 ft., climb 30 ft.

Senses:

Passive Perception 13

Languages:

Skills:

Keen Smell. Has adv on Wisdom (Perception) checks that use smell.

Traits & Actions:

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

Bite. Melee Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.
Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Grathed

Medium humanoid (Human), Lawful Neutral

CR: 2

450 XP

Strength

11

+1

Dexterity

12

+1

Constitution

12

+1

Intelligence

10

0

Wisdom

10

0

Charisma

10

0

Armor Class:

AC 12

Hit Points:

11 (2d8 + 2)

Speed:

30 ft.

Senses:

Passive Perception 10

Languages:

Common

Skills:

-

Traits & Actions:

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

Grathed's Scream. Yelling wildly this awakes the powerful vampire resting in the basement.

Vampire

Medium (Undead (Human), Lawful Evil)

CR: 2

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
18 +4	18 +4	18 +4	17 +3	15 +2	18 +4

Armor Class: AC 16

Hit Points: 144 (17d8 + 68)

Speed: 30ft

Senses: Passive Perception 17, Darkvision 120ft

Languages: Common

Skills: Perception +7, Stealth +9

Traits & Actions:

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

Legendary Resistance. If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water or the subject of taking radiant damage.

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike - Attack: +9 to hit, reach 5 ft. Hit: 8 (1d8 + 4) bludgeoning damage.

Bite. Instead of dealing damage, the vampire can grapple the target (escape DC 18).
 Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated,

Vampire Courier (lesser)

Medium (Undead (Human), Lawful Evil)

CR: 1

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
15 +2	15 +2	15 +2	14 +2	12 +1	15 +2

Armor Class: AC 16

Hit Points: 45 (10d6 + 15)

Speed: 30ft

Senses: Passive Perception 13, Darkvision 120ft

Languages: Common

Skills: Perception +4, Stealth +5

Traits & Actions:

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

Legendary Resistance. If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water or the subject of taking radiant damage.

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike - Attack: +9 to hit, reach 5 ft. Hit: 8 (1d8 + 4) bludgeoning damage.

Bite. Instead of dealing damage, the vampire can grapple the target (escape DC 18).
 Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated,

Green Hag						CR: 3
Medium fey, neutral evil						700 XP
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	
18	12	16	13	14	14	
+4	+1	+3	+1	+2	+2	
Armor Class:	AC 17	Traits & Actions:				
Hit Points:	82 (11d8 + 33)	Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, with no components: At will: dancing lights, minor illusion, vicious claws. Melee Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.				
Speed:	30 ft.	Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.				
Senses:	Passive Perception 14	Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.				
Languages:	Common, Draconic, Sylvan					
Skills:	Perception +4, Deception +4, Arcana +3, Stealth +3					

The Errant Blade



Artifact — Weapon — Scimitar

The blade looks to have been intricately made and features a number of small symbols along its almost black metallic body. The grip has tigers-eye inlaid along it and a tigers-eye pommel.

The Errant Blade assists in "criminal" activities.

A player wielding this weapon and once attuned will gain advantage on all deception and sleight of hand rolls.

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SANGUINE TIDE

PART 2B

BY NICHOLAS MARTIGNAGO



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Background and Campaign Information

After the events of Faebyth, the adventurers could have taken several different actions to arrive in Haftree. If they have previously visited either Lilorn, Ballaton, Neverglen or Stonedren, at the DM's choosing, one or two gangs of mercenaries should attack the party as to keep with previously established stories. Especially if the party isn't being discrete about their previous exploits.

If arriving fresh from Faebyth discount the previous information.

As keeping with the stereotypical vampiric lore, radiant damage dealt by the party via spells or the Driftglobe, should cause an additional 1d6 damage per turn or grant players an advantage on attack rolls at the DM's Discretion. This is essentially to ensure smaller or weaker parties can conquer stronger vampire enemies if they play smart.

The Halfling town of Haftree sits roughly 10 miles directly south of Faebyth and just east of The High Road half way between Neverwinter and Leilon. It is usually a quiet and unassuming town not often visited by outside folk. The locals live in small burrows and lead joyful and peaceful existences.

As the adventurers leave the high road on their way into Haftree, it quickly becomes apparent that something has gone awry.

The Road to Haftree

After leaving the comfortable High Road, travellers follow a small and winding path towards Haftree. Within a mile of leaving the main road the natural world seems to be stilled. Birds aren't heard or seen, there seems to be little movement around. Characters questing out with spells or magic are unable to sense anything living. After a few miles random personal effects and items litter the path as it becomes obvious people have begun to flee in a hurry. The road eventually leads through a pass between two rolling hillocks.

Suddenly as the party reach the very centre between the two hills an arcane missile comes streaking from behind the hill slamming into the back row of the party. The missile deals 1d4 of arcane damage and creates a panic causing any mount or animal to buck or attempt to run (roll saving throws for animal handling).

Three axe wielding barbarian mercenaries come charging over the hills towards the party as a lone mercenary wizard stands atop the hill on the left preparing another spell.

Any of these mercenaries can be questioned as to their business and why they attacked. They will detail that they are to keep people from discovering Haftree and that they were hired by a shady rogue in the city of Neverwinter. The rogue never gave his name but is described as a gaunt half elf with silver eyes wearing a dark cloak and black leather armour. The mercenaries are being payed around 250g a week and they

have been setup here for 9 days now. The first 5 days, no one had past, 3 days ago 2 wounded halflings were on the road out and the mercenaries killed them and buried them nearby. They express remorse about this action but it's what they were paid to do.

On the defeat of the mercenaries the party finds 200gp's 40sp's and 29cp's along with a mysterious orb the wizard had hidden in a burlap sack. An arcana roll (DC15) will provide the knowledge that this item is in fact a Driftglobe.

They will expecting another payment within a few days (if the party hasn't disrupted business in Lilorn). The Wizard can be identified as Illrata, a name given by a questioned vampire courier from events in Lilorn.

Cautiously the party continues their way towards the town.

Haftree

Haftree upon approach seems to be in ruins. As you descend a gentle slope heading north towards the town you can see dark smoke rising from numerous points across the town. Not a living soul can be seen throughout the area. Piles of burnt furniture and possessions dot the village centre and paths. Small Halfling bodies lay motionless strewn between homes, in gardens and around small ponds and fountains.

Doors to most homes seem to have been smashed in from the outside and only 4 or 5 burrows seem to have the entrances still intact. Approaching cautiously, movement can be seen in some of the windows of the burrows. As the party enters the village they notice burrows to either side of them, to the left the burrow (1) appears to be caved in. The right one (2) seems ransacked. From there the path opens into a village centre with a burrowed alehouse (3) directly to the north, a burrow to the east (4) and a fortified looking burrow (5) to the west. The main path leads around the Alehouse and to another row of four burrows (6 - 9) running east west. A smaller path leads east from the village centre to a differing row of three burrows (10-12). Taking anything sentimental or potentially sacred from any of these homes would seem almost criminal considering how recently events seemed to have taken place. A level of spiritual unrest lingers in most areas as many spirits have not quite yet passed on to the next plane. Greedy, evil or characters who have no sense of the spiritual world can take items at the potential cost of

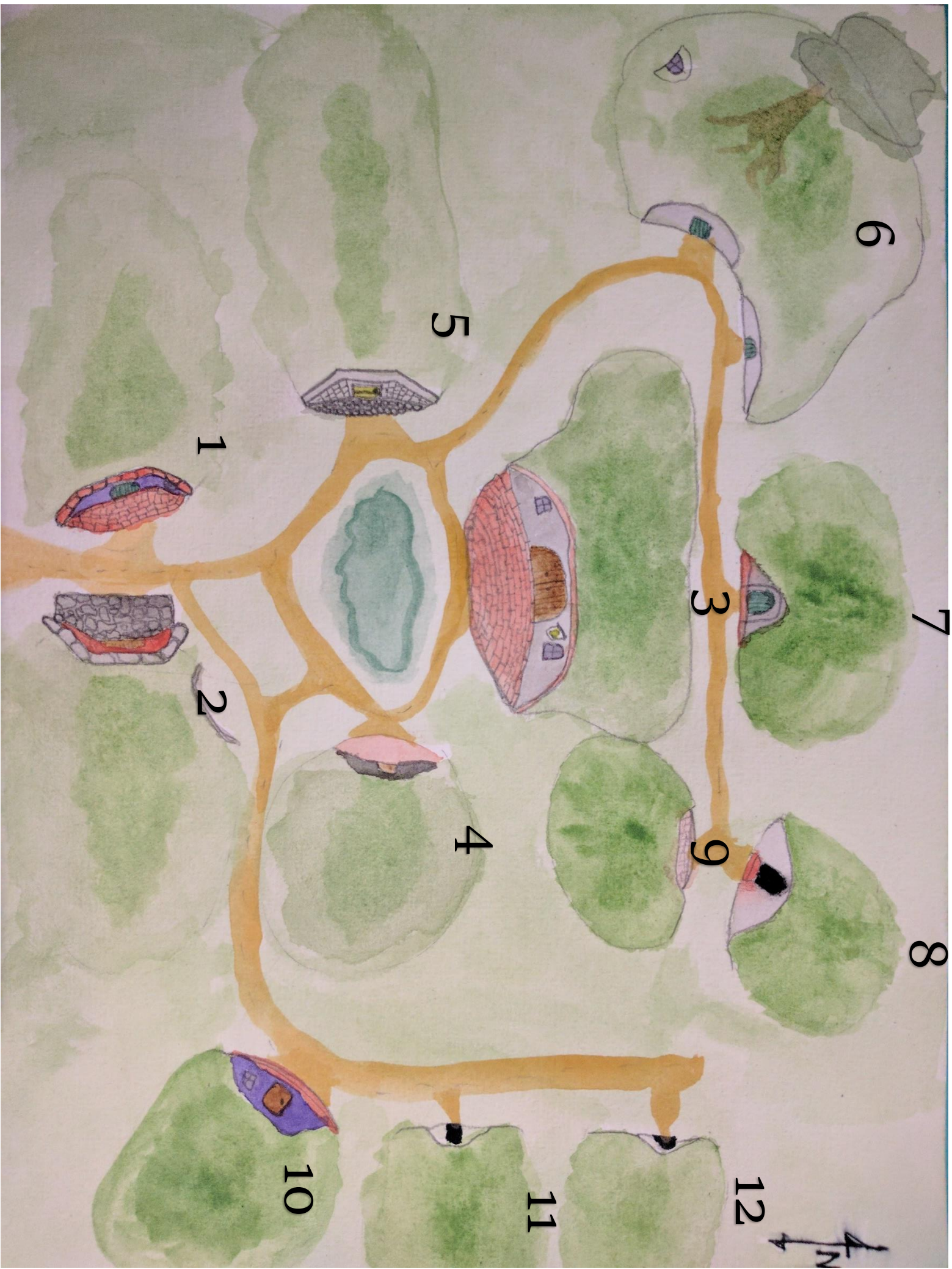
having them become possessed or haunted.

1. This collapsed burrow is almost impossible to enter without removing a large amount of earth. Smaller party members may be able to wriggle through the remaining space to find a dishevelled home. Two small Halfling bodies are semi buried under the collapse. Items found in the ruins include 5gp of trinkets and an ornate tea set 15gp both of which would have had some sentimental value.
2. With the door broken in and furniture strewn everywhere it becomes clear whoever has been here is cleared the home of anything valuable, including its inhabitants.
 - a. This structure has a small sign hanging by the door depicting a jug of ale. The door remains unbroken and closed, as the players approach closer they hear low murmurs and the occasional moaning from inside.
 - b. The door is barred from the inside. A few surviving villagers cower inside trying to ensure the remaining enemies within the area are not able to get to them and hoping the danger will pass after a few days.
 - c. Players can call out to the survivors, an attempt to gain entrance to the Inn.

Within is the Innkeep and his wife and son, 2 middle aged men, a younger female and 3 small children. They are all mentally exhausted and strained. They will ask for proof of the adventurer's intentions.

with a number of trade details etched into it.)

- d. *The Inn keep declares his name is Corrin Underbough and that there should be survivors nearby in the town bank/supply shop, but the vampires are also still present and return at night to try to finish the Halfling's off.*
- e. *If asked about Lumbard Luthrom, Corrin recalls a trader who came to town many months previously. He arrived to negotiate a supply of food stock from his home town for the village in return for livestock from a few of the local farms. Corrin states that Lumbard's body was found late one afternoon near one of the outer farms with 3 arrows protruding from his chest. Corrin can't remember any additional information about the stranger or his death but he does have the amulet and some personal effects in case someone eventually came looking. (Players receive an amulet of Waukeen, and a ledger*



6

5

1

3

7

2

4

9

8

10

11

12



- a. Players could wait here till night fall in an attempt to surprise the vampires or create a trap for them. If so check ahead in sections 10-12 to see which vampires will return.
 - b. The adventures can either accompany them from the village or back to Neverwinter or another town, but they should remain hidden as the vampires will attempt to kill them all to stop the news from spreading around. The party can supply gold and rations to help the survivors. The safest location for these survivors is in Lilorn or Ballaton if they have been cleared of any vampire infiltration, back in Neverwinter if the players have claimed their own land and have any sort of building on it. Or finally in a town such as Leilon in which the players should have discovered the vampires have no interest in.
4. This burrow looks as dishevelled as the first two, with the door broken in, contents thrown about and scattered and blood smeared along the floor and some walls. Sorting through the mess players find a tinker style clock (15gp) a small pendant of carved deep blue sapphire (70gp) and a small set of tinkerer tools.
 5. This structure seems almost fortified compared to the others with a heavy door closed securely and thick stone extending out into a rocky hillock. A sign hangs from near the door denoting a bag overflowing with gold pieces, signifying a bank or traders perhaps. There doesn't seem to be anything barring this door but it is firmly locked.
 - a. Players may pick this lock if they are able or use magic or destroy the door with an axe or hammer. This will take an hour and all creatures within the town will hear this disturbance.
 - b. Upon entering the darkened foyer a vampire leaps at the first player to enter through the door.
 - i. This vampire can be interrogated or intimidated for information. He reveals there are 3 other vampires in another den within the town. They are here to turn as many Halflings as possible, he was left here to ensure that the Halflings hiding in one of the rooms don't escape during the day light. Experience for clearing this room is 300 divided

equally throughout the party.

- c. Once the vampire is dealt with players discover behind a counter two doors one is easily opened and contains various goods and items totalling around 280gp, there is too much to carry, a cart will be needed. Behind the second door which is locked tight the party can hear ragged breathing and a low moaning noise. Inside are 4 Halflings, 2 older women a younger man and a young female. The younger man is badly wounded and although the others have patched him up he is in a bad way. The 2 older women identify themselves as Paela and Verna and the young female is named Kithri. They are immensely glad to see you. Kithri begs the adventurers to try to heal or save the young male, Reed. Once this is played out the Halflings ask if the other townsfolk sheltering in the Inn are ok.
- d. The adventures can either accompany them from the village or back to Neverwinter or another town, but they should remain hidden as the vampires will attempt to kill them all to stop the news from spreading

around. The party can supply gold and rations to help the survivors. The safest location for these survivors is in Lilorn or Ballaton if they have been cleared of any vampire infiltration, back in Neverwinter if the players have claimed their own land and have any sort of building on it. Or finally in a town such as Leilon in which the players should have discovered the vampires have no interest in.

6.-9. Three of the next four burrows have been caved in by some magic similar to the first burrow seen as walking into town. Only the very end burrow remains intact. This burrow is more grandiose than previous examples. Numerous windows and entrances face the sprawling gardens surrounding the hollowed hillock. Upon getting near any entrance or window many groaning noises can be heard. The interior is very dark and players are unable to see in through any openings. Any door can be opened via lock picking or force. Inside the players find this building to be a town tall of some variety, in the large foyer area 6 Halfling men laid on the floor all withering in agony. Upon closer inspection all have been bitten on or around the neck. An arcana or history check of 10 will show that they are in the irreversible process of being turned to vampirism. At this point the party will essentially have to make a moral choice on how to deal with this issue. Sticking

with previous information from other players, players can attempt to kill the turning Halflings and the cast True Resurrection as the only real way to bring the back.

Players can find a small chest of 100gp 13sp and 400cp within a room of the house.

As the players leave the home they will be attacked by 6 wolves who have been lying in wait. These wolves aim at any Halflings with the party first. It is apparent due to the organised nature of these wolves, they are being controlled by the remaining vampires. They can be saved with appropriate spells or being taken out of range of the vampire's (250 ft out of town)

10-12. These burrows appear to be in the best condition apart from the broken doors and windows leading into them. Only a single burrow retains its unbroken door. This burrow is dug into a smaller hillock than the rest and also seems to only have a single window which has had a table upended against it. Breaking through the door here requires a strength check (of DC 20) or players may choose to pick the lock (DC 20). Ideally you should engage players to get creative, (freeze the hinges with a frost spell and smash them with a hammer, burn it down, cut through it with an axe etc).

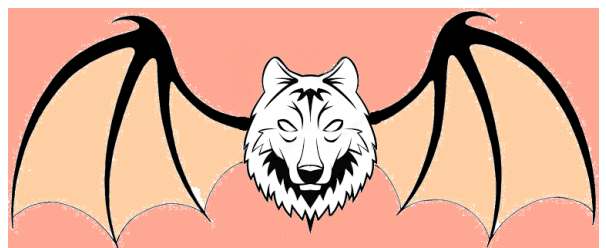
As the door is opened one way or another awaiting on the other side is a large dire wolf which comes barrelling out at the party. Upon removing the dire wolf the party is granted 180xp shared equally. Awaiting inside this burrow are two vampires (at $\frac{3}{4}$ strength depending on

the party composition and level) and a vampire lord (caster version).

Before the Vampire Lord attacks he reveals to the players that meddling within affairs of the order is a death sentence that he personally will deal out. Later he also states that the party will be hunted until the end of their days should they inevitably defeat him, as he has described their description to the rest of order.

The room the players find themselves in is only 15 feet across and around 18 feet long. This should prove to be an exceptionally difficult fight that should almost break the party.

Upon dealing with all the vampires players should receive 1000xp shared equally. On the bodies of the vampires a note can be found detailing a plan to recruit Halfling's and bring them to the "estate". The Note is stamped with a unique crest depicting a blood red wolf's head with bat wings extending from behind the head (example below). Along with the note a signet ring with a similar crest can be found as well as a rare and ancient looking pendant featuring an iron depiction of a god or deity long forgotten, the god features a humanoid style head with the features of a wolf or some similar ancient beast. This amulet is steeped with magic, any detect magic or arcana check will reveal it is an "Amulet of proof against detection and location".



Side Quests

Accompany the survivors.

The players may choose before or after the vampires are all destroyed to escort the Halflings back to an appropriate location.

If the party decides to accompany them back before all vampires have been killed in town, the remaining vampires in areas 10-12 will attack within a day (the first night) of leaving the village unless the party is very creative in how they plan to leave without a trace. As this battle takes place, vampires will attempt to kill the remaining Halflings at any chance possible. Ensure the players are aware of this and if their plan or strategy doesn't take this in consideration during the battle be sure to give the vampire the chance to kill as many Halflings as possible.

Once the Halflings are safe in the decided location, it could pay to have them either work for the players as they are eternally grateful, or even be a point for players to use as a resource for information or future quests.

Completing this with all Halflings
Surviving should grant 500xp plus any

from the fight with the remaining vampires if there was any. If some or up to half the Halflings perished grant 350xp, or if less than half grant 200xp. If none survive grant no experience (all experience should be shared equally between all the players).

Conclusions

As players leave the village of Haftree, it should be suggested to the holiest player (via his or her preferred Deity) that perhaps the Neverwinter Guard and appropriate religious body, should attend to the village to perform any burial rights or traditional funerals that halflings may usually prefer. This may come at a cost but skilful negotiators could suggest to guards that this may be the start of a larger regional threat or that this happened right in their backyard and that this should be tidied up before the good folk become scared and paranoid. Either route should lead to a Captain named Luthar Starag. He will accept the responsibility to deal with the remains of Haftree and begin an official investigation into happenings there. This captain will sort out the situation in Haftree and if the players are still available upon his return (4 days later), will track them down in the city and issue a decree stating that the players are operating on behalf of the realm. Any Halfling survivors are uninterested in returning to the town so more macabre players may wish to rebuild the village for their own purpose or needs if so desired.

The guard captain (Named Luthar Starag) (NPC) may be introduced to the players again in a future module. Having them get along will provide them with a long term powerful ally.

Any sentimental loot or items taken from the town can have the possibility of becoming possessed at the DMs discretion. This can range from annoying whispers to the player possibly tainting their actions (disadvantage on skill rolls etc), or perhaps causing the player to fail on having a successful long rest (rolling a 1 on a 1d6). This should continue until it is either sold to an unsuspecting victim, ritually or spiritually cleansed (very expensive) or put back in Haftree.

After the players are content with how the situation has been dealt with they must decide on their next action. As previously discovered the towns of Ballaton and Lilorn have previously been mentioned. For immersive purposes if they end up in another city have NPC's drop rumours of troubles stemming from them areas etc.

Haftree Character Study

Illrata – Mecenery Wizard –

Illrata isn't necessarily evil by any means, he resents his work mostly however it pay the bills and gives him opportunity to pursue his passion for the arcane. He can be convinced very easily to change his ways, he just needs some support to do so. (criminal background PHB pg129).

Personality Trait: 4 Ideal: 2
 Bond: 6 Flaw: 4

Corrins Family & Townsfolk

These Halflings have been through hell. Most of their friends are dead or missing. They are all either exhausted, injured or in some state of shock. They all turn to Corrin to follow his lead. These villagers may never be the same if left to recover on their own.

Wife: Belinfi Child: Corrig

3 small children – Kip Litlo & tegana

Younger Female – Listra Stumpling

Paela – Halfling survivor

Verna - Halfling survivor

Kithri - Halfling survivor

Reed - Halfling survivor

2 middle aged men – Pont & Samres

Corrin Underbough – Inn Keep

– Corrin cares mostly for his family followed by his neighbours and friends.

The night the vampires attacked he rushed to implore others to come hide in the inn along with his family. He scooped up all the children currently in the inn as they tried to flee. Acting as the protector of the remaining villagers Corrin will aim to keep everyone together to ensure their safety and future prosperity. (Folk Hero Background PHB pg131)

Personality Trait: 2 Ideal: 2
 Bond: 4 Flaw: 1

Encounter NPC's

Bandit

Medium humanoid (Human), Neutral Evil

Strength

11

+1

Dexterity

12

+1

Constitution

12

+1

Intelligence

10

0

Wisdom

10

0

Charisma

10

0

Armor Class: AC 12

Hit Points: 11(2d8+2)

Speed: 30ft

Senses: Passive Perception 10

Languages: Common

Skills: -

Traits & Actions:

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

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing

CR: 2

+50 XP

Bandit Caster

Medium humanoid (Human), Neutral Evil

Strength

15

+2

Dexterity

16

+3

Constitution

14

+2

Intelligence

16

+3

Wisdom

13

+1

Charisma

14

+2

Armor Class: AC 12

Hit Points: 50(10d8 + 20)

Speed: 30ft

Senses: Passive Perception 11

Languages: Common, Dwarven

Skills: Saving Throws: int +5, wis +3

Traits & Actions:

Lightning Bolt (120ft Straight line): You release a powerful stroke of electrical energy that deals 4d6 points of electricity damage to each creature within its area. The bolt begins at your fingertips.

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

Magic Missile (130ft): 3 missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage

Stone Skin (Creature Touched): The warded creature gains resistance to blows, cuts, stabs, and slashes. Once the spell has prevented a total of 25 points, it is discharged.

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

CR: 2

+50 XP

Dire Wolf

Large beast, unaligned

CR: 1

200 XP

Charisma

Strength

17

+3

Dexterity

15

+2

Constitution

15

+2

Intelligence

3

-4

Wisdom

12

+1

7

-2

Armor Class:

AC 14

Hit Points:

37 (5d10 + 10)

Speed:

50 ft

Senses:

Passive Perception 13

Languages:

Skills:

Keen Hearing & Smell. Has adv on Wisdom (Perception) checks that use Hearing or smell.

Traits & Actions:

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Wolf

Medium beast, unaligned

CR: 1/4

50 XP

Charisma

Strength

12

+1

Dexterity

15

+2

Constitution

12

+1

Intelligence

3

-4

Wisdom

12

+1

6

-2

Armor Class:

AC 13

Hit Points:

11 (2d8 + 2)

Speed:

40 ft

Senses:

Passive Perception 13

Languages:

Skills:

Keen Hearing & Smell. Has adv on Wisdom (Perception) checks that use Hearing or smell.

Traits & Actions:

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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

SANGUINE TIDE

PART 2C

BY NICHOLAS MARTIGNAGO



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As keeping with the stereotypical vampiric lore, radiant damage dealt by the party via spells or the Driftglobe, should cause an additional 1d6 damage per turn or grant players an advantage on attack rolls at the DM's Discretion. This is essentially to ensure smaller or weaker parties can conquer stronger vampire enemies if they play smart.

If arriving fresh from Faebyth discount the previous information.

Ballaton sits on the southern border of the Neverwinter Wood, just north of the Triboar Trail. It is a major supplier of alchemist reagents as well as food stocks for Neverwinter and Triboar. The town is under the rule of a noble family from Neverwinter and lesser family member is often found in the village to collect taxes, adjudicate disputes and control the everyday administrative affairs. The ruling noble family in Ballaton is the Stonegrip family, they have a long history with both the village and Neverwinter as a firm traditionalist family honouring order and law. Ballaton had recently been under the influence of a vampire but due to the wits of the Stonegrip's the threat was dealt with internally.

Snaking deep into the woods from Ballaton is an overgrown path leading to the mystical town of Neverglen.

Ballaton, Entrance to the Woods

As the party begins to approach Ballaton the notice the outlying farms and homes seem almost deserted. The atmosphere is quiet with only nature to be heard around them. Sensing the worst, the party continues on towards the village. As they draw near they can smell a scented smoke and begin to see a large column of smoke rising to the heavens. The village is a sprawling maze of low set buildings, the development of the town seems to suit building around numerous large oak trees. The trees tower about the housing and various buildings. As the party weaves throughout the outskirts they hear laughter and festivities. People slowly appear and become more built up and packed towards the centre of town. As the party reaches the centre of the village a large bonfire is burning with many villagers dancing and being merry. There are stalls of food and drink, a few bards and entertainers lead the dance and festive music. Towards one end of the green a few militia men of some note stand around a dais, atop this sits a large man wearing blue over some heavy armour. The man's tabard shows the crest of a large stone looking clenched fist in the centre of a shield.

Players can also find through conversation that there is an Inn named the Singing Crow a supply store named Wood & Goods, a town hall and a temple to Silvanus.

Players may ask the locals what the festivities are about, the locals should explain that an evil undead being has

recently been destroyed and that they are celebrating the victory over it. The villagers also provide information on the large man on the Dais explaining that he is Humden Stonegrip the village leader.

Players may wish to approach Humden however they will be stopped by his surrounding militia. If players have received a written commendations from either Nurlem of Lilorn or Luthar of Neverwinter they will be admitted immediately. If not they may have to bribe or convince the militia (persuasion deception or intimidation DC15).

- *Humden is initially suspicious of the travellers, he asks many questions as to their business within the village. Upon hearing of previous run in's with vampires and the Sanguine Order, he asks you to accompany him to the town hall where he begins to open up about recent events. It turns out that a vampire had come to town to control Humden himself. It was discovered when Humden's own personal friend and mage Umbrall discovered a strange magic controlling Humden. At this point Umbrall and the local militia banded together and traced the source of the magic to a recent visitor to the town. A fight ensued leading to the defeat of the vampire at the cost of three of the local militia. The vampire carried a letter asking that Humden be neutralised to corrode the power*

of the Stonegrip's here in Ballaton and also in Neverwinter. The letter has no other information about the mission or contacts.

- *Humden can explain that his family turns a profitable trade in exporting rare and sought after herbs from this area. He also explains his family has worked in close relation with the current ruler of Neverwinter Lord Neverember in the rebuilding of the city and support of its populace. This has angered some of the older more blueblood nobles of the city as they see this attitude as simply an attempt to gain favour with Neverember, a ruler which some believe doesn't deserve the post.*
- *Humden declares that he doesn't necessarily need assistance any current village issues but there are a number of items that need attention within the immediate country side.*

Humden's Tasks:

- *Humden explains that some of the local ruins have had a number of strange signs that something has taken residence within them. It is rumoured that the ruins are all linked underground. They can be found 12 miles to the west of town. They are ruins of old temples from a god long forgotten.*
- *Humden also explains that local rangers have reported that the fey have become angered about some*

activity from villagers along the edge of the forest. Players will need to track down the fey, find what the issue is and then rectify it in any way possible to ensure the success of next season's crops and herb yields Humden states that starting at the Inn would be the best place to find a local ranger to aid in tracking down the Fey.

- *Humden states that a faction from deep in the Neverwinter Woods has reached out for assistance in a difficult matter. He states that if the players are interested that they can continue into the forest toward the mystic city of Neverglen.*
- *Finally Humden has revealed the existence of a new faction previously unheard of by the party named Clan Fortunus or "The Fortunate Ones". The clan exists deep within the Neverwinter woods and acts as a nature worshipping group who act as caretakers, guardians and mentors, coexisting in harmony with the forest they live in. Taking in lost or willing people Clan Fortunus aims to instil the tenants of the oath of the ancients Paladins. They have recently had trouble with a young green dragon terrorising the forests and require assistance however Humden doesn't have the manpower to spare 5 to 10 additional soldiers for the job.*

Humden provides a letter stamped with his family's crest which explains that the

party is acting on behalf of the governing lord. This essentially encourages locals to cooperate with the party, within reason. Humden has stated that accommodation and meals will be supplied free of charge whilst the party is in town (up to a modest living additional expenses must be paid by the party).

Locals can be asked about both the ancient ruins quest and also the fey quest but none know of any information to do with Clan Fortunus.

Side Quests

Ancient Ruins

The party should attempt to gather as much information about the ruins and particular going-on's before approaching them. Locals who forage throughout that area for herbs will describe a pulsing light perhaps shooting from the entrances, or finding the skeletons of small forest creatures cleaned and arranged in strange glyphs or symbols. They claim to have heard chanting of some variety or shadowy figures coming and going. All signs initially point to cultist behaviour of some variety.

As the road west skirts the very edge of the Neverwinter woods the vegetation changes from typical growth forest to cool damp and dark rain forest. The road eventually turns, leading straight into the trees and the path rapidly becomes overgrown. After another mile the insects and birdlife have created a symphony of calls and song. A slight drizzle sets in as the

players come across the first signs of a ruined city. Small stone foundations can be seen poking from the undergrowth. They grow in frequency and size as the players continue until they get to a rectangular entrance to a passageway leading down into the ground.

If players scout around the area they eventually find another 3 similar entrances. No prints or signs of life other than small animals can be seen.

These ruins have been designed to be a mirror image in an attempt to confuse the players into thinking they are travelling in circles. Therefore the descriptions will be the same for particular rooms.

Entrances

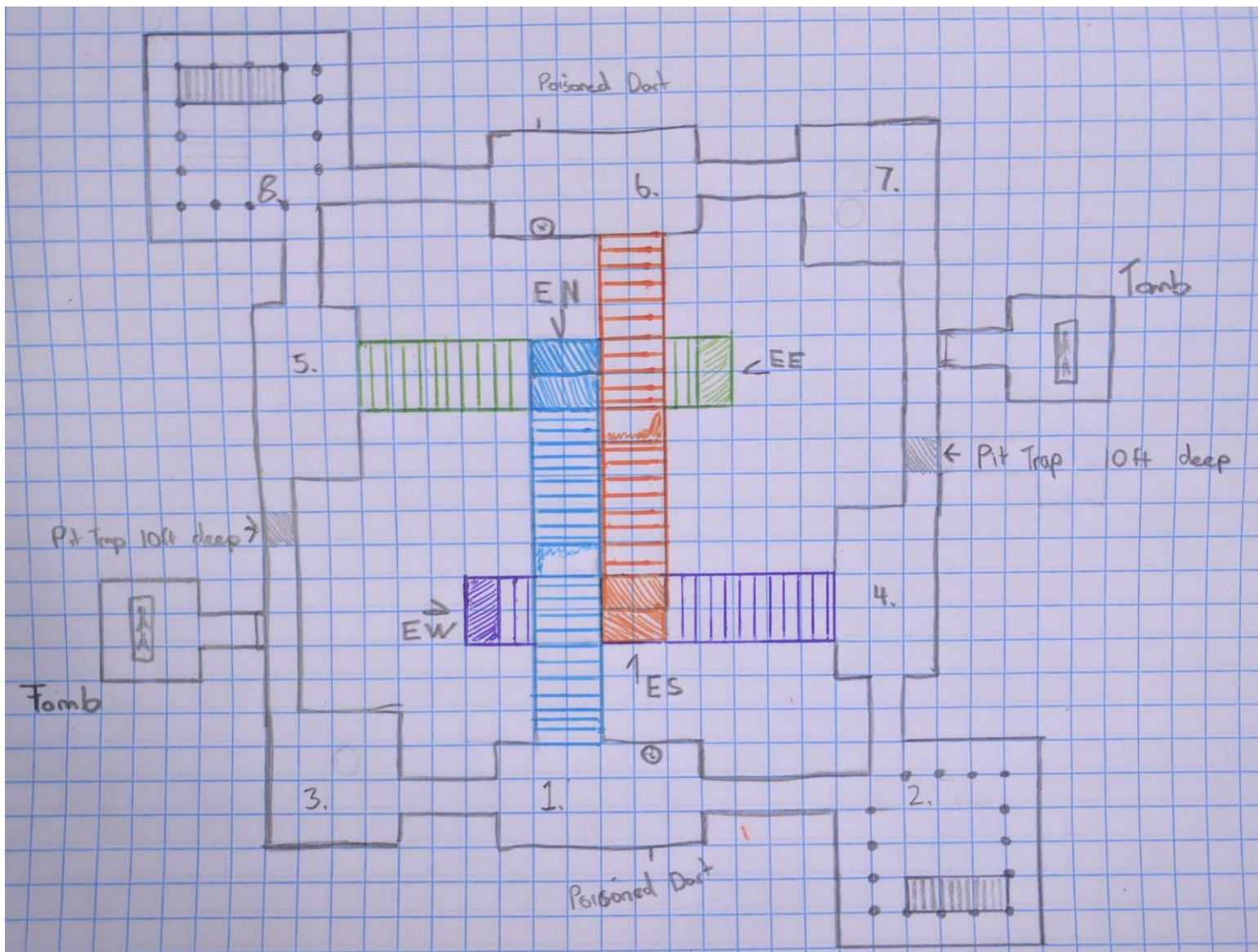
NE (North Entrance) EE (East Entrance), WE (West Entrance), SE (South Entrance): Upon entering the stone pathway down into the earth (typically players will enter the south entrance if others are undiscovered), wet slippery moss lines the walls and floor. It swiftly becomes dark and cold, a constant draft blows past the players.

Players should roll for dex saving throw to stop from slipping if they want to travel at a regular speed (DC10) or take 1d4 bludgeoning damage. Druids in the appropriate beast form or players with keen smell may be able to smell a particularly dirty or dank odour they probably not yet smelt before. The cavern continues to continue down to a depth of around 30 feet as best players could guess.

Underground Level 1

There are 2 pit traps marked on the map, they are covered by a false floor. Rolling for a dexterity saving throw will stop the players from falling into the trap (DC10). The trap is 10ft deep, players who fall take 1d6 bludgeoning damage if they fail the throw. If the DM wishes additional traps can be added to the dungeon.

in offering in front of it. In the troll statue's up turned hands is a large Emerald (Perception or Passive Perception must be 15 to detect a trap). If the emerald is disturbed a poison dart is shot from the opposing wall (roll dex saving throw DC15 to avoid). Any player hit by the dart will be knocked unconscious for 1d4 hours. From this room corridors run in both directions and stairs lead up to the surface.



1. & 6. Eventually the players enter a large room 15ft wide and 30ft long, the room, it is empty except for a carved statue of a forest troll with its hands up

4. & 5. Eventually the players enter a large room 15ft wide and 30ft long, the room, it is empty except for intricately carved walls showing a number of

patterns and ancient scenes of worship. Corridors lead from either side of the room and stairs lead back to the surface.

2. & 8. This room contains a number of pillars which supports a huge roof approximately 30ft high. Along the walls ancient markings and hieroglyphics seem to depict the worship practices of an ancient god which is unfamiliar to the party. To one side of the room is a set of stairs leading down further into the earth.

3. & 7. As the party moves towards this room the previous smells players may have noticed grow much stronger. Upon entering this room a shadowy figure appears towards the opposite edge of the wall. A low growl is emitted from the shape and it begins to move toward the party, initially hard to make out in the dark the beast is a forest troll who has been hiding here for some time now. Experience gained for defeating each troll is 500xp shared evenly between the party.

Secret tombs: There are two identical secret tombs found through hidden doorways in the corridors between areas 4-7 and 3-5. These doors have a stone in the centre of their pattern which protrudes slightly more than any other (passive or regular perception DC 15). Pressing a protruding stone in the centre of the door unlocks it. As the door swings open it reveals a short corridor leading to an altar centred in a small room. Atop the Altar is the mummified remains of an ancient wizard.

In the chamber of corridors from 4-7 the Wizard wears a Ring of Protection and a sending stone.

In the chamber off corridors 3-5 the wizard wields a Wand of Detect Magic and a sending stone.

As soon as players loot the wizard skeletons they will rise from their rest to fight the party for stealing their possessions. Each Skeleton Defeated is worth 400xp Shared Evenly throughout the party.

Underground Level 2

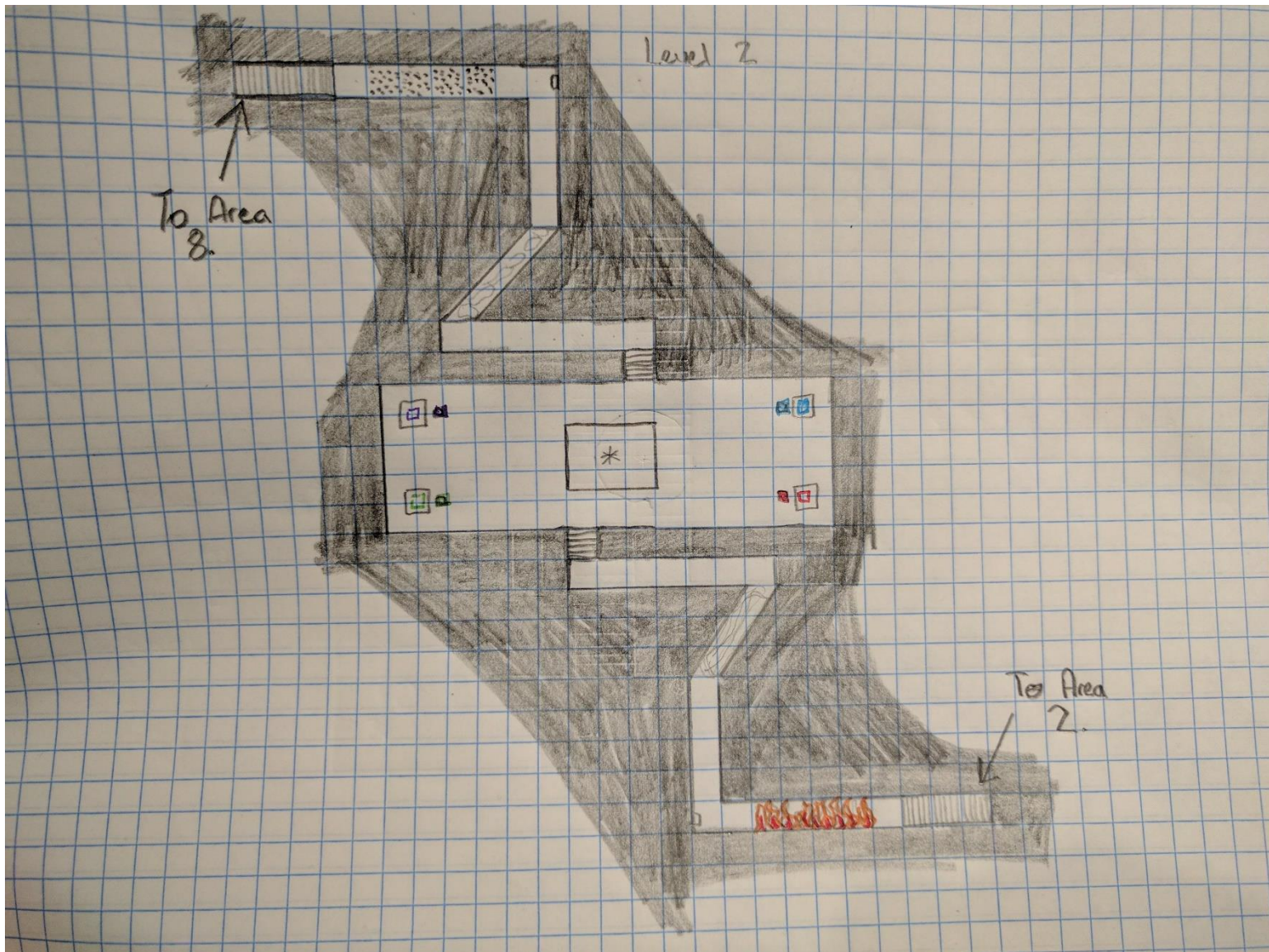
If players have descended through the staircase in room 2 they find themselves in a narrow corridor about 35 feet long. As soon as they step into the corridor, flames spring up from the floor covering a 20ft row along the corridor in front of them. Players can see an illuminated rune past the flames on the opposing wall.

Players may shoot arrows (Dex or Str DC15 multiple attempts permitted) or use a spell to try to hit the rune if players

wish to walk through the flames they take 1d8 fire damage per 5 feet travelled.

If players have descended through the staircase in room 8 they also find themselves in a narrow corridor about 35 feet long. As soon as they step into the corridor, thin needle like spikes spring up and down repetitively from the floor covering a 20ft row along the corridor in front of them. Players can see an illuminated rune past the flames on the opposing wall.

Players may shoot arrows (Dex or Str



DC15 multiple attempts permitted) or use

a spell to try to hit the rune if players wish to walk through the spikes they take 2d6 piercing damage per 5 feet travelled.

Once players have moved past these first obstacles, both corridors will lead to sharp drop offs which descend at a sharp angle, are completely smooth and are covered in a slippery oily substance (also flammable). Players can ascertain the drop goes about 40ft down. Getting down this slope is not an issue however getting back up can be a very difficult challenge.

Moving from the “slide” into the next corridor the players eventually turn right and descend a further few steps into a large chamber some 75ft x 25ft with a ceiling of around 30ft. The chamber is airily lit by glowing moss or fungi covering the walls and ceiling. In the very centre of the room is a huge statue depicting an old god (much the same as the one from the pendant the vampire was wearing in Haftree if players have found it). Towards each corner of the room a statue stands featuring 4 different stone beasts, a wolf, a badger, a bear, and a tiger. As players move either towards the centre statue or any of the corner statues, strange runes on the ground begin to glow in front of each beast, each a different colour, red blue purple and green. As the brightness of the runes intensifies the eyes of each beast also begin to glow. The beast statues slowly begin to reanimate, all heads turned towards the closest party member. The beasts are made of stone and can only be killed by either smashing the runes in front of where the statues were or using some sort of magic to transmute their stone forms to something less solid.

Once the stone statues are defeated a bat flutters down from above the center statue of the old god transforming into an elf druid. The elf seems ancient, insight checks or detect good and evil, will show a conflicted creature twisted and corrupted by ancient magic and a maddening quest for power.

Welcome to the altar of Lakkari, God of the Shaman, I am Immeral the warden, it has been many years since any dare tread in his temple. What is your business here?

Immeral is curious about the party's intentions, he becomes agitated quickly if asked about his business or happenings within the ruins. He appears to have some secret he wishes to hide. If the party ask Immeral to move on or stop scaring the villagers in a blunt or rude way which will cause Immeral to become enraged and attack. Immeral can be left here alone

Immeral will explain that he is trying to discover a way to resurrect his god. But that is as much information as he will divulge.

If players show the amulet found on a vampire from Haftree, Immeral states that he believes due to the style and craftsmanship the amulet would have originally belonged to the Elvish house of Liadon an ancient family from the High Forest. The remanets of which would be considered Wild Elves, a sub-race which has lost most of its ancient culture.

Immeral ultimately wishes to be left to his own devices. He can be convinced to maintain a lower profile or he may promise to bring no harm to the villagers.

If Immeral is fought and defeated (or pickpocketed 20 DC) players will find

him holding a Bag of Holding containing a number of vials both empty and full, various reagents and powders and two Potions of Longevity. Experience gained: 800xp divided amongst the party evenly.

Upon returning to Humden, if the players left Immeral alive, Humden decides to leave a few men around the ruins to keep an eye on the druid's actions. He rewards the players with 150gp's for their troubles. If Immeral is killed Humden thanks the players for easing his concerns and awards the party 200gp's

Fey Flabbergasted

Starting in the Singing Crow players can attempt to find and persuade a local ranger to assist in information on the disruption to the local Fey population.

The Innkeeper, named Thill Krusk, is an old elf who claims to have left the forest of Neverwinter Woods 600 years ago to set up this very inn. He explains that a local hunter by the name of Fluke Trador usually comes into the Inn for a quiet beer at around 6pm each afternoon. Thill doesn't know a lot about the ongoing situation with the Fey, however he states that Faerie creatures and the like are very temperamental when it comes to the invasion of their space or disruption of their sacred sights. He recalls a similar situation occurring some 80 years previously in which a child left an Iron ball bearing within a circle of mushrooms and the Fey ruined that seasons crops forcing a food shortage in the area.

Players can wait for Fluke, he is much more appreciative if he is seated with a cold beer rather than having to order one

himself. Fluke is an older human who moves with the agility of a house cat. His entrance and movement throughout the Inns common room is barely noticed.

Upon asking Fluke about recent disturbances to the Fey, he states that there is some unrest about where a new farmer wants to clear some land. He describes a farmstead 2 miles east from town, the owner of which goes by Plote Chaffson.

Players that travel to the farm of Plote find a small hamlet with a number of small fields recently tilled and stripped of weeds. A gruff overweight man approaches the adventures on the road demanding what their business is for stopping near his farm.

Plote has recently bought the land from a crafty elf for much more than its worth. In an attempt to regain some lost wealth Plote has decided to fell some of the forest to the north of his property in an attempt to get more paddock space or grazing land. Players must attempt to convince Plote to the best of their ability that this could spell disaster for the entire region if he angers the forest Fey. Plote declares this to be a load of rubbish and says he will do as he chooses with his land.

To convince Plote otherwise players may persuade, intimidate or deceive him in any creative way. A DC of 20 is required to succeed, however the DM can give a +5 or perhaps advantage to the roll for the most convincing speech, threat or offer.

Offering to purchase the land for a substantially lower fee than Plote just paid (180gp will receive an additional bonus purely based on mischievousness. The land consists of a farm house, shed,

spring fed dam, three paddocks of fertile soil and approximately 15 acres of densely forested land.

This situation can be sorted in any manner expect violence. If the players kill Plote, Humden orders the arrest of the party and a fine is set for 100ggs. This will also impact on the parties intentions in Neverglen.

Conclusions

If players satisfy all of Humden's requests he becomes greatly appreciative and rewards the players with 200gp and 1500xp shared evenly throughout the party.

He also provides players with a written letter showing his families crest and explaining that the party can be trusted as working to the benefit of the realm. Furthermore he offers players housing within Neverwinter at his family's estate. He provides a silver signet ring featuring

his family's crest which will grant entry to their estate in Neverwinter. Whilst staying with the Stonegrip's estate, meals and repairs to gear will be provided for free as well as moderate accommodation.

Humden states that he will contact some old friends within the city to see if any news or information can be gathered about the Sanguine Order. He implores that you return in around a Tenday to receive any information, or it will also be available at the estate in Neverwinter.

Ballaton Character Study

Humden Stonegrip – Ruling

Noble – Humden is a lesser member of the Noble Stonegrip family. Although some may view the post in Ballaton an insult due to its distant location, Humden relishes the task and has proved a competent ruler. Humden is extremely reliable and can become a valuable ally in future events. (Noble background PHB pg135).

Personality Trait: 6 Ideal: 6
Bond: 1 Flaw: -

Immeral – Ancient Elf Druid –

Immeral as stated in the module is hard to get an accurate bearing on due to his age and exposure to magic's. Regardless of his alignment it is clear his only motivation is waking his old god. Anything or anyone who disturbs his task will suffer for it. (Acolyte Background PHB pg127)

Personality Trait: 3 Ideal: 1
Bond: 5 Flaw: 5

Plote – Angry Deceived Farmer –

Plote is a simple man with simple motivations, get rich or die trying. Unfortunately he is also a very unlucky man, the elf who sold him his new property overcharged him to almost twice the value. Plote has no real value to the party as his function essentially is that of a bad luck charm.

Encounter NPC's

Troll

Large Giant, Chaotic evil

CR: 5

1800xp

Charisma

Strength

18

+4

Dexterity

13

+1

Constitution

20

+5

Intelligence

7

-2

Wisdom

9

-1

7

-2

Armor Class:

AC 15

Hit Points:

84(8d10+40)

Speed:

30 ft.

Senses:

darkvision 60 ft., passive

Perception 12

Languages:

Giant

Skills:

Perception +2

Traits & Actions:

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage. **Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Immeral

Medium Humanoid, Chaotic Neutral

CR: 5

1800xp

Charisma

Strength

12

+1

Dexterity

18

+4

Constitution

15

+2

Intelligence

12

+1

Wisdom

18

+4

10

0

Traits & Actions:

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared: Shillelagh, Thunderwave, Faerie Fire, Grasping Vine, Conjure Animals (Saber-Toothed Tiger)

Armor Class:

AC 15

Hit Points:

130(10d10+80)

Speed:

30 ft.

Senses:

darkvision 60 ft., passive

Perception 14

Languages:

Druidic, Elvish and Common

Skills:

Medicine ++, Nature +3, Perception ++

Quarterstaff. Melee Weapon Attack: ++ to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, + (1d8) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with shillelagh damage.

Sabertooth Tiger

Large beast, unaligned

CR: 2

+50 XP

Charisma

Strength

18

+4

Dexterity

14

+2

Constitution

15

+3

Intelligence

3

-4

Wisdom

12

+1

8

-1

Armor Class:

AC 12

Hit Points:

52 (7d10 + 14)

Speed:

40 ft.

Senses:

Passive Perception 13

Languages:

Skills:

Keen Smell. Has adv on Wisdom (Perception) checks that use smell.

Traits & Actions:

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.



SANGUINE

TIDE

BY NICHOLAS MARTIGNAGO

PART 3A



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Guide to this adventure:

Character Studies provide a much deeper insight to a NPC, their beliefs, desires and sometimes special abilities or RPing options. This section should at least be read once before playing the module.

Regular text can be read to the party at the DM's Discretion if warranted

- *This text is NPC driven, the DM chooses how or if it is delivered.*

This text is for the DM's eyes only to provide additional information to aid in creating the stories.

*****Encounter experience is to be added depending on party size and difficulty of the encounter.**

Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

Credits in this adventure:

Art & Cover's: Bree Martignago

Editing, Proofing and Continuity Collaborators:

As always, WotC with the core rule books and various lore and story I use to help flesh out the realm of Faerun. Particularly the Neverwinter Campaign Setting (4e) has been of enormous assistance with this module.

Attention DM: These modules are created in a way as to act as a framework for the story. Not all NPC's and story diversions have been considered. In the spirit of trying not to railroad the party, please feel free to improvise or alter any component to suit the direction of the party. Some continuity issues may exist between the modules, as much as I have aimed to mitigate this, I can only edit or alter them as I find them. Some situations bought up in these modules are unrelated to the current story arc, these are to be devices in which to lay the ground work for future adventures and campaigns. Additionally due to the scope of this adventure arc, some situations will require some improvisation, these are mainly roleplaying situations, but on your prerogative may include combat also.

If you have any questions or comments please contact me at exsisto87@gmail.com

Background and Campaign Information

After the events of Faeblyth and Lilorn, the adventurers could have taken several different actions to arrive in Stonedren. If they have previously visited either Haftree, or Ballaton, at the DM's choosing, one or two gangs of mercenaries should attack the party while travelling between places as to keep with previously established stories. Especially if the party isn't being discrete about their previous exploits or they're reason for coming to Stonedren.

As keeping with the stereotypical vampiric lore, radiant damage dealt by the party via spells or the Driftglobe, should cause an additional 1d6 damage per turn or grant players an advantage on attack rolls at the DM's Discretion. This is essentially to ensure smaller or weaker parties can conquer stronger vampire enemies if they play smart.

The Road to Stonedren

As the players work their way from Lilorn into the reaches of the Sword Mountains the road continues to narrow. The path is wide enough for a cart and maybe a single person beside it. The tree line eventually begins to fade away and the path turns into a proper mountain road, with steep grey stone on one side and a sharp drop away on the other.

Every so often the path widens just enough for 2 carts to maybe squeeze past each other. As the party continues the cold wind becomes stronger as it howls through the various valleys.

As the party comes around a particularly sharp bend in the road an overturned cart can be seen a few hundred yards ahead. The ore from the cart has toppled from it and has mostly ended up down a large gully. (Roll for perception DC10)

Perceptive players may see some movement from behind the cart. The oxen that were drawing the cart lay dead and stacked on top of each other. Perception rolls above DC15 may notice some additional pebbles tumbling from the mountain side as they approach the cart. As the party get within 50 feet of the upturned cart 2 bugbears leap over the upturned vehicle and begin stomping towards the party. Then suddenly another 20ft behind the party a loud crash can be heard as the ground slightly shakes. A rather large ogre has leapt from a concealed ledge onto the track. The party is now surrounded.

The party has the opportunity here to get very creative with the setting, bug bears or the ogre may be pushed straight off the path (or vice versa DM's) to almost certain death. Crafty magic users may be able to create a landslide for bludgeoning damage or perhaps use the steep mountain wall to the side to their advantage.

This encounter should yield 1200xp divided evenly throughout the party. If any bodies are left on the road, a short letter can be found featuring the Symbol of the Sanguine Tide. The letter has accurate descriptions of all the party members and a simple command. Kill. Along with the letter is a small diamond worth around 75gp's.

Under the oxen that lay in front of the capsized cart are 2 heavily armed dwarves, both bloodied and beat. They seemed to have passed recently. They don't appear to have been driving the cart. After searching the bodies orders can be found written in dwarvish. *Signed by an Ivork Ironarm the missive reads: Track a wagon down along the road to Lilorn. Capture the driver and question where he is getting the ore. We need to know how they are getting out if they are coming from our mine.* It is unclear exactly how these events all took place, with all the tracks from the recent fight and any from before with the dwarves it's impossible to tell who and what happened. Either way it seems reasonable to believe that the bugbears waiting on the party also happened along the dwarves and the cart incident.

The remaining half a day journey to the gates of Stonedren continued at a safe and steady pace. As night begins to fall the adventures find themselves outside a massive set of doors chiselled right into the mountain face. Two guards are posted on either side of the door. On approach they move forward to intercept the party. *"State your business here travellers" one guard gruffly barks.*

The party should have at least a single letter of commendation from various sources, failing that the party could provide the missive found on the slain dwarves on the road up. Failing that even PC's can always persuade, deceive or intimidate.

Depending on the answer given the guards will either allow the party in with directions to an Inn and Ivork Ironarm or simply allow them through and tell them that they will be keeping a close eye on their movements.

Stonedren

Once inside the massive stone doors a large sprawling cavern opens out in front of them. A number of streets lead deeper into the mountain but at varying angles. Small traders stalls and a few warehouses appear nearest the party. There are 5 possible roads to choose from, the first leads straight forward towards a large civic seeming building. The second and third seem to start angled then follow the first in a parallel fashion. The fourth and fifth seem to veer in opposing directions leading perpendicular to the second and third. Anyone that can read dwarvish will see sign posts leading to any major land marks within the city.

The Glinting Gem

The Glinting Gem is the only inn within Stonedren, although there are a few Alehouses, which mostly only locals are permitted within them. The Inn however will accept travellers and traders. The common room is bustling with folk it's much busier than the party would have

expected. Mostly dwarves types lounge around drinking ale and talking of an upcoming attack. *They seem to have come from a variety of different clans as anyone listening closely will pick up a number of differing dialects and accents.* Behind the shorter than usual bar is a cheerful looking young dwarf by the name of Orlum Kinhammer. *Orlum is delighted with the extra business and happily greets the party. If questioned about the number of patrons about, Orlum states that many kinsfolk have come from neighbouring clans to aid in repelling the goblin menace lurking within the Stonedren Mines. If asked about Ivork Ironarm Orlum gives directions to the town hall in which Ivork administers and lives. Orlum is busy with a bustling inn, after taking any orders for food drink or accommodation he politely excuses himself to return to his other patrons.*

Town Hall

As the party approaches town hall three guards approach, (depending on which information was given to the entry guards). Ivork has sent us to find you adventurers. He hears you may bring word from Ballaton and Lord Humden. If the party agree the dwarves turn and usher the party to follow. They enter through the main doorway into an elaborately decorated foyer. It is currently unoccupied as you all progress through into a narrow corridor that leads to a set of fine obsidian doors. The guards push open the black doors and usher the party though into a brightly lit office. Standing hunched over a table and muttering to himself stands Ivork Ironarm. The dwarf seems taller than

most of his kin as well as broader across the shoulders. His dark hair has flecks of grey protruding from almost every inch. His beard is long and in a single braid hanging from beneath his chin. He looks up as the doors close with a crack, almost surprised to see the room with differing people than when he previously looked.

- *Greetings brothers (and sisters) he exclaims warmly, you have arrived just in time. Tomorrow we attack the mines to reclaim what we have lost to those filthy goblin bastards. Please tell me that Humden sent is finest troops, you seem a little ragtag if you don't mind me saying so.*
- *The players can also now speak to Ivork about the discovery of the upturned cart and the bodies of the two dwarves found beside it. Ivork explains that even though they have lost control of the mines that somehow Lilorn is still getting shipments of ore. On top of that they have been receiving more ore than what Ivork has been sending. Ivork had sent two of his best men along the road to try to find out if any extra wagons could be found and where they are coming from. He is very disappointed to hear that they have perished.*
- *Ivork explains that recently there had been goblin attacks coming from the older sections of the mine. After sending a small party to scout the area out it was discovered that goblins were also mining the older areas where it had become dangerous to*

continue. This behaviour is extremely strange for goblins and Ivork believes there must be something leading this discovery.

- *If the players explain who they are and their business Ivork pauses momentarily and then begins to explain his concerns about this situation.*
- *Ivork shows them the battle plan for tomorrow morning, which involves attacking the goblin barricades and pushing along the tunnel in an attempt to drive the invaders back to their homes.*
- *It turns out that these goblins are operating in a highly efficient manner as if they are being led by intelligent commanders. Additionally they aren't just a random faction typically dealt with in these mines. Ivork explains that enemies seen include orges, hobgoblins, bugbears, goblins and a strange humanoid that appeared in black robes close to the barricade a few nights ago. This might also help explain how Lilorn has been receiving extra shipments of ore from the mines.*
- *Ivork intends that if the party is up for it, that the dwarves will push the line, destroy the barricades and create as much of a diversion as possible to allow the party to sneak into the mines to try to determine what is going on. Ivork states that the goblin menace has been an on/off problem for the past 10 months disrupting the output of the mine but in the last 4 weeks the goblins have begun to actually take over*

the mine in its entirety and the dwarves have been struggling to get back in.

- *Ivork states that the risks for such a mission are immense and that he will offer 1000gp's as reward if the party can identify who is behind this, how the ore is being mined and taken to lilorn and also if and where a new entrance must be, to allow the invasion army to resupply and bring in replacements. He provides the party with a map of the mines current tunnels and layout.*
- *Ivork also states that any additional information will be rewarded with gold and jewels and that he will pay for each goblinoid killed within the mine.*

With that Ivork begs the party rest up for tomorrow for the initial attack will begin early the next morning, he states that he will send a runner to fetch the party once the dwarves are prepared for the attack.

Slurry's Supplies

This small supply shop is the only shop open on the eve or morning of the attack. Inside the cramped store is a giddy female dwarf by the name of Slurry Rockbreaker. The store mostly contains mining supplies, ropes lanterns etc. There are a limited number of rations (10) and typical adventuring gear, but if you notify Slurry as to your part in the attack, she brings out 3 unique dwarven artefacts. The first is a breast plate ancient by design and marked with numerous runes and symbols, Slurry offers it to the party for a 40% discount. Secondly is a strange iron helm of dwarvish design. This headpiece flares with magical energy, Slurry explains that it provides a small bonus to any athletic action taken and it also guides the bearer when desired to the nearest store that sells beer. It can be bought for 300gp's. Lastly Slurry pulls out from under the bench a small ring, as with the headpiece a very, very faint magical aura protrudes from the ring. Slurry says that the magic behind this ring is that the user will always know the location of the ring itself. It can be bought for 25gp's.

The Assault on Stonedren Mine

The next morning a clerk shows up at the inn to collect the party. He seems excited and eager to set off. The party grabs bread and cheese heads out of the warm inn and into the cold dark expanse of the mountainous cavern. Following the clerk they head back the same way towards town hall then turn and head east along a wide road which eventually ends in a large square with a foreboding looking mine entrance. Approximately 100 dwarven warriors stand milling about the square adjusting armour and swinging weapons in anticipation. Ivork Strides to the center of the square, turning to face the rallied soldiers he speaks in a low yet clear voice which carries to all standing around.

He explains that the plan has been altered slightly. The dwarves are to rush the main entrance to the old mine primarily in an attempt to clear a path for the party to get into the old area and begin scouting around. The rest of the orders remain the same.

There is a few grumbles throughout the crowd mainly disappointed in the fact that the plan just got one step harder. Ivork silences the crowd with a stern snarl and asks if the warriors are ready to spill some goblin blood. The party roars with excitement as Ivork turns and gives the command to charge. The Dwarves flood forward toward the entrance of the mine with most heading toward the left. As the party moves forward Ivork intercepts them. *Good luck he says, bring me whatever information you can. When you get into the tunnels*

just ahead of the barricade to your left there is a large open cavern we used to use for storage, perhaps you can sneak in there as an area to get prepared for your mission.

The party moves into the melee as the dwarves quickly batter through the goblin barricade and begin to tear into the defending hob goblins and bug bears pushing through into the main tunnel into the old part of the mine.

This part of the encounter could be rather hard to explain or work around as long as time consuming. Of course should the party want to get involved maybe explaining that the bulk of the fighting is nearing an end or that the leading dwarf tells them to get into the mine while they hold of the goblins could work.

The party should be moving forward through the tunnel towards Section 2. The tunnel darkens rapidly as the party continues. The tunnel width is around 12ft with a height of around 15ft. The stench of squalor and unwashed fur lingers as it becomes clear that the goblinoids have been within this section for a long time. Up ahead you hear angry roars and the stomp of 4 or 5 large creatures heading this way.

Accompanying the heavy footfalls come a number of screeching and cackling laughs. *(Perception rolls of DC10 will be able to determine at least 4 ogres and 10 to 15 goblins heading up the tunnel.)* *Players can duck left into section 2 if they wish to avoid the fight, or they can attempt to fight the force heading towards the dwarven attack.*

Defeating the force will reward 2200 xp and 130sp's.



To Stonedren

2.

1.

Barricades

New mine section

9.

7.

5.

Old mine section

3.

4.

8.

10.

6.

The Stonedren Mines

Roaming Patrols

Throughout the mine as the party moves about are a number (at least 4 in total) of patrolling bands throughout the mine tunnels. They should have at least 1 hobgoblin and 4 or more bugbears depending on the party's strength and exhaustion. Experience for these patrols should be calculated using the values on the NPC cards at the end of this module. Loot can be anywhere from

random weapons to small bags of silver pieces.

Vampire Overseers

The vampire overseers found in Sections 3, 4, 7, 8 & 10 all can be interrogated to provide the party with some knowledge of events and happenings leading up to and concurrently within the mine system. Depending on how successful the party is with their chosen tactics, the vampires may state some of the following information.

- *The vampires were recruited into the order after their master vampire (Thalmoro) was recruited by his master, a newer vampire that recently came to great power.*
- *They have been under the employ of the Sanguine Order for around 10 months now. Mostly their tasks up till this point have included, scouting towns susceptible to infiltration. Identifying towns with rich export potential. Identifying people in positions of*

power that can be easily controlled or corrupted.

- *The vampires have been feeding for the past few months on travellers within the city of Neverwinter and disposing the bodies in local sewers.*
- *They receive all their orders directly from Thalmoro, they all have letters outlining their current missions.*
- *The slaves here have been taken from a range of places over the past two weeks.*

Slave Miner's

The slaves within the mine are tired and dishevelled. They long to return to their homes and jobs. Releasing them and not accompanying them back to the dwarves will see them become lost or running into enemy patrols. You can assume that 1/3 of all captives released and unaccompanied back to the dwarves will become lost or killed in the tunnels.

Section 1

The main path leading into the tunnels splits here leading mainly to either the old section of the mine or to the new section. Two large timber barricades have been erected by the bug bears in an attempt to stop any small force of dwarves from easily entering the mines. Light here from the town of Stonedren only just penetrates through the tunnel opening.

Section 2

This area used to house the main supplies for the dwarves while they mined this half of the complex. It's a long narrow cavern that extends for quite a

distance running parallel to the main mine shaft. This area to the Stonedren end now mostly features a few broken crates some piles of fill and some discarded tools. Voices can be heard coming from the other end.

As the party nears the opposite end of the cavern a long cooking fire can be seen with a number of spits hanging over it. The spits hold various animals and fish found commonly in the mountains. Several large pots boil over the fires also. There are a few goblins (5) scurrying around and a Hobgoblin lording over them. The Hobgoblin can be identified as Gum the cook if anyone speaks Goblinish. Gum can be captured and interrogated to disclose rough numbers of creatures within the mines.

- *He states that there are around 100 human and dwarf slaves.*
- *There are 6 “dark men” that are running the “job”*
- *Each dark man has 2 friends.*
- *There are many patrolling bug bears and hobgoblins.*
- *He finally states that he hopes you all get squashed by ogres.*

Defeating this group gives 500xp and 10gp's.

Section 3

This winding cavern is full of noise as the party approaches, 3 voices can be heard shouting orders. This cavern is roughly 40ft and with a roof stretching 20ft up into the mountain. Within the section of the cavern that leads north around 20 human and dwarf miner's strike at the walls, mining their way through the mountain. They are shackled around the ankles. Behind them stand three ominous

figures, cloaked in dark robes. There is very little light here for the miners to work under and the figures commanding them are almost completely invisible from where the party stands. The 3 figures are 2 lesser vampires and 1 full vampire.

Experience for defeating the vampires is 1500xp. Coins totalling 50gps and 76sp's can also be found on the bodies. If the vampires are defeated the humans and dwarves halt their work peering towards you in the darkness. A key can be found on the body of the vampire as well as a Sanguine Tide signet ring and a note outlining the operations of the mine and orders on getting workers, controlling the dwarves, paying the Goblinoids and exporting the ore directly to the Lilorn Exchange. Curiously the letter is signed by a Thalmoro. The slaves can be unshackled and led back to the dwarves if the players choose. Accompanying them around could prove difficult and dangerous. *The slaves describe that they are from surrounding villages and farms, they are unaware of how long they have been detained yet some admit that they have had around 40+ rests since being taken.*

To the east of the cavern through another tunnel further voices and the like can be heard.

Section 4

Within this smaller cavern another gang of humans and dwarves dig at the wall under similar conditions to the first. There are another three supervisors as before however this time it's one vampire and two hobgoblins watch over the slaves. As before if the vampire is killed he will possess a key for the prisoner's

locks. This vampire also has a similar note as found in area 3. Experience Gained for killing this group is 1250xp and treasure includes a great sword, 40gps and 124sp's.

Section 5

This area features a large opening leading to 5 separate tunnels as well as a crudely cut opening to the outside world. Four Hobgoblin guards stand guard at the opening (they must be engaged to move through or past this area). The large opening here holds a number of crates of supplies such as pick axes, shovels, a few mine carts and various food.

Piles of iron ore also sit here as if ready to be taken away. Defeating the hobgoblins yields 500xp divided equally amongst the party as well as 23gp's

Section 6

Within this massive cavern water runs over a steep ledge falling into a deep clear pool before running into a mountain wall. Some supply crates and mining equipment lay strewn about. On the edge of the river edge is a peculiar sight. An ancient looking vampire sits on an arm chair conversing with a large hobgoblin. Two ogres stand sentry 60 feet in front of the supposed meeting monitoring the tunnel coming in. Attacking the Ogres will alert the Vampire and Hobgoblin. Players will have to become very creative as this encounter should prove very difficult. If either the Hobgoblin or the Vampire are left alive for questioning they know the following information:

- *The Hobgoblin, Lorogi, is the leader of the Red Death goblin tribe. He and his tribe has been hired to hold the mines so the vampires can mine its resources. A task he is very happy to carry out as he is sworn enemies with the dwarves of Stonedren.*

The Vampire alone however can tell you the following additional information.

- *The Vampires name is Thalmoro and he was tasked by the leader of the order to take the mines and supply ore to the Lilorn exchange. All the ore processed in Lilorn is then shipped directly to Neverwinter. He receives his money from Lilorn for operation costs.*
- *He claims the leader of the order is has only come to power within the last year upon slaying the original grandmaster and therefore took his position and associated rights. Thalmoro states that previous to the new master, the Order essentially just existed in the shadows with no real agenda or motives apart from self-survival.*
- *The Vampire is unable to disclose where the Grandmaster lives or is available, only that he meets a contact in the Whistling Robin, a pub in north east Neverwinter. The contact also wears a signet ring as found on the other vampires.*
- *Thalmoro also believes that the grandmaster isn't acting alone and that other elements seem to aid in their goals. He believes that this ramp up in activity must be going*

towards funding something big as they have turned over tens of thousands of gold in the past 2 months.

- *Thalmoro states that only two other vampires of his superiority exist within the Order severing the Grandmaster, and that he had only spoken to his master once. He doesn't however know the man's looks as the meeting took place via magical earrings that allowed the user to hear the voice of the other (think sending stones DMG pg 199).*

Upon defeating the Vampire and Hobgoblin, players gain 2750xp shared equally throughout the group and find a set of Dimensional Shackles, a Ring of Shooting Stars and 4 Potions of Healing. A large coin pouch is also found beside the chair containing 750gp's and 430sp's.

Section 7

Section 7 seems to be a new excavation judging by the small size of the opening the slaves toil away in. As with the other sections, overseers watch over the working mix of humans and dwarves. This time stand 3 bugbears 1 lesser vampire and a vampire. The bugbears stand watching from the entrance to the cavern as the other 2 appear further into the cavern as slaves work in a semi-circle around them.

Killing these creature's grants 1250xp divided equally between the party. Treasure found on the bodies of the vampires and bugbears include a chainmail chest piece, 4 javelins and 37gp's, 109sp's and 10cp's.

Section 8

The cavern here is well excavated and travels parallel to the tunnel. The human slaves in this section have been separated into 2 groups of 10 working either side of the cavern. A lesser vampire and 2 bugbears monitor each side with a vampire overseer pacing between the 2 groups. This cavern is around 40ft wide and 120ft long with a high ceiling around 20ft.

After defeating these creatures 1750xp should be divided equally amongst the party. A gold ring set with bloodstones (250gp) is found on the vampire along with Sanguine Tide signet ring and note from Thalmoro. 65gp's and 15sp's is also found on the bodies.

Section 9

After trekking along the long dark and narrow tunnel it finally opens into a cavern some 60ft wide and 40ft deep. Set up here is a wall of stone with a camp fire roaring behind it. Voices can be heard coming over the wall speaking in Dwarvish. As it happens these dwarves were ambushed a few days ago working here and have fought their way into this position to await rescue from their kin. They are very surprised to see you here and ask as to what has happened with the rest of the miners and the goblin invaders. They are bedraggled and hungry having survived here for a few days with a days rations and very little in the way of weapons. Their fire is stoked with the handles of tools and crates and barrels.

These dwarves do not need to be accompanied back, they know the mines well and have a few makeshift weapons in

which to defend themselves with if needed.

Section 10

This open area seems to just be an extension of the tunnel, more slave's toil away mining the walls as this time an ogre and vampire stand watch.

Defeating these creatures grants 1250xp and a small pouch containing 15gp's.

The Return to Stonedren

If players decide to lead each group of captives back they find that the dwarves currently hold the two forking tunnels in firm control. They haven't moved further into the mine fearing that between loses already suffered and a strong retaliatory attack from the goblinoids may prove too costly. As the humans and dwarves rush toward the entrance you hear many greetings and cheers of joy as some of the dwarves must have originally come from Stonedren. The guarding dwarves encourage the party to get back into the mine to find others that are also missing.

Once the prisoners have all been freed and Thalmoro defeated, returning to the mine entrance a commanding officer approaches the party. The gruff dwarf is eager to continue into the mine and wants to know how many remaining goblins are left. Once he hears of the situation he shouts to around thirty armoured dwarves nearby and they begin marching into the old section of the mine.

Once Thalmoro has been defeated or questioned in section 6 players should

have the information that Ivork desires (or the players can bring the vampire to Ivork for questioning. Either way can be explained at the DM's discretion.) Ivork is found pacing outside the entrance as the party finally exits the mine complex. He rushes to meet the party and greets you all warmly. He proclaims that you must all be exhausted and should you want to rest the night, a debriefing can be scheduled for the next day. The party can choose to continue here if they desire. Eitherway the party will find Ivork back at the town hall in his office. As the party enters the office Ivork smiles widely, welcome back he greets the adventurers. (He will have either gained the knowledge the party doesn't know from Thalmoro or they party can now disclose what they found out).

Once all information is exchanged between the parties Ivork discloses the following information.

- *Ivork explains that his mine typically with 40 dwarven miners turns over 15,000gp's per month in ore and gemstones. He states that based on this information it is possible that the Sanguine order could have pocketed over 50,000gp's if they have been mining with the goblins and also with the massive slave force of over 100 dwarven and human workers for any period of weeks.*
- *Ivork also states that he had sent two rogue scouts to find and track any payments from the Lilorn Exchange. Payments mostly went to the Grathed's (owner of the exchange), however every week a large payment left the Lilorn*

exchange and went via courier towards neverwinter. That was the last slice of information delivered by the rogues which arrived around a tenday ago.

- *Ivork is extremely grateful for all the help in the mines. He reveals that around 40 of the dwarves rescued are from Stonedren and nearby family clans. The human captives were made up of various traders and travellers that had been taken around the mountain.*
- *Ivork states that after surveying the number of goblin bodies that the Red Death tribe must be all but destroyed.*
- *Ivork asks the players if they haven't done so already to travel to Ballaton to assist an old friend Humden Stonegrip.*

After going through all the information available to both parties Ivork turns and opens a safe hidden in the wall behind his desk. He pulls from it a hefty sack of gold coins (1500gp's), a separate sack of silver coins (650sp's) and a smaller bag of rare gems (700gp's). He sets them all on the table and then returns to the safe drawing out a settle of soft leather boots and a strange metallic rod. He places them neatly on the table.

I present you the treasures of Stonedren, for helping me and my people please accept these gifts of gold, silver, jewels and the finest of dwarvish craftsmanship. These boots are the vigilant boots of the sentinel (+2 to passive perception and they faintly glow when a choosen race is within 100ft of their location.) and this my friends is an immovable rod. It may seem somewhat mundane, however if you

use your creativity, it can get you out of almost any situation.

You and your kin are always welcome in this mountain. Commendations of your actions will reach far and wide should you ask. I will aid you in any way possible in your attempts to track down and destroy the Sanguine Tide. Thank you all again.

Conclusions

Players can now travel to Ballaton or Haftree had they not already done so, for additional clues.

Players must now decide on the best course of actions. Information on the order remains thin, however it is clear that Neverwinter seems to be a base of operations. Perhaps visiting the city to set up a network of spies or charlatans may yield some useful information. Furthermore asking the guard captain Luthar Starag about strange happenings or rumour's, or investigating the Inn previously mentioned (Whistling Robin) may also help provide a trace of these strange contacts.

Players can also ask Ivork on behalf of Hilfa Luthrom to reinstate the original trade agreements for Luthrom's Supplies. After clearing the mine Ivrok happily agrees stating he will reinstate the contract with a 10% decreased fee as he will no longer ever deal with the Lilorn Exchange again.

Stonedren Character Study

Ivork Ironarm - Town Leader -

Ivork is an honourable dwarf who values order and law above all else. He cares for his town and clan and is deeply concerned about recent events. Forever grateful to those who lend assistance Ivork is a wonderful ally and a dreadful enemy. Ivork is a prominent member of the regions upper class and has some powerful contacts including the current ruler of Neverwinter City.

(Soldier Background PHB 140)

Personality Trait: 4 Ideal: 6
 Bond: 4 Flaw: 5

Thalmero - Vampire Lord -

Thalmero was once an acolyte of a good aligned god (DM's Choice). His turning has been a huge moral issue as his soul fights with the vampirism. As a vampire he is essential a slave to the thirst for blood and the vampiric curse that holds his body. His old consciousness lays trapped in his undead mind, a gift from his god as he died. Thalmero will welcome a death from a well aligned or holy player. His uncorrupted soul could

be imbued into a holy symbol or weapon should he and a holy player be welcoming. Imbuing the item will either provide protection from necrotic damage, or in the case of a weapon deal damage of the chosen god's nature (radiant damage for Lathander etc).

(Acolyte Background PHB 127)

Personality Trait: 2 Ideal: 1
 Bond: 3 Flaw: 6

Lorogi - Hobgoblin Chieftain -

Lorogi has hated the dwarves of Stonedren for as long as he can remember. Rising rapidly through the ranks of his clan through ferocity and tenacity Lorogi gained control of the Red Death many years younger than anyone else in memory. Lorogi had united local bugbears, goblins and ogres in an attempt to overthrow the dwarves from the mountain however once meeting the vampire and hearing its plan, Lorogi is looking forward to bleeding the dwarves of their livelihood before laying in the death blow of a full on assault on the city.

Encounter NPC's & Items

Bugbear

Medium humanoid (Goblinoid), Chaotic Evil

CR: 1

200 XP

Charisma

Strength

15
+2

Dexterity

14
+2

Constitution

13
+1

Intelligence

8
-1

Wisdom

11
0

9
-1

Armor Class:

AC 16

Traits & Actions:

Hit Points:

27 (5d8 + 5)

Brute: A Melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack)

Speed:

30ft

Surprise Attack: If the bugbear surprises a creature and hits with its attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack

Senses:

Darkvision 60ft, Passive

Perception 10

Morning star. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Languages:

Common, Goblin

Skills:

Stealth +6 Survival +2

Javelin. Melee or Ranged attack: +4 to hit, reach 5 ft or 30/120 ranged., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6+2) piercing damage at range.

Ogre

Large Giant, Chaotic evil

CR: 2

450xp

Charisma

Strength

19
+4

Dexterity

8
-1

Constitution

16
+3

Intelligence

5
-3

Wisdom

7
-2

7
-2

Armor Class:

AC 11

Traits & Actions:

Hit Points:

59 (7d10 + 21)

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) Bludgeoning damage.

Speed:

30ft.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft or 30/120ft. Ranged., one target. Hit: 11 (2d6 + 4) piercing damage.

Senses:

darkvision 60ft., passive

Perception 8

Languages:

Common, Giant

Skills:

Hobgoblin

Medium humanoid (Goblinoid), Lawful Evil

CR: 1/2

100 XP

Charisma

Strength

13
+1

Dexterity

12
+1

Constitution

12
+1

Intelligence

10
0

Wisdom

10
0

9
-1

Armor Class:

AC 18

Hit Points:

11 (2d8 + 2)

Speed:

30ft

Senses:

Darkvision 60ft. Passive
Perception 10

Languages:

Common, Goblin

Skills:

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Longbow. Ranged attack: +3 to hit, 150/600 ranged., one target. Hit: 5 (1d8 + 1) Slashing damage.

Traits & Actions:

Martial Advantage: Once per turn, the hobgoblin can deal an extra 2d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Goblin

Small humanoid (Goblinoid), Neutral Evil

CR: 1/4

50 XP

Charisma

Strength

8
-1

Dexterity

14
+2

Constitution

10
0

Intelligence

10
0

Wisdom

8
-1

8
-1

Armor Class:

AC 15

Hit Points:

7 (2d6)

Speed:

30ft

Senses:

Darkvision 60ft. Passive
Perception 9

Languages:

Common, Goblin

Skills:

+6 Stealth

Traits & Actions:

Nimble Escape. The goblin can take the disengage or hide action as a bonus action as a bonus action on each of its turns.

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

Longbow. Ranged attack: +4 to hit, 80/130 ranged., one target. Hit: 5 (1d6 + 2) Slashing damage.

Lorogi - Hobgoblin Boss

Medium humanoid (Goblinoid), Lawful Evil

CR: 3

700 XP

Charisma

Strength

16

+2

Dexterity

14

+2

Constitution

14

+2

Intelligence

12

+1

Wisdom

10

0

13

+1

Armor Class:

AC 17

Hit Points:

45 (6d8 + 12)

Speed:

30ft

Senses:

Darkvision 60ft, Passive

Perception 10

Languages:

Common, Goblin

Skills:

Traits & Actions:

Martial Advantage: Once per turn, the hobgoblin can deal an extra 3d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Multi-attack: The hobgoblin makes two greatsword attacks

Great Sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Longbow. Ranged attack: +4 to hit, 150/600 ranged., one target. Hit: 6 (1d8 + 2) Slashing damage.

Vampire Lord

Medium Undead (Human), Lawful Evil

CR: 2

450 XP

Charisma

Strength

18

+4

Dexterity

18

+4

Constitution

18

+4

Intelligence

17

+3

Wisdom

15

+2

18

+4

Armor Class:

AC 16

Hit Points:

190 (17d8 + 68)

Speed:

30ft

Senses:

Passive Perception 17, Darkvision

120 ft

Languages:

Common

Skills:

Perception +7, Stealth +9

Traits & Actions:

Cast Spell Darkness (Concentration, up to 10 mins, 60') Magical darkness spreads from a point you choose to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. Dark vision and nonmagic light does nothing in it.

Legendary Resistance. If the vampire fails a saving throw, it can succeed instead. **Regeneration.** The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water or the subject of taking radiant damage.

Cast Spell Vampiric Touch (Concentration, up to 1 min): The touch of your hand can siphon force from others to heal you. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated,

Vampire Courier (lesser)

Medium (Undead (Human), Lawful Evil)

CR: 1

200 XP

Charisma

Strength
15
+2

Dexterity
15
+2

Constitution
15
+2

Intelligence
14
+2

Wisdom
12
+1

Charisma
15
+2

Armor Class:

AC 16

Hit Points:

+5(10d6 + 15)

Speed:

30ft

Senses:

Passive Perception 13, Darkvision

120 ft

Languages:

Common

Skills:

Perception +4, Stealth +5

Traits & Actions:

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

Legendary Resistance. If the vampire fails a saving throw, it can choose to succeed instead. Regeneration. If the vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water or the subject of taking radiant damage.

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike - Attack: +9 to hit, reach 5 ft. Hit: 8 (1d8 + 4) bludgeoning damage.

Bite. Instead of dealing damage, the vampire can grapple the target (escape DC 18). Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated,

Vampire

Medium (Undead (Human), Lawful Evil)

CR: 2

450 XP

Charisma

Strength
18
+4

Dexterity
18
+4

Constitution
18
+4

Intelligence
17
+3

Wisdom
15
+2

Charisma
18
+4

Armor Class:

AC 16

Hit Points:

14+(17d8 + 68)

Speed:

30ft

Senses:

Passive Perception 17, Darkvision

120 ft

Languages:

Common

Skills:

Perception +7, Stealth +9

Traits & Actions:

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

Legendary Resistance. If the vampire fails a saving throw, it can choose to succeed instead. Regeneration. If the vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water or the subject of taking radiant damage.

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

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SANGUINE TIDE

PART 3B



By Nicholas Martignago

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Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

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Editing, Proofing and Continuity Collaborators:

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If you have any questions or comments please contact me at exsisto87@gmail.com

Background and Campaign Information



After the events of Faebyth, the adventurers could have taken several different actions to arrive in Haftree. If they have previously visited either Lilorn, Ballaton, Neverglen or Stonedren, at the DM's choosing, one or two gangs of mercenaries should attack the party as to keep with previously established stories. Especially if the party isn't being discrete about their previous exploits.

Deep within the Neverwinter Woods exists a small village of unassuming elves and forest gnomes. Very enigmatic and wary by nature, these two races have begun to trust and work with each other over the past few hundred years. Their village rarely sees strangers or outsiders apart from the occasional visit of a few members of Clan Fortunus. As previously determined from events in Ballaton the party has adventured through 35 miles of dense forest to arrive in the village to

lend assistance to Clan Fortunus in removing the threat of a young green dragon that has recently arrived in the area.

The journey from Ballaton to Neverglen follows a narrow forest track through damp leaf littered earth, snaking between large cedar, ash and oak's trees. As the party stops to camp for the night (the highest passive perception) a player notices a lumbering figure heading their way. The creature is roughly 10 feet tall and babbling to itself about "keeping you safe" and "new best friend". As he approaches the camp he sniffs the air and looks up. Seeing you staring back at him he shrieks, yelling "I won't let the bad men take you". He places down gently what seems to be a large smooth rock and charges at you, being about 50 ft away.

The ogre can be negotiated with to convince him that you aren't a threat or

he can be fought. If the ogre is convinced that you aren't a threat he heads back, picks up the strange object and continues on his way. If asked what the object is he declares that it's his new friend. (A survival check determines it's actually an egg (DC10) and with a good check, (DC15) it's an owlbear egg). Players can convince the ogre that this "friend may not be as good as a "something else" friend and can swap the ogre for the egg (persuasion DC 10). This egg will eventually hatch (2d8 days later if cared for appropriately) the new born owlbear will imprint itself on the first creature it sees (DM to determine suitable feeding and training system if so desired).

Tracking a Fortune

As the players enter Neverglen they notice a strange and unorthodox living situation. Between the roots of massive trees the forest gnomes have built dwellings to live and work from while overhead near the canopy of the forest the Elves have crafted an intricate network of houses, bridges and elevators for themselves. A few Elevators drop right to the forest floor where it appears the elves and gnomes trade various fungi's, wooden items, plants and roots for berries, silks, potions and water. The village has no usual Inn or vendor as per other typical villages of the area.

Upon speaking to a curious gnome on the outskirts of town he suggests bluntly that the party should camp outside the village and await a clan member to arrive to trade. If the party asks where Clan Fortunus can be found the gnome says

no-body really knows, they just kind of float around the forest to suit their needs.

Any party member that is a forest gnome or elf may enter the town without any major issue to talk to the locals. They may receive information stating that the dragon has not attacked the town directly yet, however the locals know some lore about dragons and assume they should provide a suitable offering. Knowing the dragon prefers gold, gems and items of rarity the village has little to offer and fears the inevitable wrath of the dragon.

Players can attempt to trade with either the gnomes or elves for food or basic supplies, however neither are interesting in coins or material items for payment. Players must offer items of the natural world or entertainment to be successful in trade.

As the party sets up camp for the night on the outskirts of Neverglen very small dancing lights begin to illuminate the village, both up in the trees and down among the roots. The lights drift about as the choir of songbirds slowly fades as the sun's light finally fades. The insects begin to pick up where the birds left off.

Player (insert name of a player that's either elvish/has the highest survival or nature modifier) awakes with a start at some point throughout the night. Looking around all is silent and whoever was on watch has drifted off to sleep sitting up. As the player rises to shake the sleeping sentry a glowing light appears from 100 ft away. The glow intensifies to a single point then explodes in a silent shower of light expanding in a 10 ft sphere. As the light fades a giant snow white stag with

glowing golden antlers stands staring directly at the player. The stag motions its head encouraging the player to follow.

If the player follows the stag it leads them a short distance to the edge of a cliff and leaps off into the night. Players that leap after the stag are shown a vision of a green dragon egg being stolen by a deft elvish ranger. Through the vision you can see the ranger has taken the egg to turn the dragon into an instrument of his own devices. Flashing forward you see the ranger hatching the dragon and raising it. The ranger is vile and abusive to the dragon if it does not pay attention. The dragon is kept muzzled and starved. Eventually after a number of years the dragon escapes the rangers bonds and fly's away swiftly. The dragon clearly harbours a deep hate of elves after its short yet formative beginning years. The visions impart a strong sense of the place the dragon was kept, including the landscape, smells, landmarks and sights although the player does not recognise the area.

As the visions begin to fade the player finds themselves still falling after leaping from the ledge after the stag.

The player then hits the ground with an earthshattering thump. Causing the player to wake with a tremendous start.

The white stag is a messenger of the Elvish pantheon particularly of the Elvish god of longevity, Seldarine.

As the dawn approaches so does a mysterious figure cloaked in green, with her armor coated in leaves and feathers from an exotic bird. Her helm is topped with a short rack of antlers which shine

with the early morning dew. Upon her shield is emblazoned The unicorn head of Mielikki and from her belt hangs a hefty mace. She stops some 30ft from the camp.

Hello adventures, do you come to assist with the dragon? She identifies herself as Kirillia a half elf paladin and emissary of Clan Fortunus. She may tell the party that the Clan has had a druid following them and ensuring that they are of a suitable character and calibre to handle such a task.

Well, you'd best pack your gear swiftly, the dragon resides almost half a day's march from here.

As silently as she arrived she turns and begins to walk back towards where she originated. The party struggles to keep up through the forest, Kirillia moves as if the forest guides her every step and aids her pace. After a four hour marathon through the ancient forest Kirillia slows and beckons the party remain quiet. The forest has opened slightly ahead and with the extra light, many brambles have grown along the edge of a small clearing. The stench of acidy rot hangs heavy on the air and the singing birds seem rather scarce here. Kirillia turns to the party and whispers. *The dragon has taken residence within the clearing there, he is currently sleeping as he has been out all morning feeding. Remember as you approach the dragon that he will be very aggressive towards any elf or half elf and that he is an immediate threat to most of the people living within these woods. Persuading him to leave would be the greatest advantage to all parties. If asked if Kirillia will be joining the battle: My brothers and I will strike if necessarily*

and the time is right. Unfortunately most clan members are miles away seeing to a situation involving a number of forest trolls.

The dragon has fed almost to a point of stupor, and is sleeping in the sun. As the party approaches the dragon wakes and in a fit of rage at being disturbed attacks instantly with his breath.

At any point in the battle the party looks likes seriously loosing or once the dragon has around 35% health left, a lay on hands from Kirillia heals the most critical party member as a spiritual weapon slams into the dragon. A huge bear tears out of the undergrowth and leaps at the dragon. Three members of clan Fortunus leap in to help the party.

As the dragon reaches his last 15% health he tries to deceive the party. Any wisdom saving throw of DC10 shows the dragon to be lying in the attempt to flee and recuperate.

If the dragon is slain the party find a weapon of warding (DM's discretion as to which weapon) near the rear of the slain dragon. The druid and cleric from the Clan Fortunus have already melded back into the forest by the time Kirillia thanks you all for your assistance. *Well fought adventures, the Fortunus thanks you for coming to our aid. Please take these items as our thanks.*

She hands the players two items, the first is a pair of Boots of Elvenkind and the second item is (number of people in the party) X small claw shaped seeds of some variety. Kirillia states that these claws can be used once each to either cast

Speak with Beasts or to cast Speak with Plants as the user chooses.

Kirillia turns to leave, but as she does she pauses. *I will notify Humden of your actions here today. Please notify the Clan if you ever come across that ranger which twisted the dragon's heart to harbour such hatred. I trust you can find your way back to Neverglen?* With that she turns and disappears back into the woods leaving the party standing alone beside a dragon corpse in a small clearing in the middle of the Neverwinter Woods.

Return to Neverglen

The party takes much longer to return to Neverglen than it took them to arrive at the dragon. Arriving late in the night the party finds most of the village waiting at the edge of the dwellings. They seem to be eagerly awaiting news of the dragon and upon seeing the party show visible signs of relief. Showing the villagers any token of the dragon shows them proof of its defeat and leads them up to create a jovial atmosphere. The adventures are invited in whole heartedly for a feast in their honour.

As the feasting slowly dwindles early into the next morning an older male Gnome and ageless female Elf approach the table the party is eating at. The gnome and elf are both adorned in forest green with timber jewellery and feathers. They introduce themselves as the representative people of both the gnomish and elvish elements of the village. They thank the party sincerely and offer two

gifts. The first is a Cloak of Protection gifted by the Elves. The second item is a Hat of Disguise presented by the gnomish leader. With the gifts given the elvish leader states that the players will be forever welcome in Neverglen.

The party may choose at this point where to go next, if prompting is needed, remind them that Humden did initially give them this quest and that he may have a reward for them upon returning. *If the party does choose to return to Ballaton they will become ambushed by two assassins about half a day from town.*

If the party travels back along to through to Ballaton they are met by Humden and a number of his guards. Humden thanks you for assisting the Clan, he offers a fat purse of 250gp's. *(If the players did not kill Immeral in the previous module) he then asks the adventures about Immeral and if the party sensed any untoward hostility from the elf. Humden explains that 2 of his guard have disappeared from watching the ruins but after exploring them personally and losing another 2 guards to the traps and a troll, Humden and his mage were unable to find any trace of Immeral throughout the ruins.*

Humden also asks the adventures a favour as they make their way to town. A political ally of the Stonegrip family, Ivork Ironarm a prominent dwarf of Stonedren, has reached out to ask for assistance in the Stonedren mines. Apparently the workers have been getting attacked as they attempt to enter the mines by a number of goblinoid creatures. This usually isn't a big problem for the

dwarves, however recent attacks have been uncannily organised and brutal. Ivork senses something larger is at play here.

Conclusions

At this point the party is free to choose any direction they wish to travel. There is still a number of pressing concerns in relation to the Sanguine order with links to Stonedren, Haftree and Lilorn (depending on which have been taken care of), which the party should want to investigate.

As with the Ballaton module, this adventure although shorter than others, is designed in an attempt to just break up the monotony of the vampire trope. Players may be a bit confused about these events being inserted but it is a big world and many events often happen simultaneously. This small detour also helps to build a base for the next campaign module which is being planned for release around mid 2017.

Character Study

Kirillia Fortunus – Paladin –

Kirillia Fortunus is as mysterious and worldly as they come. Nothing seems to surprise or bother her at any point. Loyal to Clan Fortunus, Kirillia acts selflessly in promotion of peace, protection of the forest and providing sanctuary to any who require it. Kirillia is not quick to anger, but if provoked she will bring the wrath of Mother Nature with a vengeance not many could foresee. (Outlander Background PHB pg136)

Personality Trait: 2 Ideal: 2
Bond: 1 Flaw: 2

Encounter NPC's

Ogre

Large Giant, Chaotic Evil

CR: 2

450

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
19 +4	8 -1	16 +3	5 -3	7 -2	7 -2

Armor Class: AC 11

Hit Points: 76 (7d10+21)

Speed: 40 ft

Senses: Dark vision 60 ft, passive Perception 8

Languages: Common, Giant

Skills:

Traits & Actions:

Greatclub Melee Weapon Attack +6 to hit, reach 5 ft., (one creature) Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin Ranged Weapon Attack +6 to hit, range 30/120 (one creature) Hit: 11 (2d6 + 4) piercing damage.

Young Green Dragon

Large Giant, Chaotic evil

CR: 8

3,900 XP

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
19 +4	12 +1	17 +3	16 +3	13 +1	15 +2

Armor Class: AC 18

Hit Points: 136 (16d10+48)

Speed: Land 40ft., fly 80ft., swim 40ft.

Senses: blindsight 30 ft., darkvision 120ft., passive Perception 17

Languages: Common, Draconic

Skills: Deception +5, Perception +7, Stealth ++

Traits & Actions:

Multitask: The dragon makes three attacks: one with its bite and two with its claws. Bite: Melee Weapon Attack: +7 to hit, reach 10ft one target. Hit: 15+7 poison damage

Claw: Melee Weapon Attack: +7 to hit, reach 5ft. onetarget. Hit: 11 (2d6+4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30 foot cone. Each creature in that area must make a DC 1+ Constitution saving throw, taking +2 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Assassin

Medium humanoid (Human), Neutral

CR: 8

3900 XP

Strength

11

+0

Dexterity

16

+3

Constitution

14

+2

Intelligence

13

+1

Wisdom

11

0

Charisma

10

0

Armor Class:

AC 15

Hit Points:

78 (12d8 + 24)

Speed:

30ft

Senses:

Passive Perception 13

Languages:

Common

Skills:

Acrobatics +6, Perception +3,
Deception +3, Stealth +9

Traits & Actions:

Multiattack. The assassin makes two shortsword attacks.
Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a

critical hit.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, target must make a DC 15 Cons saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Neverwinter

Needles in a Haystack



By Nicholas Martignago

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Background and Campaign Information

After the events of Stonedren players should want to return to Neverwinter in an attempt to farm for information on the Sanguine Tide. This module will and should essentially be a primarily non-combat roleplaying adventure and is a chance for the party to ingrain themselves in the Neverwinter setting using their backgrounds and skills to track down information. The chance to establish the characters into the setting and begin to

track down leads should take a few days in-game to manifest any serious information. However if your party suffers from some serious “murder hobo” type behaviour players can also just chase down leads personally with a little more haste.

This information can be found via a number of ways including but not limited to:

Backgrounds:

- Urban bounty hunter feature (SCAG pg153) – Ear to the ground.
- City watch feature (SCAG pg145) – Watchers Eye
- Courtier feature (SCAG pg 147) – Court functionary
- Criminal feature (PHB pg129) – Criminal Contacts
- Noble feature (PHB pg135) – Position of Privilege
- Soldier feature (PHB pg140) – Military Rank
- Urchin feature (PHB pg141) – City Secrets

Classes or Sub-Classes:

- Rogue – Thief or Mastermind Subclasses (PHB pg97 & SCAG pg135)
- Cleric – Via prayer to chosen deity (if aligned to suit the storyline) or temple information on citizens.
- Wizard, Bard, Sorcerer – any class that has access to read thoughts etc.

Uses of spells or magic's, such as detect thoughts, speak with beasts.

Due to the free flowing sand box nature of this module instead of the typical set out of my previous work, here I will introduce a number of characters, clues and information. DM's will then be responsible for how this information is delivered and by whom. Additionally this module will feature a guide to Neverwinter so as the setting may be established without too much additional work on behalf of the DM. Also encounters with assassins or the like can

be peppered in at the DM's discretion, and can add an additional layer of excitement.

Assassin encounters should happen in practical locations like if players arrive back to their Inn room after a long day or if they are travelling through a particularly bad part of town at night etc.

Mercenary bandits may also approach and attack the party if a player's backstory or possible actions of the party warrant it. This can help keep the party on their toes. It may also be justified if the party is indiscrete about working in cooperation with the Neverwinter guard.

Neverwinter City

Contacts

Along with the information just presented, previous player decisions made can now either come back to haunt or help the party in the following ways.

Frith Jug: Frith, although happy to see the party again, is very uninterested in anything more than selling them goods or trying to buy items off them at well below market price. Frith offers little in the way of help for the adventurers expect for telling them that perhaps Luthar will be interested in helping.

Illrata: If players were able to convince Illrata to turn his back on his mercenary ways, with a little financial help the Wizard has set up a little place in the Protectors Enclave to study out of. With the House of Knowledge nearby Illrata can be used to study and provide vast information on various spells, arcane inventions or animations, city magical history or perhaps even what spells he has sensed whilst in the city himself.

The Haftree Halfling's: The young man possibly rescued from Haftree, Reed is actually somewhat of a village scoundrel. He has practically fully recovered at this point and ready to help the people who saved him. Reed is an adept rogue who is a very valuable asset when it comes to surveillance tracking and maintaining a low profile. Placing him in strategic locations will guarantee results.

The Stonegrip Family: To the very south west of Neverwinter's Protectors

Enclave lays the manor house of the Stonegrip Family. On approach to the house a servant hails you and asks about your business, on news that Humden has invited you, the servant beckons you in and walks you through to the main entrance. As he opens the door a very attractive dark haired woman stands waiting wearing full plate armour featuring the symbols of Tyr, with a devastating looking mace slung over her back. She introduces herself as Phybes Stonegrip first cousin of Humden. She states that a messenger from her dear cousin had arrived some time ago and that no expense was to be spared in housing or aiding the party in whatever way was required. She also states that her network of informants have already been chasing leads on any potential vampiric activity to no avail. Phybes is a paladin and is a competent fighter and destroyer of undead beings and magic. Most of her time is spent combating the influence of the Thay. Phybes explains that her parents and family are currently in Waterdeep where they spend most of the year.

Luthar Starag: The players should have at least run into at least once at the very beginning of the campaign. As a captain of the Guard in Neverwinter Luthar is an invaluable asset in information collection and typical criminal movers and shakers. Luthar plays by the rules mostly, however will bend them if it means combating a serious threat to the city. (After seeing the aftermath of Haftree) Luthar has deemed the Sanguine Tide a considerable threat. He will aid the players in providing access to his information network. Luthar has

experienced some of the Ashmadai cult previously and he is hesitant to let anyone in the guard know about the party's mission. Essentially he knows that until leads are chased and followed through that no one should really be trusted 100%.

Neverwinter City Setting and Information

As per maps found in the Swords Coast Adventure guide (pg 52) or online, the city is roughly divided into four main districts or zones. These zones essentially run in contrast to each other as their inhabitants and features differ to a substantial degree.

Firstly the south eastern corner of the city, previously ripped apart via cataclysmic volcanic activity now essentially lays bare. People have rushed to the area to stake claims of land and begin to build homes, businesses and futures for themselves. These peoples are focused on their own pursuits and will hold no real information that the party maybe after.

Also to the south is the Protectors Enclave, this area hosts the House of Knowledge the Hall of Justice and links to the North of the city via the three famous bridges, the Sleeping Dragon, Winged Wyvern and Dolphin. Mainly a partition of economic and governmental importance this area is heavily policed

and houses almost of all of Neverwinter's vast array of shops and market places. The famous Moonstone Mask tavern, accessed via teleporter, is also a popular tourist destination for this area. This zone also features a bank, auction house and guild registry should players be interested in partaking.

On the other side of the three magnificent bridges lays the north western area of the Bluelake District. Home to Castle Never and a literal blue lake this section of the city features most of the traditional noble estates. This area has been politically unstable in the past and many of the inhabitants may be seen to still harbour a resentment for the Lord Protector Neverember. This area has been rumoured to have had a serious wererat problem in the past, sightings recently however have been met with some scepticism. Notable points of interest in this section include the Alchemists Lab, the Blue Lake as well as various blue blood estates.

The final district to be outlined is the Tower District which is situated in the north east of the city. Previously the hub of magic users in the city the area was deserted and then over-run by orcs. Currently this area is essentially seen as cursed or haunted to most of the residents. Most don't stray outside in this district after the sun has set. Ancient magical infused structures such as the Shard of Night, The Fallen Tower and the Cloak Tower currently dominate the area imposing an air of mystery and danger. Not many honest people operate within this area.

Neverwinter Factions and Organisations Guide

This information should be given out as information collected from their various sources or informants. What players decide to do with it is essentially up to them, however nothing has been planned or written for them at this point. Future work is planned to include some of these organisations. Players may choose to attempt to simply eliminate the leaders perhaps in a cutting the head off the beast type approach. This can be completed but should require a lengthy quest of running down leads, making contacts, infiltration and eventually the capture or assassination of the appropriate person.

Dead Rat - Thieves' Guild -

Operating from the sewers around the Blue Lake and its surrounds the Dead rats are prodomiately made up of wererat's. Their leader is a one-eyed wererat named Rsolk. Being an off shoot of the thieves' guild in Laskan, the leaders of the guild hope to use Neverwinter as a hub for criminal activities all throughout the Swords Coast. This guild works in direct opposition to the all but defunct Sons of Alagondar, corroding the nationalistic ideals of the group in favour of a lawless chaos more suited to a rogues skill set.

Sons of Alagondar - Nationalist

Fighters - Originally opposed to Lord Protector Neverember and this vision for Neverwinter, this group was initially established as a rebel group, designed to agitate the hierarchy for self-governance. As Neverember has begun to prove

himself worthy, the Sons have begun to integrate themselves into the martial operations of the city. Taking up guard posts, city watch and regional patrols this group is now entrenched in the defence and prosperity of the city.

Ashmadai - Secret society - The

Ashmandai are well connected, its members are burrowed deeply into every organisation in Neverwinter. They come from all walks of life, poor, wealthy, dwarf, elf, man and woman. They all have 3 main traits, a tendency towards arrogance, the worship or fear of Asmodeus (God of Indulgence, Essentially god of all demons and devils) and a curious brand found on their chests. They seek to control Neverwinter either directly or via blackmail and intimidation, they currently lack the muscle to directly oppose the current ruler so they operate in the shadows. Two main sects to the cult, less fanatical sect lead by teifling Mordai Vell and they more power hungry sect led by dwarf Favria. Mordai is responsible for the cult becoming a shady manipulative powerhouse. Favria's followers are essentially thugs and loyal only to their own section of the cult.

The cult is hard to infiltrate and eliminate, it works on a tiered system with everyone unaware of other cult members identities due to masks etc. Mordai has begun to push the guilds agenda further recently by marking buildings and bodies with the symbolism of Asmodeus. This is beginning to create some form of fear and panic in the populace especially around the tower district.

The cult is constantly trying to recruit new money into their fold, targeting nobility and merchants especially those with abundant wealth. When together and performing rituals they have the power to summon Devil's, imps, burning devils etc. These summoned devils are bound into a human body, usually an unwilling candidate from a poorer area of the land.

Mordai is a favourite subject of Neverember and the two often spend time together. Ultimately the aim is to remove Neverember from Neverwinter and return him to Waterdeep where they can control him to have power over both cities.

Thayans - Necromantic Casters - led locally by Valindra Shadowmantle (wizard lich and upper member of the group), the Thay's interests and influence are more widespread than given credit for. Stumbling across this faction will require specific cunning and infiltration to survive their watchful eye. The Thay are interested in a relic hidden deep in the Neverwinter Woods called the Dread Ring. This ring along with others is used to channel ancient and primordial magic's to be used in a ritual to turn their leader into a god.

Factions previously encountered such as Clan Fortunus may be able to provide more information on the location of this relic. Valindra currently seeks to restore the ring for her master but ultimately for herself. In turning over stones to gather more information on the Thay, the party can discover that they are responsible for

the cataclysmic tear in Neverwinter as their ritual to promote their leader to god-hood, tore asunder the landscape. This information is very handy in convincing the upper commanders of Neverwinter to move against the Thay.

Valindra also has plans of her own succession. She has discovered the source of power for the Dread Ring is an ancient black dragon who lays dead under the ruined Dread Ring. Valindra plans to reanimate the dragon to her bidding creating a new dragon flight and forge her own path to power and destruction. The Thayan's are responsible for animating dozens of bodies from Neverwinter and having them march into the forest and work on the Dread Ring. Along with this army of undead, Valindra has secured a group of dragon cultists unwillingly aiding her goal of reanimating the dragon. Valindra has essentially blackmailed the cult into helping due to taking the dragon ring of their leader, a grave embarrassment for the dragon cult. The cult works inconspicuously to stall and prolong the Thayans advancement in the hope to regain the ring and destroy Valindra.

Recoverable Information

This information should be available to the party after they begin to pursue leads with their chosen resources. Players aren't just limited to personal abilities, they can pay local thieves, investigators, or nobles to collect information or even create a spy network all of these options can prove time consuming and expensive (maybe 150gp's depending on the greed/wealth of the party). If players have rescued the Halflings and settled them in Neverwinter or spared Illrata or approach the Stonegrip family, these NPC's can all be used to help gather information, conduct research or keep their ears to the ground for information.

Information initially gathered should outline the 4 factions and their very basic functions as shown above. The Sanguine Tide appears to have next to no known presence in Neverwinter, contrary to everything you had previously heard. This shouldn't dishearten the party, it could be suggested that perhaps the order has a much tighter grip on its members tongues.

The Rogue

As described by both Illrata and Thalmoro, a gaunt half-elf featuring silver eyes, a dark cloak and black leather armour can be found in the area around the Inn, the Whistling Robin. The rogues name is Murol and he works within the city as a thief, contact for underground information and Sanguine Tide Contact. Players will need to enlist contacts to find this very elusive rogue. Once found it could be fun to implement a chase

through the streets in an attempt to catch Murol (ala James Bond - Daniel Craig chase editions) (DMG pg 252 for chase rules and ideas). Murol should prove difficult to catch with bustling streets, carts, obstacles and the Guard all attempting to slow the PC's down.

- Maybe after a few days, the rogue that was described by both Illrata and Thalmoro is seen near to the Whistling Robin, in the Tower District.
- This rogue can be tracked down do a very seedy gambling den nearby. Any player without suitable disguise or deception should be denied access to this establishment. As well as anyone with a soldier or city watch background etc.
- The rogue can be caught after a chase from the den through the hustle and bustle of the tower district (if at night maybe throw some undead or wererats into the mix)
- The rogue can be questioned to provide that he is contacted to find mercenaries or meet with Sanguine Tide contacts within the Inn as your other contacts have heard about. His contact is an old female of noble bearing who disguises herself rather poorly when they meet together. With some decent persuasion, intimidation, magic or torture, the rogue will disclose he is to meet with a contact in three days' time.
- The rogue can be handed over to the guard or released or killed or used in a sting, however he is very

untrustworthy and will turn to run or attack at any chance he can.

The Whistling Robin

Players wanting to get a jump on any possible regulars or suspicious characters from this Inn may wish to stay there as a chance to gain some extra information. The proprietors of this fine establishment can be found bickering from seats around the bar, shouting over one another as if holding at least three separate conversations all at once. They consist of a roguish looking elf named Den'nish, his sister Dee'aundra, a poor lady with bird like features and a dreadful talent for comedy. A squirrely human clothed in an old guard jacket named char'lei with an almost annoyingly high voice. An oafish human easily intimidated named Makk who gestures in a rather effeminate manner. And finally a portly gnome named frenc, who with many years of age has become bald in a strange and erratic fashion. They pay little attention to the party as they enter and simply gesture to a stairway leading upstairs if asked about accommodation. If after a drink, you soon learn off the other patrons that any ale required would have to be poured for yourself. The owners continue to argue until finally they get up yell to a regular drunk to lock up when he leaves, and stomp out of the bar, yelling about a particularly powerful item named the "Thun'dar Gwon Esprus" Due to the owners carelessness the party can stay and drink there for free, just don't expect any cooked meals.

The Contact

The contact that Murol has been referring to is an old woman hunched

over a walking stick covered in typical old women shawls and the like. She arrives at the inn a few minutes early and sits down in a quiet stall near the entrance to the inn. She will remain at the inn for only a quarter hour before leaving. If the players begin to follow her, she seems to sense it and takes a number of sharp turns through stalls or laneways in an attempt to throw her followers. Eventually she will simply disappear as the players reach a long narrow alley, as they enter the alley will find only two people currently in there. The first is a young brooding man heading in the opposite direction, toward the party, he moves his way to one side of you all and continues out of the alleyway. The second is a young women who moves in the opposite direction, she is tall and thin like that of an elf.

Players will find all doorways to be locked securely on checking. Players who chase either the man or the women eventually find out that they are just lovers who had had a dispute in the alley way. They can be questioned about the old lady, but neither saw anything as they were busy arguing at the time. Players can use the description of the old women and her ties to the Whistling Robin to find out further information about her. This should take a few days of looking out to actually find her.

With this new information, it ultimately leads to a small estate in the district of Bluelake. This estate looks reasonably well kept and is unassuming in its nature. The Manor is built of off white sandstone and features a red tiled roof as do most of the others in the area. The

estate seems to host around four staff members and the old lady herself from any surveillance carried out. Local people or contacts may inform you that this is House Tither an ancient nobility of Waterdeep. The family fell on hard financial times in the past 20 years and sold its nobility titles in Waterdeep as a way to maintain its last holding here in Neverwinter. In hindsight it was almost a

foolish decision to make, for as Neverwinter has suffered its calamities, the families wealth and renown has slowly dwindled with it. The family house is not guarded but there are magical forces which seem to be providing a protection of some variety to all windows and doors except for a small door utilised by the houses cat who comes and goes as it pleases.

Character Study & Important NPC's

Mordai Vell – Cult leader – Mordai operates in the safety of being one of his god's chosen followers. He is charismatic and wealthy beyond many people's imaginations. His wealth and estates were curiously unaffected by any issues to plague Neverwinter. As a tiefling he sports luminous amber eyes, uncommon for the race. Mordai operates with a dangerous combination of wealth charm and a disarming nature that fools almost everyone except characters with particularly opposite aligned gods or characters who have seen his type before.

Valindra Shadowmantle – Thay Commander – Valindra is motivated, ruthless, calculating and remorseless. Her servitude to the Thay leader (Szass Tam) is mainly due to the fact that it forefills the resources she needs to suit her own goals. Valindra has a bad habit of under estimating her opposition as she is typically believing that she is the most powerful and dangerous being within 100miles and she is probably correct.

Murol – Roguish Thief/Criminal Contact – Murol has a very interesting ability to fly under the radar of local law enforcement. Although well known in the criminal community, very few know of how extensive his contacts truly are. He is very cautious and resourceful, he will swiftly leave as soon as he senses danger or a trap. His obsession with self-preservation is the only reason he still operates today, not many survive for long in his trade but Murol focuses solely on his own benefits.

Frith Jug – original quest giver – Merchant – Frith is an enterprising merchant who lives and works in Neverwinter. He is crafty and can be slightly deceiving and above all craves wealth. He has had a few run-ins with the guards over “dubious” goods and products. Frith does care for the few important people in his life, however he cares for turning a profit a bit more. (Guild Merchant Background PHB 132)

Personality Trait: 7 Ideal: 3
Bond: 4 Flaw: 1

Luthar Starag – City Guard – Luthar is a veteran fighter working for the Neverwinter city guard. He is dependable, resourceful and can be trusted to act on behalf of the realm for its best intentions over the personal gain of any individual or operation. Luthar can prove to be a very steadfast ally if the player characters can prove themselves worthy. (Soldier Background PHB pg140)

Personality Trait: 5 Ideal: 1
Bond: 2 Flaw: 5

Reed Whisperstep – Halfling Survivor – Reed is eternally grateful for saving him at Haftree. Reed has had a rough upbringing yet is a chirpy, cheeky Halfling always smiling and fidgeting about. He is a very optimistic being that is always looking on the brighter side of a situation. Reed has a particularly useful skill as a scout and information gatherer. (Urchin Background pg141)

Personality Trait: 2 Ideal: 2
Bond: 6 Flaw: 5

Conclusions

The players should now have their mark for the next segment of the adventure. Using this time in Neverwinter wisely will have hopefully given the players time to spend on their characters, interacting with the world in an immersive way. Spare time should have hopefully gone to getting the players to begin building structures on any land they may have claimed in the south east part of the city. Getting weapons and armour fixed and improved, maybe buying and training a

new mount or pet. Researching or training in a new spell, skill, language or weapon perhaps. Whatever the option, the important thing is that players have had a rest from dungeon crawling and now have a strong home base in which to ground themselves in this realm and have a vested interest in both the city and their own personal characters pursuits.

Encounter NPC's

Assassin

Medium humanoid (Human), Neutral

CR: 8
3900 XP

Strength 11 +0	Dexterity 16 +3	Constitution 14 +2	Intelligence 13 +1	Wisdom 11 0	Charisma 10 0
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Armor Class: AC 15
Hit Points: 78 (12d8 + 24)
Speed: 30ft
Senses: Passive Perception 13
Languages: Common
Skills: Acrobatics +6, Perception +3, Deception +3, Stealth +9

Traits & Actions:
Multiattack. The assassin makes two shortsword attacks.
Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.
Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, target must make a DC 15 Cons saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Commoner

Medium humanoid (Human), Lawful Neutral

CR: 2
450 XP

Strength 11 +1	Dexterity 12 +1	Constitution 12 +1	Intelligence 10 0	Wisdom 10 0	Charisma 10 0
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Armor Class: AC 12
Hit Points: 11 (2d8 + 2)
Speed: 30ft
Senses: Passive Perception 10
Languages: Common
Skills: -

Traits & Actions:
Unarmed Strike. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Bandit

Medium humanoid (Human), Neutral Evil

CR: 2

450 XP

Charisma

Strength

11

+1

Dexterity

12

+1

Constitution

12

+1

Intelligence

10

0

Wisdom

10

0

10

0

Armor Class:

AC 12

Hit Points:

11(2d8+2)

Speed:

30ft

Senses:

Passive Perception 10

Languages:

Common

Skills:

-

Traits & Actions:

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

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing

Neverwinter

Homes without Heart



By Nicholas Martignago

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Guide to this adventure:

Character Studies provide a much deeper insight to a NPC, their beliefs, desires and sometimes special abilities or RPing options. This section should at least be read once before playing the module.

Regular text can be read to the party at the DM's Discretion if warranted

- *This text is NPC driven, the DM chooses how or if it is delivered.*

This text is for the DM's eyes only to provide additional information to aid in creating the stories.

*****Encounter experience is to be added depending on party size and difficulty of the encounter.**

Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

Credits in this adventure:

Art & Cover's: Bree Martignago

Editing, Proofing and Continuity Collaborators:

As always, WotC with the core rule books and various lore and story I use to help flesh out the realm of Faerun. Particularly the Neverwinter Campaign Setting (4e) has been of enormous assistance with this module.

Attention DM: These modules are created in a way as to act as a framework for the story. Not all NPC's and story diversions have been considered. In the spirit of trying not to railroad the party, please feel free to improvise or alter any component to suit the direction of the party. Some continuity issues may exist between the modules, as much as I have aimed to mitigate this, I can only edit or alter them as I find them. Some situations bought up in these modules are unrelated to the current story arc, these are to be devices in which to lay the ground work for future adventures and campaigns. Additionally due to the scope of this adventure arc, some situations will require some improvisation, these are mainly roleplaying situations, but on your prerogative may include combat also.

If you have any questions or comments please contact me at exsisto87@gmail.com

Background and Campaign Information

As keeping with the stereotypical vampiric lore, radiant damage dealt by the party via spells or the Driftglobe, should cause an additional 1d6 damage per turn or grant players an advantage on attack rolls at the DM's Discretion. This is essentially to ensure smaller or weaker parties can conquer stronger vampire enemies if they play smart.

The players find themselves starting to bear down on some serious leads for the quest to find the Sanguine Tide leaders. This part and the next part will round out the campaign in hunt through a number of differing location and environments. It should be exhausting and draining on your players with little chance to rest or. Information and backstory should be included to finally give players a chance to work out what's actually going on.

House Tither

Entering this house is very difficult and dangerous. Players must infiltrate the perimeter fencing enter via the Cat's door and then find, disable and unlock an entrance for the rest of the party to enter. The staff can be drawn out of the house via some sort of distraction or diversion but if left inside or if they discover the party's true intentions, they will raise the alarm which will cause the old lady to flee the house with unnatural speed of a lady of such years (Not desired). Out of the four servants in the house, as long as the players enter late at night only one servant may be around to discover the party. This could be devastating as it will set the players back a week in-game, in re-establishing the whereabouts of Lady Tither.

Capturing a servant will provide some interesting information. Any of the servants captured, persuaded, interrogated or charmed will provide information that Lady Tither in the past year or so will suddenly become distant, distracted and then will often leave for any portion of time with no reason or recollection of why she did or how long she has been gone. They state that this doesn't happen often but it is a concern as her health is usually prohibitive to her leaving the estate.

The cat door that can be entered through opens straight into the kitchens. There are a number of doors leading from the kitchen which lead to servant's quarters, food stores, bath houses and the main sections of the house. The main area in the centre of the manor is large and open with pillars dotted around the large entry

foyer to support the roof. To the west of the dwelling are four sets of doors, one which lead to a workshop (alchemical) a store room for reagents, tools and vials. The second and third both lead to two sets of bedrooms which there looks like no one has entered for many years. The fourth room houses a large art display covering all walls. Most of them appear to be very cheap pieces perhaps once replacing more valuable pieces as the families fortune dwindled. To the south of the manor is the main entrance which is situated with a coat room to one side. This room hosts a number of cupboards and storage chests for guests. To the east appears to be the more formal rooms with a lounge room, grand dining room, private study, storage room and three additional bedrooms. The entire manor is decorated in rich reds with gold trimming. The rooms mostly appear empty as many possessions must have been sold off to support the operating costs of the manor itself. Any one travelling throughout the house notice that only two or three rooms are often frequented.

Of the entire manor very little of interest can be found except for three rooms. Within the private study players find a number of books on alchemy and potion making, herbalism and identification and also a very large tome on enhancing items with magical properties.

Within a bedroom to the east of the foyer and rear door lays the old lady previously seen in the Whistling Robin. She is currently sleeping deeply. As the players approach the woman stirs and begins to sit up. As she sets eyes on you in the room she begins to let out a scream of

panic. This is cut short as her demeanour suddenly shifts to one of grim determination. She twitches slightly as she reaches into a draw beside her bed and withdraws a knife. She then sets it to her chest and pushes it straight into her heart. As the blade sinks in through her clothes, into her chest cavity and eventually her heart, her disposition suddenly shifts once more, to a terrified and pain stricken old lady. She looks down at the dagger and her hand and begins to wail. This only lasts a second or two as she expels her final breath and falls back into her bed. This event draws the attention of one of the servants in the house who arrives shortly to investigate. Upon seeing Lady Tither in such a state the servant whips into a panic and begins running and screaming for help. Within a few minutes the guards will arrive. Players will have to do some serious explaining if they are still around to avoid jail.

The Art Room has between all the cheap paintings of substandard quality, one very unique and interesting picture of a man with eyes that seem to actually be glowing. Upon approaching this picture to investigate, a ghost emerges from out of the picture attacking immediately. It is contained to the room. If the ghost is defeated, players will can investigate the painting. Behind it is a narrow chute going straight down in to the darkness. Players who enter the shaft descend around 20ft straight down into a bleak dark empty tunnel.

Tunnel to the Truth

The tunnel the players find themselves in is dark and damp, drips of water seep from the old stones and pool deeply on the ground. Players with an innate sense of direction realise the tunnel runs back underneath the length of the house. There is no light down there and the air is thick and putrid smelling. The walls stand about 8 feet apart and the roof about 10 feet up. Stalactites appear to have begun to form from the dripping roof. Looking somewhat like an old sewer shaft or something of that nature, the tunnel stretches of into the darkness for what looks to be at least 150ft. There doesn't seem to be any footprints or signs of people having been down here for a long time.

As the party moves along the path, they begin to make out a strange looking body lying on the ground up ahead. Upon inspection the skeleton of a human lays face down in the corner of the room. As the players inspect the remains a Piercer falls from the ceiling onto the players. Players must make a Dexterity Saving Throw (DC 15) or take 2d6 bludgeoning damage from the falling beast which then begin a fight. As the players start to fight the first beast 5 others will continue to drop during the encounter The Piercer's grant 600xp shared equally amongst the party. After the fight finished, players may find 120gp's on the skeletal corpse.

As the party continues along the tunnel they begin to realise that there appears to be an end in sight. The tunnel ends abruptly with a stone wall in front of the party, it almost appears odd however as it doesn't have any water running down

it like every other wall in there and any flame near the wall flickers as if wind travels through it. An investigation roll or arcana (DC 15 and 20 respectively) shows that the wall is an illusion. Any player who tries to smash through the wall, has their weapon fall straight through the wall pulling them in with it. They must make a Strength Saving throw (DC 15) or be knocked prone on the other side. On the other side of the wall as the party makes it through, 2 glowing red eyes appear about 40 feet down the tunnel. As players stare at the eyes ghostly green flames flicker to life illuminating the tunnel and the skeletal face hosting the glowing eyes. A fireball (rank 3) begins to form in front of the skeletal head as the skeleton bursts with maniacal laughter. The encounter with this Flameskull will provide 1500xp shared evenly amongst the party. Within the centre of the skull a strange ruby can be found which hosts the soul of a mage who died in a terrible experiment hundreds of years ago. The ruby is worth 350gp's to the right buyer (which may be hard to find).

As the players move past the remains of the flameskull the tunnel turns at 90 degrees to the left. Around the corner the tunnel leads to a roughly carved set of stairs leading up. The stairs are narrow and steep, players must ascend in single file. Half way up the stairs a slightly raised stone on a step can be identified with a Passive perception of DC15. If triggered a loud thud can be heard somewhere above the players followed by a number of crashes, the noise continues to grow louder by the second. It sounds like stone on stone crashing towards the

party. This is a large boulder crashing down the stairs taking up roughly half the narrow stair well. Players can attempt to stop the boulder with a Strength check of DC25, stop it with the immovable rod, run to the bottom of the narrow stairs and move out of the way, or jump over it with an athletics or acrobatics check of DC20. If the boulder hits the first player, they take 3d6 of bludgeoning damage, and must roll a strength saving throw to avoid being thrown into the rest of the party (DC15). If the player fails the throw he crashes into the next player on the stairs who will take 2d6 bludgeoning damage unless they make a strength saving throw of DC10.

After a few minutes of climbing the party eventually reaches the top of the stair well to emerge from a small cupboard into a large lavishly furnished sitting room.

House Zumbrox

Trying to leave the house is extremely hard to do. All the doors have been sealed magically, locked and barred with iron. Any attempt to touch the doors from the inside will cause the player to take 1d4 damage. Using dispel magic will work eventually but due to the complex nature of the spells, will take around 2 to 4 hours (Must roll a 1d2 per hour, if 1 the spell continues to hold, this continues for up to 4 hours). While doing so wandering spirits may interrupt or attack at the dungeons masters choosing.

As the party moves throughout the house all hallways and miscellaneous rooms can contain various spirits or animated objects depending on their current health and ability to recover after a fight.

Any Miscellaneous room the party may enter should contain various trinkets, Jewels or gold, equalling around 300-400GP's. (DMG pages 133-135)

Hallways can be described as being lit by magically illuminated alcoves, having rich red rugs running their lengths, having timber flooring. Having soft red walls and gold trimming.

Spare rooms can be described as having the same décor as the hallways but with beds, trunks bookshelves and large windows looking out into a poorly kept yard.

Room 1- Sitting Room. In the sitting room which is magically illuminated from by number of lanterns, on the walls are a number of ancient tapestries all outlining various feats, quests and deeds performed by various men sporting

similar facial features. There is a small table in between a set of ornate lounges. As the party moves into the room from the stair well a bubble of crackling arcane energy begins to form around them. It eventually covers them entirely, players may choose to break the bubble with a strength DC20. After 15 seconds the room begins to shake as a thin band of lightning appears in a ring surrounding the diameter of the bubble. Players in the bubble receive no damage, players outside the bubble or if the bubble is broken must make a dexterity saving throw (DC15) or take 3d6 lightning damage.

Upon the table is a small leather bound book which appears to be a journal. Within the journal is written in common script, but none of the words make any sense. It appears to be coded in some fashion.

(Operations in Lilorn and Stonedren continue to go well. This month has bought in 37,840 GP's, we still are 15,000GP's from returning you. Additional costs must be redirected to dealing with the interfering party as they are shutting down operations we need running. I have organised a contact to begin repurchasing our possessions from various families. We are almost there brother, another few short months and all will be righted after 40 years) The code is the alphabet backwards. A=z b=y c=x etc.

Looking around the room the party finds 3 uncommon books based on various topics from within the realm. The first book is the "Study & Anatomy of the Common Creatures of Faerun". It provides a brief summary of around 60 differing beasts, goblinoids, dragons, fey

creatures, undead and aquatic creatures, as well as their possible weaknesses and environments you may find them.

The second is “Study of Magic’s, Guide to Identifying and Categorising Various Adept Level Spells”. This book will provide information for non-magic users to identify different types and levels of spells they may run across in their travels. It helps to differentiate between the various schools of magic and also makes it clearer what common enchantments can be found on magical items.

Finally “Balusk’s Common Cures and Healing Potions” covers differing mixes of herbs and reagents used to treat differing diseases, ailments, or conditions. Along with how to create potions that can be administered to recover health or treat simple disease or sickness.

Each book is of medium size and will take around 24 hours over 8 to 12 days to finish. They can be sold for around 125GP’s each.

As the players leave the room, they enter a hallway about 50ft long leading to the left and right. A blood red rug runs the length of the hall, with alcoves of light dotting the walls. To the left the party can see the hallway turns and heads north.

Room 2 – Guest bedroom. As players enter the doors, they notice movement on the bed as 2 skeletal figures begin to pulse to life in a green energy and slowly begin to rise from the bed. The skeletons are both dressed in formal attire. The first draws its ornate sword and they both attack.

After defeating the skeletons the party can find a gold ring set with bloodstones (250GP’s) an ornate jewelled short sword which has a golden pommel and handle. This blade looks particularly fragile but is still somewhat sharp (150GP’s)

Room 3 - Personal Study. This small office definitely seems to have been occupied recently. A particular scent lingers in the air even through the party is unable to recall what it is. There is a solitary bookcase in here as well as a desk and lounge. Doors lead through to bedroom.

On the face of the desk are a series of drawers, each are locked and trapped. They can be broken into via thieves tools for a DC15. Should the rogue fail the roll the desk will release an arcane blast. The desk can be broken apart to get to the drawers but doing so will trigger an arcane blast. Players much make a dexterity saving throw of DC10 or take 2d6 arcane damage.

Inside the desk drawers are various documents and plans relating to operations of the Sanguine Tide. They highlight a number of operations that the party has disrupted, however there are also a list of contacts of vendors, merchants and officials who had been paid off to accept shipments and launder the Sanguine Tides money. The list would be of some interest to the city guard. Along with the notes are a number of coins (93GP’s and 60SP’s) and 3 very clear and well cut emeralds (660GP’s).

As players enter the bedroom that leads from the study, they see a large ornate coffin laid on the bed, the lid sits off to

one side. Two large bookshelves line the back wall and a trunk sits at the end of the bed. Within the footlocker are a few sentimental effects, a small scroll highlighting some sort of award for an Arosh Zumbrox, and a few odds and ends like cufflinks, initialled handkerchiefs and a dark blue robe with a family crest covering the breast pocket. The crest is two blue hippogriffs supporting a shield with three stripes running diagonally along it.

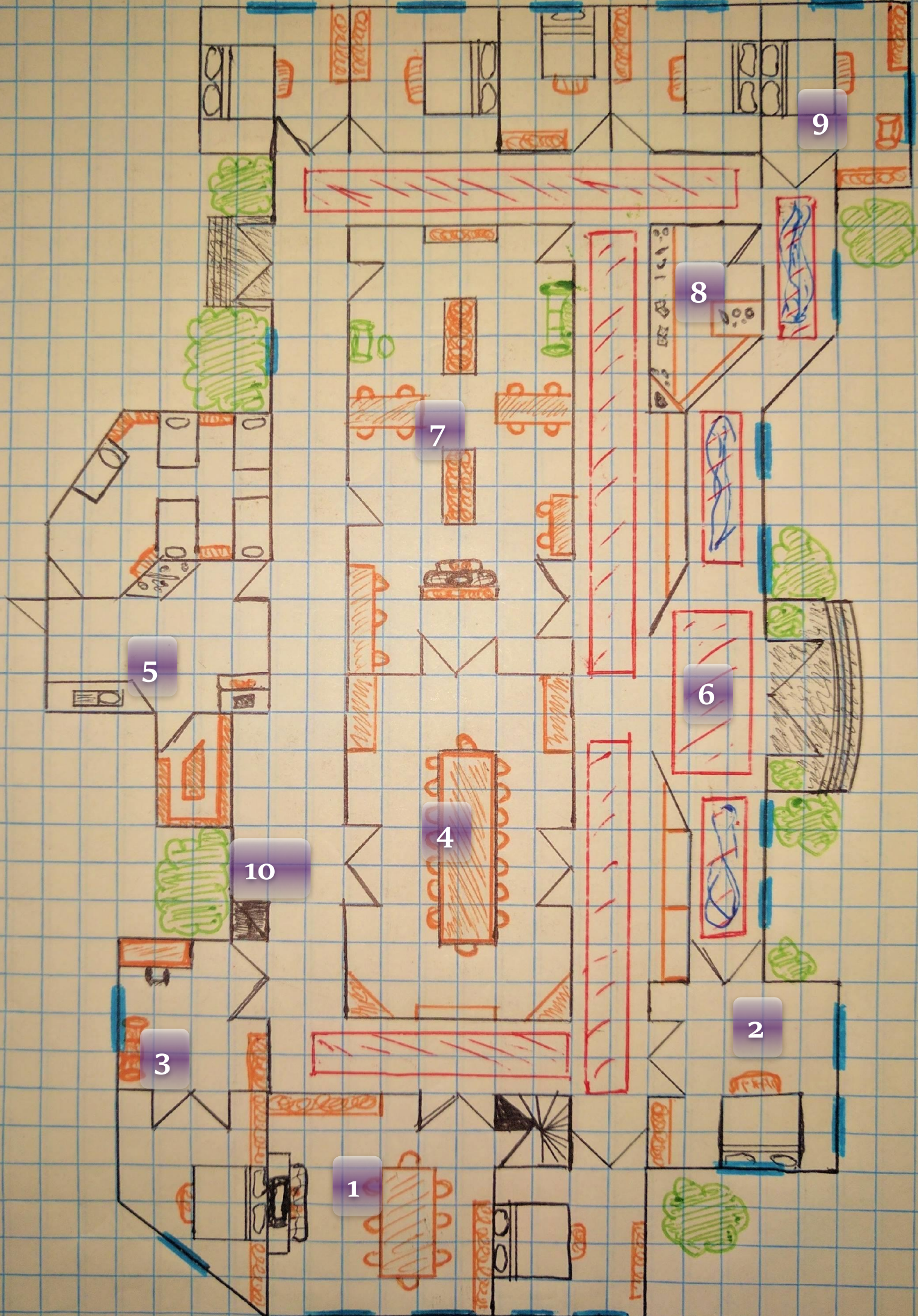
Room 4 - Dining Room. This large cavernous area hosts a very long dining table with numerous seats. Serving tables edge most of the remaining wall space. As players file into the room the chink of crystal and whispers of conversation can be heard. An ornate organ plays an eerie tune from somewhere in the ether. As players get close to the table the music stops and 5 spirits materialise seated at random locations around the table. (This is a very difficult encounter, it's more for setting then to kill the party, using the ghost states in the Encounter NPC's section just reduce the HP to 20-25, the hit damage to ~5-9 and remove the damage resistances. The party should be able to mow through these.) Experience gained for this encounter should be 2000 shared equally amongst the party.

At the head of the table a large standard hangs with the Zumbrox family crest emblazoned on it. Below the standard is open wall with inscriptions, symbols and characters all written into some bizarre circular pattern (arcana check 15 – it is a portal not currently active, can be activated with the correct phrase).

Perceptive players (DC13) will note that on the nearest end of the table, chairs are draped with various thick coats, warm fur hats and a few scarves. At the foot of the table a large set of doors lead through to a library (room 7).

Room 5 - Kitchen & Staff Quarters. As the players enter the room, a cleaver comes flying across the room and beds itself into the wall beside the door. Inside the room are 6 skeletons each in servant's attire, looking at the party as a disturbance. They appear to have been continuing their tasks as if death had not been an issue for them. After the skeletons have been destroyed players can be granted 300xp shared evenly.

The party finds themselves in the kitchen area of the manor. Three doors lead from this room, one to the pantry one to the staff quarters and one heavily barred door to the outside. The pantry is full of old jars and containers which look like they haven't been touched in decades, there is little of interest here. Within the staff quarters are a number of small beds, at the end of each one is a small trunk. In one particularly well locked trunk (dc20), a treasure trove of goods appears, the owner of the trunk must have slowly been hoarding items from the guests over many years. Items found include: a gold dragon comb set with red garnet eyes (750gps), 150GP's, 220SP's, a pair of bone engraved dice (25GP's), 6 pieces of tigers eye (60gp), 6 potions of greater healing and a Quiver of Ehlonna.



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Room 6 – Grand Entry. This large open area contains various busts, and sculptures of various family members throughout the ages. It is large and inviting, with a very high ceiling and lovely gold leaf patterned walls. If players decide to walk through these halls the rugs become activated and as players step on them they move to recoil from being stood on. This will trip players over who do not roll a (DC15) dexterity saving throw. Tripped players take 1d4 bludgeoning damage from any unexpected fall.

Room 7 – Grand Library. The grand library follows a similar décor as the rest of the manor, however the room is much darker and has no light except for a small fire in the hearth. Should a player try to throw a book into the fire, a great explosion blows out hitting for 4d6 fire damage. Players not in line of site take no damage. The grand library houses six huge bookcases standing around 10ft tall. A number of desks and lounges also furnish the room. Upon the tables lay a few books scattered around. Once all the players are in the room the doors all slam shut and you can hear a whispering voice “try to catch a good read”. A player of the DM’s choosing begins to get the feeling that there is a book in this room of particular importance. If the players pull a book from the shelf, another book from a parallel shelf will be launched at excessive speeds straight at the player. This happens over and over for each book pulled from the shelf. Books not avoided or caught cause the player to take 1d6 bludgeoning damage.

Books can be avoided or caught, using a dexterity saving throw or a strength

saving throw respectively (DC 10 and DC15 to catch them) any players positioned near the path of the book can attempt to catch it. The fifth book to be launched will need to be caught to grant the item the chosen player has a sense of. If caught the book is actually a Tome of Leadership & Influence. If not caught the book simply turns into a regular book.

Players if investigating (DC15) will find a Bag of Devouring tucked into the edge of one of the lounges. Players can simply open the doors and leave once they are done in this room.

Room 8 – Workshop. This room is lined with desks, shelves, books, reagents and strange mechanical parts. It looks like it is frequently used and recently even. A number of notes and journals litter the desks, most of which are schematics for various traps and a single tower. Chiselled into the desk nearest the door reads: “Zumbrox Resurrected”. The diaries outlay the last 40 years of a man named Dunlif Zumbrox and are in the same code that the note in the Room 1 is in. Once they have broken the code for that note they can have access to the rest of the diary entries (see Codes & Printouts for the party). These contain the chronicling of events up to the present. Investigating the room will also reveal a list of items needed for a True Resurrection, tinkerer’s tools, 2 potions of Greater Healing and a Potion of longevity.

Room 9 – Dunlif’s Bedroom. This bedroom reeks of sweat and somewhat madness. Items lay strewn in every different direction. At the end of the bed sits a large ornate chest. As players approach the chest animates spitting a

purple tongue like pseudopod at the nearest player. The party has encountered an enchanted mimic stats provided at the end of the module.

If the party gets the mimic to under 5 health without killing it the mimic yells at the party to “stop”. *Im just hungry, that stupid boss man hasn't fed me in months. I hate storing his treasure. If you feed me I can give you some treasure.* The mimic is being quite genuine, *he states he has been here for many, many years, with barely anything to eat and nothing to hunt.* At this point the party can either strike a deal with the mimic or kill it. Experience gained equals 600xp shared evenly between the party. *At the DM's discretion the following option can be added: Keeping the mimic alive can be beneficial as it is an excellent guard of treasure. However it needs to be well kept and have prey to stalk. Otherwise it will begin to eat and attack anything that come nears it.*

After the mimic has been dealt with, players searching the bedroom find 1070GP's a tome containing a level 5 spell scroll of the DM's choosing and a Manual of Quickness of Action.

Amongst the rubbish and clothes players also find a piece of paperwork. The paperwork lists the deed of purchase, of a property which includes 100 acres of

heavily forested land with an ancient tower. Listed on the deed is someone named Kithgaro of Silverymoon.

Hallway 10 – Servants Hallway. This stretch of hallway between rooms 3 and 5, is as unassuming as the others. The only issue is that it is trapped in many ways. As the party walks along the hallway, anyone walking over the same stone twice will have it give way to a spiked pit. Secondly random stones have a pressure plate which shoots a bolt from the wall (roll 1d6 for every 4th step, every roll 4 or over is a trap). Falling into the spike trap is a 3d6 damage, being hit by a bolt is a 1d8. Both can be avoided with dexterity or strength saving throws (DC 10).

Conclusions

Once the party has explored through the house they can return to the portal in room 4 in the hope of activating it. The code is in the workshop and just needs to be said with a 15ft proximity of the portal. If the party has missed this, DM's can accept the best phrase they can think of or torture them by making them search for it. Once activated the party should be given 2500xp shared evenly throughout the party. Stepping through the portal begins the next adventure.

Codes & Printouts for the Party

“Up is down and down is up, front is back and back is front”

Lkvizgrlmh rm Orolim zmw Hgmlvwivm xlmgrmfv gl tl dvoov. Gsrh nlmgs
szh

ylftsg mr 37,840TK’h dv hroo ziv 15,000TK’s uiln ivgfimrmt blf. Zwvrglmzo

clhgh nfhg yv ivwrixxgvw gl wvzormt drgs gsv rmgviuvirmt kzigb zh gsvb
zrv

hsftrnt wldm lpvizgrlmh dv mvvw ifmrrmt. R szez litzmrsvw z xlmgzxg gl
yvtrm

ivkfixszhrmt lfi klhvhhrmlh urln ezrilfh uznrorvh. Dv ziv zonlhg gsviv
yilgsvi,

zmlgsvi uvd hslig nlmgsh zmw zoo droo yv irtsgvw zugvi 25 bvzih.

Dunlif's Dairies:

1450DR They turned him, the bastards. All over a small debt. We found his body withering in pain on the steps to the manor, he is only 18. They turned my baby brother for a debt of 5000GP's. Even though I warned Arosh to avoid those Vampires they still should have known better than to cross me. Hopefully Arosh retains some of his gentle nature once the transformation is complete. There isn't long to go now perhaps another day, I will have to find a way to reverse this as soon as possible. It has been documented that vampires can live of the blood of beasts.

Arosh has turned completely now, he seems to enjoy his new powers but the transformation has done more damage to his personality than I hoped, he is no longer my young care free brother. I have made progress on a reliable source for a spell to return my brother to the living, it has cost a small fortune just to locate the spells whereabouts.

1455DR The estate suffers, pouring all my energy into restoring my brother has become a huge financial issue. With constant issues arising in Neverwinter we have lost all our usual revenue streams. I have been forced to sell of our manor in Waterdeep along with our titles of Nobility. This has covered the costs to obtain my spell however. All the other items can be regained if truly desired. We must take control of the order to free my brother of his enslavement to his master vampire.

1475DR Finally after 20 long and painful years we have gained control of the Sanguine Order. Who would have thought vampires to have infiltrated such lofty positions throughout society? Many were very difficult to kill. My arcane abilities have grown tremendously through such a test of will against them ancient of enemies. Arosh has proved a competent leader in his first mission to begin a drive for new blood. Having control of the order will enable us to have a potential army to do out bidding. This will help to recover some of the past 20 years of debt. I have begun brewing a series of Potions of Longevity, the years have been unkind to me thus far.

1480DR My first potion was an utter failure. Three years of collecting ingredients, recipes, brewing and testing finished products. My poor staff suffered for this. I have had to reanimate their corpses to continue the work around here. My alchemical abilities were much worse than anticipated. There is definitely an art to such practices.

1485DR My brother's state continues to deteriorate. I was of the thought that after killing the vampire that turned him he would be free to once again think for himself and regain his old temperament. I was wrong, controlling him is a weary and time consuming process. At least now we have a very efficient network to begin to make some gold back. The old fool next door is the perfect cover for this, such a shut in nobody alive in Neverwinter remembers who she is. Not even her staff now their minds have been recalibrated. Unfortunately she is not very wealthy.

1487DR Now that Neverwinter has recovered from being torn open, there is talk of the walls around the chasm being torn down and opened up. Here lays our golden opportunity. Building supplies will be in sharp demand, after spending the better part of a year scouting the lands around Neverwinter I have decided to take control of a few key resource points. The lumber, ore, food and reagents will definitely field a good supply of gold. Time has come to start to embed some agents and spies. The vampires can provide the muscle for when the time is right and the guard is busy here with hundreds of peasants flocking to the city for land.

1489DR Trith has been wrung dry, the lumber there has allowed me to purchase all of the diamonds required for the ritual. My brother shall be returned soon enough. The Sanguine Tide operates solely through my command now, and I have moved my brother to a safe place. Although I have had success with the Potions of Longevity, my mind struggles to maintain the focus and clarity of previous years. Perhaps I have dug a few times, too deep into the aether. These journals will become priceless to my cause, should this condition become any worse.

1491DR The politics of this situation has become an issue, officials and other nobles begin to block my attempts to seize vast tracks of land in Neverwinter, the fools. If only they realised that I currently am in control of 40% of the materials coming to the city. Soon enough our previous wealth will be restored and I can welcome my brother back to the living. I have ordered the Sanguine Tide to recruit a number of halfling's, I need a force of the most elite rogues to begin my revenge at the nobility and rulers. Through blackmail, extortion or plain murder I will have my revenge. But we cannot be linked to such activities. A new bunch of nobodies will have to be trained and be expendable for this cause. Halflings are the perfect candidate. Nobody in Neverwinter will ever know they are missing.

This entry has been made in the past 24 hours judging by the ink. Setbacks appear to be coming from every angle, curse it. I have everything I need for my brother, I will have to deal with the remaining issues later. They will be easy to settle over once they have my full attention. The time has come, I have found a very willing cleric to perform this resurrection for me. Well, I made him willing. Once I return with my baby brother these interferers will see the wrath of an undistracted arch mage.

Encounter NPC's

Ghost

Medium Undead (Human), Neutral

CR: 4

1100 XP

Charisma

Strength

7
-2

Dexterity

13
+1

Constitution

10
0

Intelligence

10
0

Wisdom

12
+1

17
+3

Armor Class:

AC 11

Hit Points:

45 (10d8)

Speed:

40ft Fly/Hover

Senses:

Passive Perception 11

Languages:

Common

Skills:

-

Resistances & Immunities

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks **Damage Immunities** cold, necrotic, poison **Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Traits & Actions:

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed.

Piercer

Medium Monstrosity, unaligned

CR: 1/2

100 XP

Charisma

Strength

10
0

Dexterity

13
+1

Constitution

16
+3

Intelligence

1
-5

Wisdom

7
-2

3
-4

Armor Class:

AC 15

Hit Points:

22 (3d8 + 9)

Speed:

5 ft., climb 5 ft

Senses:

Passive Perception 8 blindsight 30 ft., darkvision 60 ft

Languages:

Skills:

Stealth +5

Traits & Actions:

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Drop. Melee Weapon Attack: +3 to hit, one creature directly underneath the piercer. Hit: 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). Miss: The piercer takes half the normal falling damage for the distance fallen.

Flameskull

Tiny Undead, neutral evil

CR: 4

1100 XP

Strength

1

-5

Dexterity

17

+3

Constitution

14

+2

Intelligence

16

+3

Wisdom

10

0

Charisma

11

0

Armor Class:

AC 13

Hit Points:

40 (9d4 + 18)

Speed:

Fly 40 ft.

Senses:

darkvision 60 ft., passive

Perception 12

Languages:

Common,

Skills:

Perception +4, Deception +4, Arcana +3,

Stealth +3

Immunities and Resistances

Damage Resistances lightning, necrotic, piercing. Damage Immunities cold, fire, poison. Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Traits & Actions:

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared: magic missile, shield, blur, flaming sphere, fireball

Multiattack. The flameskull uses Fire Ray twice. Fire Ray Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Skeleton

Medium undead, Lawful Evil

CR: 1/4

50 XP

Strength

10

0

Dexterity

14

+2

Constitution

15

+2

Intelligence

6

-2

Wisdom

8

-1

Charisma

5

-3

Armor Class:

AC 13

Hit Points:

13 (2d8 + 4)

Speed:

30ft

Senses:

Passive Perception 9 darkvision 60

ft

Languages:

Common

Skills:

-

Traits & Actions:

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

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

Enchanted Mimic

Medium Monstrosity, neutral

CR: 4

1100 XP

Charisma

Strength

17
+3

Dexterity

12
+1

Constitution

15
+2

Intelligence

8
-1

Wisdom

13
+1

8
-1

Armor Class:

AC 12

Hit Points:

66 (12d8 + 30)

Speed:

15 ft.

Senses:

darkvision 60ft., passive

Perception 11

Languages:

Common,

Skills:

Stealth +5

Immunities and Resistances

Damage Immunities acid
Condition Immunities prone

Traits & Actions:

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Pseudopod. Melee Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

SANGUINE TIDE

PART 6



BY NICHOLAS MARTIGNAGO

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Guide to this adventure:

Character Studies provide a much deeper insight to a NPC, their beliefs, desires and sometimes special abilities or RPing options. This section should at least be read once before playing the module.

Regular text can be read to the party at the DM's Discretion if warranted

- *This text is NPC driven, the DM choses how or if it is delivered.*

This text is for the DM's eyes only to provide additional information to aid in creating the stories.

*****Encounter experience is to be added depending on party size and difficulty of the encounter.**

Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

Credits in this adventure:

Art & Cover's: Bree Martignago

Editing, Proofing and Continuity Collaborators:

As always, WotC with the core rule books and various lore and story I use to help flesh out the realm of Faerun. Particularly the Neverwinter Campaign Setting (4e) has been of enormous assistance with this module.

Attention DM: These modules are created in a way as to act as a framework for the story. Not all NPC's and story diversions have been considered. In the spirit of trying not to railroad the party, please feel free to improvise or alter any component to suit the direction of the party. Some continuity issues may exist between the modules, as much as I have aimed to mitigate this, I can only edit or alter them as I find them. Some situations bought up in these modules are unrelated to the current story arc, these are to be devices in which to lay the ground work for future adventures and campaigns. Additionally due to the scope of this adventure arc, some situations will require some improvisation, these are mainly roleplaying situations, but on your prerogative may include combat also.

If you have any questions or comments please contact me at exsisto87@gmail.com

Background and Campaign Information

As keeping with the stereotypical vampiric lore, radiant damage dealt by the party via spells or the Driftglobe, should cause an additional 1d6 damage per turn or grant players an advantage on attack rolls at the DM's Discretion. This is essentially to ensure smaller or weaker parties can conquer stronger vampire enemies if they play smart.

The party should now be of appropriate level and confidence to make an assault on Dunlif Lumbrox's mysterious tower. This tower will feature a number of themes based around Dunlifs magical background and skills. This should prove difficult and challenging. Both mentally and physically for the party.

Tower Dunlif is located North West of the barbarian town of Beorunna's Well, near to the start of the River Surbrin.

There is a map available for free on the Wizards of the Coast website which can be found by googling Sword Coast Map.

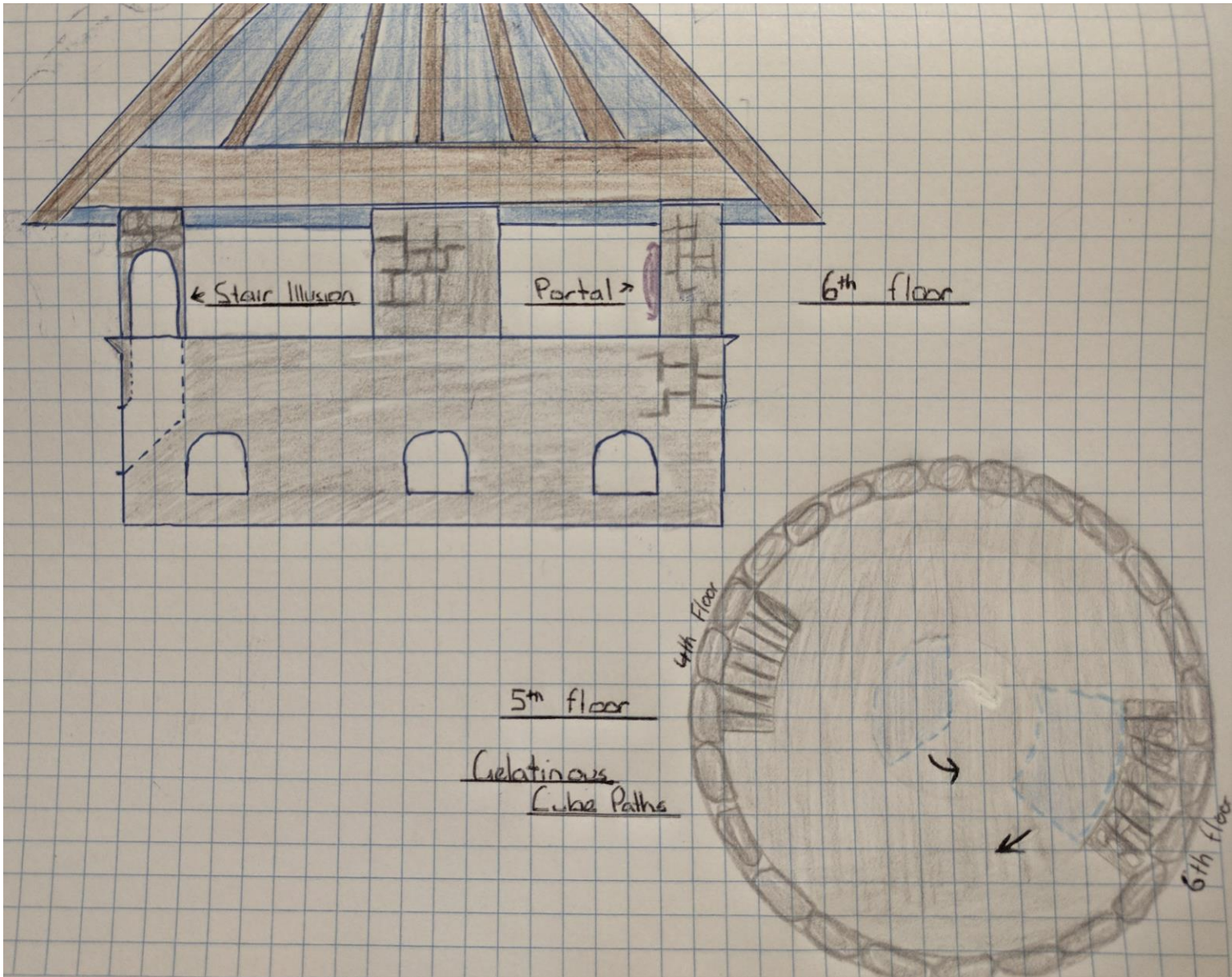
This area is relatively unknown in most recent text and therefore has been described as per what information can be found online and by using educated guesses.

The forest surrounding the tower is probably one of an arctic pine, hardy to the near constant low temperatures. The area is home to a number of Uthgardt Barbarians, Ettins, and Orcs with rare occasions presenting the odd Frost or Hill Giant. Players are unlikely to discover these creatures if they stay in or close to the tower. To the South West, Silverymoon lays around 200 miles away. It is probably over 600 miles back to Neverwinter. The portal the players have arrived through does not activate for a return journey unless they are able to find a new way to activate it. The tower can be infiltrated from either the top or the base, however the top is definitely the easier option.

The Frozen Tower

As the party steps through the portal from the rather warm and cosy library of House Lumbrox in Neverwinter city, they are instantly slammed with a frigid howling wind assaulting their senses. As their eyes refocus to the bright light, they realise they are on an open level high up above the ground. The wind howls through the eyrie chilling the players to the bone, players not dressed warmly or susceptible to the cold will begin to have

disadvantage on any attack rolls. The landing they have arrived on is roughly 30ft wide in a circular layout. Four narrow wall sections exist at 90 degree partitions, supporting a wide overhanging roof. As the party recollects themselves a roar can be heard from the other side of the landing. Players are able to just able to make out a large white body through the howling wind and drifting snow. A large yeti with a choker around its neck stands glaring at the nearest party member. It lunges forward,



their movement decreased and gain a

its chain and choker giving around 15ft of

moment on the platform. Players with a passive perception above DC13 may notice two additional shifting objects to one side of the yeti. They are two Ice Mephit's which will attack also once the Yeti has engaged in combat.

After defeating these creatures, players can find a narrow door leading to a small stairwell in one of the support walls, behind where the yeti was chained. This is actually an illusion, players who walk into the stairwell actually find it to be a chute that leads to a ledge that ends at the edge of the tower. Players will need to roll an acrobatics or athletics check to try to hold onto the ledge or stop themselves from falling into the trap (DC15). Should a player fail the roll they will fall 45ft taking 5d6 bludgeoning damage. This doesn't necessarily have to kill the player but it should severely harm them by maybe breaking some bones and making them require some serious medical attention.

The actual door way has been covered with an illusion to look like a regular wall and is actually behind the portal that the players entered through (investigation DC15). This leads to a small passageway leading down into the tower.

Level 5

This level is completely bare, there is no furniture, wall or floor coverings and no random loose items. The room is almost silent the slightest noise creeps through of the wind howling against the windows outside. Players choosing to investigate may notice that everything is obsessively

clean, a far cry from everything witnessed throughout the previous manor. They may also notice the light from the windows sometimes shifts or behaves in a peculiar way.

Within this space 2 Gelatinous Cubes (Refer MM pg 212 for full abilities list) circle the floor in a continual pattern, one operating in an outside ring moving clockwise and the second moving in an inside ring in a counter clockwise direction. On the opposite side of the room is a stairwell which seems to lead down to the next level. If the gelatinous cubes remain undetected, at least one player as they move across the room should be attacked or engulfed by the cube. Positioning here will become crucial as others may fall into the second cube unknowingly.

If the cubes are defeated the party can divide 900xp evenly. As the players move down towards the next level they can hear voices arguing from further down. The argument is extremely hard to hear, but snippets of it permeate through the stone. It appears to be between 2 men yelling about a ritual and whether or not to kill someone.

Level 4

As players descend the final steps into level 4 they are may be surprised to see a decorated living space complete with rugs, bookshelves, lounges, potted plants, a workbench, medium table and elegant light fittings hanging from the ceiling. As they step into the actual room they are automatically flipped upside down.

Gravity has been reversed in this room, they must make dexterity saving throws (or acrobatics) (DC 10) to avoid taking 1d6 of bludgeoning damage from the “fall”. The height of the room here is about 12ft tall, players after a quick investigation can see a pressure plate in the centre of the floor above them. This plate will open the door on the other side of the room, but must be completely engaged with 10lbs of force for about 10 seconds to allow the door to open otherwise it slams closed again. All furniture is firmly enchanted stuck to the floor (except the potted plants hint hint). If the players eventually work this out the door opens and as players climb up to the door and look through (being upside down), the doorway seems to lead to another room identical to the first. As players climb through the doorway they fall into the new room (an exact copy of the first with corrected gravity) once again requiring a dexterity (or acrobatics) saving throw (DC10) or they take 1d6 bludgeoning damage from the fall. Inspecting the room players may find a 900GP’s some small ornate glasses used for drinking spirits (25GP’s) and a small cask of fine Dwarven liquor (125GP’s)

As with the previous room everything is magically stuck to the ground (except the potted plants), but this time they must be able to get the pressure plate on the ceiling to be engaged for 10 seconds (10lbs again) to allow them to exit the room. This should be more difficult than the original room to solve. Possibilities are based on what the players currently carry on them. The immovable rod could be used to hold the plate in position as

could perhaps a mage hand, gust of wind or any spell capable of creating a force.

Items could be jammed in the door to recover the rod etc. The door must be jarred with around 200lbs of force to keep it open.

If players are unable to work out this puzzle there are windows they can break out of to either fall to the ground or climb to another level. There isn’t really many rules here it’s just to get the players thinking a bit.

Level 3

As players finish of the short set of stairs and enter the third level down, they interrupt a pacing vampire who looks up startled at seeing them enter. He curls his lip reaching back a curved fist before charging at the first player he sees. As he charges he yells “about time you troublesome fools, I will end this once and for all without my brother’s help”. The room is open and doesn’t not contain much in the way of furniture, it seems mostly to be used as a workshop area with a few tables against the walls and a few shelves of reagents and various alchemical ingredients.

Players who have a good memory/perception realise that this vampire has facial features very similar to that of the tapestries first encountered when entering the Zumbrox Manor.

Players who were able to decode the message in the last module recognise that this must be Arosh Zumbrox.

Arosh will fight to the death and as soon as he falls to his last few hit points

(within 1 hit of defeat) all players find themselves magically frozen in position, completely unable to move physically. As this dawns upon the players a greying 50ish year old man enters the level from the stairwell. He reaches out and places a hand on Arosh as he then slams his other hand, carrying a small stake, into Arosh's back. As the vampire turns to stone the man steps back and turns his attention to the party. *"Thank you worms. I didn't want to have to kill my brother myself, to possibly derail his sense of trust. You have finally come in handy for once. When he is resurrected I will blame you for his condition and I will be justified to him, in ending your interfering lives."*

"You may have ruined my operations throughout the realm but not before I accomplished my most important goal. My brother will live again as he once did, and we will return our once famous name to one of prosperity and renown." The party still has the ability to cast cantrips or spells if able to do so verbally only, however if they did and it caught Dunlifs attention there is a good chance they may be slain on the spot.

Players with the highest intelligence notice that Dunlif's robe is one of very rare magical qualities. It is also noticed that Dunlifs ring also radiates strong magical potential.

Level 2

As Dunlif turns, all the players are magically levitated to follow the old mage, his brother is also lifted and following, as the mage winds down the stairs to the next level where an altar has been erected, candles and incense is

burning and a terrified arch bishop hangs magically, a terrified expression affixed to his face.

Dunlif floats everyone in a circular pattern around the room and his brother onto the altar in the centre. The arch bishop is slowly lowered to the floor. Dunlif approaches him as he straightens himself up, *"Now Luminu, start resurrecting swiftly or start dying slowly"*. The Archbishop looks the mage dead in the eye and replies. *"This is a long and intricate process mage, I cannot be distracted if you want this to work"* He quips as he looks to the players around the room.

"Just start" yells Dunlif *"They can barely breathe my grip on them is so tight"* As dunlif finishes, he moves to the altar and tips out a small bag full of diamonds, each the size of a small fingertip. At a quick guess you may assume there would be around 15-20 diamonds (just over 50,000GP's worth).

(At this point the party can start making intelligence saving throws (DC20) or higher if you have a smart party, to try to break free of the mages spell.) If able to break free the mage will swiftly cast Banishment on the player. If a player becomes banished all other players will only have to roll a DC 15 to escape their imprisonment.

This will essentially trigger a massive fight in which Dunlif will attempt to kill the players while protecting his brother's body. The Archbishop quivers to one side initially, unsure of what to do. As the fight eventuates Dunlif's fragile mind should begin to fail him, as he gets lower on health try to cast more erratically and more often, perhaps taking 2 turns per combat round or multi-attacking. When playing as Dunlif use the archmage details found in the MM (pg 342). There is an impressive list of spells that you should be familiar with before starting this event.

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp
- 1st level (4 slots): detect magic, identify, mage armor, 1' magic missile
- 2nd level (3 slots): detect thoughts, mirror image, misty step
- 3rd level (3 slots): counterspell, Fly, lightning bolt
- 4th level (3 slots): banishment, fire shield, stonewall
- 5th level (3 slots): cone of cold, scrying, wall of force
- 6th level (1 slot): globe of invulnerability
- 7th level (1 slot): teleport
- 8th level (1 slot): mind blank
- 9th level (1 slot): time stop

As Dunlif is whittled down towards about 10% health he immediately panics and begins to quite obviously cast teleport. Smart or quick thinking party members that may have bought a Ring of Location from the supply shop in Stonedren could quickly attempt to place it onto or on Dunlif, before he teleports. Or a member

may be able to leap onto Dunlif as he is about to finish the spell. Otherwise the Archbishop may offer to scry to locate the mage for the party.

Either way, it turns out that the teleport spell went disastrously, Dunlif was teleported around 600 meters east of the tower where he currently lays unconscious on the ground, after having taken 3d10 force damage from the spell backfiring. Any players who also went along will have also taken the force damage.

This leaves the room suddenly quiet and with a confused energy. Arosh still lays on the altar with a stake in his shoulder. The Archbishop Luminu stands, shaken from the violent melee that had taken place and looks at the adventurers. Once everyone has come to their senses, decisions must be made as to what the next course of action is. If they are able to determine where Dunlif's body now is, they can pursue it. They could finally kill Arosh or even have the Archbishop resurrect him as per Dunlif's plan. If the players leave the Luminu, due to his lawful good nature, he will begin the resurrection ceremony on Arosh anyway, as he sees it as a chance of redemption for the once innocent man. If the party decides to take the diamonds, the Arch Bishop will implore you to return them so he can resurrect Arosh.

Level 1

If the players decide to descend to the next level they find a cramped living space with 2 beds, a small kitchenette, bathroom and living area with several

scrolls and food scraps littered all over the table. There is little here of any value expect a few thick coats and scarves. As players reach the door have them make an investigation or perception check (DC15), this door is trapped. The trap can be disengaged with by a rogue with thief's tools or a Dispel Magic spell.

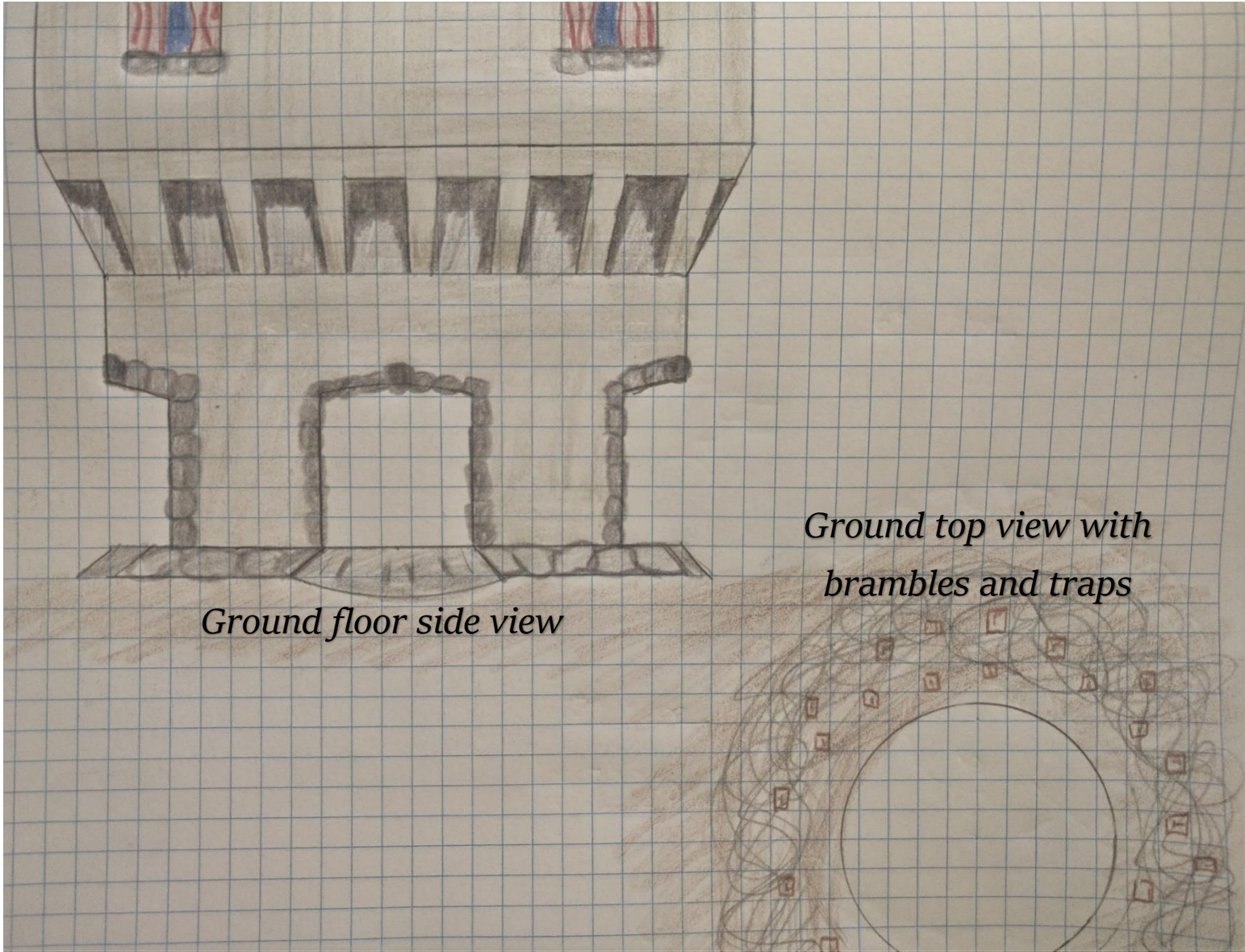
If opened without deactivating the trap, a Forcecage spell activates trapping anyone within 6 feet of the door in either direction. Then once trapped 2 fireballs materialise and are launched at the centre of the cell on either side of the door (4.5ft from the door). The spell is magically restricted to be contained within the Forcecage. There is no way to avoid this in such a confined space, players stuck are forced to take the full amount of damage. If this eventuates in a TPK the archbishop will come to investigate from above and heal 1 party member to consciousness. This Forcecage effect lasts an hour and cannot be dispelled or teleported out of. This also blocks the stairwell leading down stairs, if players are in a rush to chase after the Arch mage they must either leave through a window or utilise a spell to their advantage.

Ground Floor

The base of this tower is surrounded by a number of thorny brambles 30 feet wide that are difficult to move through. Perceptive players (DC13) will notice a number of humanoid skeletons scattered throughout the thicket as if they died attempting to reach the tower. Dotted amongst the brambles are small pressure plates which if triggered will create the Cloud of Daggers spell effect, forcing

players to take 4d4 slashing damage. These traps can be avoided by moving in a careful manner with a Passive perception of 13 or higher.

Once through the brambles there is a 3ft clear ring to the actual tower itself. This



Ground floor side view

Ground top view with brambles and traps

level of the tower is actually very open with four large open entrances facing north south east and west. Players can see through to the other side of the tower, and can't hear anything over the howling wind. As they enter the somewhat open ground floor the party may notice (DC 13) a number of well concealed pressure plates arranged in a spiral fashion from the center of the floor. In the very middle is a lever which (Intelligence roll DC12) disables all the pressure plates found throughout the brambles. On the side one of the support walls is a stairway leading up to a small landing with an entrance

door to the first floor, which is trapped (details in Level 1 section). This stairwell is deceiving as an illusion shields it so as it isn't seen from any angle except if you're about to walk up it.

Recovering Dunlif

As the party sets out the driving cold air howls through the sparse trunks of the almost alpine forest. The unusual snowflake descends every once in a while as you continue in the direction of Dunlif's body. Eventually after 10 minutes or so of searching you discover a hallowed out crater with a few smaller trees exploded outwards. It looks like as the teleport has materialised Dunlif here, the arcane energy exploded in a sphere destroying everything in a 15ft radius (Arcana DC5).

There is however one issue with the scene, Dunlif's body is missing. It can be quite clearly seen by all that 2 sets of footprints and marks have left a trail down the side of the crater and a single track which looks like that of a sack being dragged can be seen heading out of the crater. Any party member with survival will be able to determine that these are human tracks, and that they head south east. A survival roll (of DC15) will expand on that, they are heavy humans wearing leather shoes of some variety and they are travelling very fast. After a few meters they are able to see that one of the tracks gets slightly deeper into the ground as one of the people must have scoped up Dunlif, to carry him. The tracks continue for around 20 miles to the barbarian Camp of Beorunna's Well home of the Red Tigers. At this point it could be any time in-game that you choose, however the party is probably tired and any travelling through this area at night will force exhaustion on the party. The party can choose to camp overnight if desired. No rain or snow is expected to fall over the

next day. At some point before entering the camp, the player with the highest history modifier should explain to the party that this area is almost entirely run by two differing barbarian tribes or factions. The Red Tiger faction holds claim to the sacredness of the site that Beorunna's Well is built on. They also have a particular reputation for a total hatred of any magic performed except by their traditional shamans. Secondly the Black Lion tribe are the peoples who have actually settled the site, building the township of Beorunna's Well. They are considered slightly more "civilised" than the Red Tiger's and will be more accepting of the party.

Beorunna's Well

This small township is mostly constructed of thick alpine logs stacked around 9 feet high with steeply pitched thatched roofing. The town hosts a number of large burly men and lean athletic women, most of which stop to look in wonder at the party as it approaches. Travellers around these distant lands are unusual, especially ones not from nearby tribes. Word spreads very quickly that there are strangers approaching and before the party has even made it 20ft into the village they are stopped by 8 hulking barbarian men. The centre man, greying and covered with various scars and markings, announces himself as Hildarg Blackmane demands the business of the party. Upon hearing that you seek Dunlif, the other 6 barbarians begin to raise their thick axes, automatically assuming the party has come to recover the Mage. Have the wisest party member made aware of the information that regardless of the party level, they will never leave this village alive if they decide to fight. The barbarian leader motions that the others lower their axes, and demands what they want with Dunlif. The barbarians have intentions of killing the mage at sunrise the next morning after a number of tribe's people had died after trying to reach the tower, which truly belongs to the tribe as it sits on their land.

If players want Dunlif for any reason they will have to convince the barbarians that:

- They want to kill Dunlif themselves for all the trouble he

has caused in lands to the west (DC 14 persuasion)

- They will pay the barbarians for their efforts in helping capture Dunlif as he is to be bough to trial back in Neverwinter (DC 9 persuasion & 400GP's)
- They can challenge to fight 1v1 against the leader of the tribe for Dunlif. This will be a grappling/wrestling match (Using Strength/athletics checks and alternative Strength Saving throws, best of 7) any magic used will be considered cheating and will be a literal death sentence as it goes against all the barbarian principles.
- Dunlif's Magical items can also be recovered if the party is able to convince the barbarians that they are hazardous in the wrong hands (or something of that nature).

Other creative alternatives can be used at the approval of the DM, these should however be used in relation to Lore or knowledge based on barbarian culture. Dunlif's robe is a Robe of Eyes and his ring is a Ring of Regeneration.

The players can ask to speak with the mage, in an attempt deceive Dunlif, the party could state that they may rescue him if he tells them the password for the portal to return home. Other questions the party maybe unclear on can also be asked if desired. Furthermore the players may be able to negotiate with Hildarg to take possession of the tower on a number of conditions. They remove all the traps and magic that surrounds the tower base floor. Any magic within the tower is

acceptable as long as it doesn't influence the surrounding landscape or people.

They must also bring Hildarg a weapon of magical properties befit of a barbarian chieftain.

Once all has been negotiated and settled, the *party (if rested overnight on the way to the village)* should be able to make it almost entirely back to the tower before sunset.

Return to the Tower

Once returned, they could arrive to a few differing possibilities. Dunlif is still alive and can be bought to Neverwinter for trial or even just handed over to Luthar Starag. Dunlif's plan from the beginning was to resurrect his brother, upon seeing this complete and seeing his brother's youth and innocence return is instantly remorseful of the past 50 years. He will willingly be bought to face justice or execution.

Other NPC Reactions are as follows.

- Luminu is just waiting patiently, having cleaned the second floor and others in the player's absence.
 - Luminu will be disappointed if the players have returned without Dunlif as he believes that Dunlif deserved a fair trial.
 - Luminu will be disappointed if the players took the diamonds for the resurrection ritual and will ask for them back so as he can finish the resurrection.
 - Luminu's attitude overall is not one of great import.

He is just Lawfull Good, all the time. He will be grateful to return to Neverwinter however and escape this "prison like tower"

- Luminu and Arosh can be found waiting patiently on the second floor eating a simple meal of rations, drinking tea and discussing the true path to enlightenment.
 - Luminu will be disappointed if the players have returned without Dunlif as he believes that Dunlif deserved a fair trial.
 - Arosh will be deeply saddened by the death of his older brother. Arosh has returned without the memories of the past 50 or so years, he is under the assumption he was simply hexed or frozen for such a long duration and that his brother is the one who worked to save him. Players can choose what they reveal to the young man.
 - Arosh and Luminu will be happy to see the return of Dunlif. Dunlif will have asked the players not to share his sins with his brother, guessing that his returned brother won't have any memory of previous events.
 - Arosh will express a desire to repent for his ways that originally bought on all of

this (his gambling and partying), and will offer to leave everything of material value behind and join the order of Lathander. (Opportunistic players may wish to agree with Arosh and offer to take his manor off his hands also).

Either way this eventuates DM's now have two options to ponder. The first is that, the party and any other NPC's still remaining can take the portal found on the top level of the tower back to Neverwinter. With all enchantments and magical traps etcetera, now vanishing as Dunlifs control over them fades both in the tower and in the manor. Secondly DM's may choose for the actual portal itself to have faded along with Dunlif's other arcane inventions and therefore the party will have to travers their way back to Neverwinter. This is around a 600 mile journey and could literally take over a month of in game time depending on party dynamics, enjoyment of the journey or a happiness to explore. Encounters for this journey have not been written as the sheer possibilities here are essentially endless. It is recommended that if this option is taken that DM's familiarise themselves with the surrounding landscape and features and then use a supplement such as the fantastic "Limitless Encounters Vol. 1" (available at <http://www.limitless-adventures.com/>) to help flesh out the journey home.

Conclusions

The party, regardless of actions taken to arrive at a conclusion, should be granted a level each for the conclusion of this adventure. Furthermore depending on decisions made throughout this module players can also accept the following:

- 2000GP's each from Luminu's Order (if he is returned)
- 3000GP's each from the City of Neverwinter
- Titles of "Tide Turner" (prefix)
- Elevation to "Defenders of the Realm" status by Lord Neverember
- Reduced cost of construction (30% off) on any building in the city and also reduced labour costs as the city contributes 50% of labour requirements on building works.

Arosh if returned decides to surrender all his material worth to the city of Neverwinter and join the brother hood of a local temple. He is appreciative of all the support and work the party has done to help him and can be called on in the future for any divine based questions or lore.

Dunlif, if returned to Neverwinter, faces charges of extortion, murder, and enslavement. He is charged as the actual head of the Sanguine Tide, (Arosh either being destroyed, resurrected or still at the tower staked). His trial isn't a public affair as there isn't much physical evidence left except some notes, his journal and also witness and player accounts of happenings. Dunlif is sentenced to death and is executed within

3 days. Depending on the state of Arosh, Dunlif will go willingly or will deny everything and demand real evidence, causing the trial to run over a week.

At this point, any side quests not previously completed can be finalised. The players can now take a break and interact with the world they have helped to shape. The idea of offering players so many differing NPC assistants and opportunities to gain land and renown should now equate to players being able to take part on some serious downtime activities from building structures on land to helping relocate unsettled refugees (e.g. from Haftree) creating possible trade routes or contracts, or even spending the time learning a new skill or working on an existing one. Ideally the party should be at a stage where they are well rooted within Neverwinter and are making some kind of income to begin to build savings/or be working on new more powerful items for the coming adventures. Keeping a well-informed network of agents working for the party will also help to start the next campaigns adventure hooks.

Character Study

Dunlif – Sanguine Tide Leader – Dunlif initially be played as an old bitter magician who has essentially lost everything and is attempting to rescue his little brother. Due to years of working with arcane energies he has become somewhat rattled by their influence and his mind has become increasingly scattered. He has a habit of murmuring to himself from the side of his mouth and is erratic in both his speech patterns and voice levels. If Arosh is resurrected, Dunlif changes completely, as if a giant weight is removed from his shoulders. He is instantly pacified and remorseful.

Arosh – Dunlif's Younger Brother – Arosh when initially encountered will play as any other vampire, he is simply a slave to the affliction. Once resurrected however, this once again 18 year old with no memories of the vampirism, is a regretful and gentle soul. With the knowledge of his gambling debts and some inkling of the trouble this caused his brother, Arosh has become regretful and repentant.

Luminu – Archbishop of Lathander – Luminu has risen through the ranks of his order purely on his devout worship of his deity. Due to his bonds with the religion, Luminu believes in a second chance or rebirth for all who have gone awry previously. Luminu is a stickler for following the laws of the land and wishes people use restraint and reasoning when dealing with a situation. He is the first to forgive a person for their decisions and he also attempt to show any character of dubious morals the path to salvation

Encounter NPC's

Yeti

Large beast, Chaotic evil

Strength

18

+4

Dexterity

13

+1

Constitution

16

+3

Intelligence

8

-1

Wisdom

12

+1

Charisma

7

-2

CR: 3
700 XP

Armor Class: AC 12

Hit Points: 51 (6d10 + 18)

Speed: 40 ft., climb 40 ft.

Senses: darkvision 60ft., passive Perception 13

Languages: Yeti

Skills: Keen Smell. Has adv on Wisdom (Perception) checks that use smell.
Fear of Fire. If it takes fire damage, it has disadvantage on attack rolls & ability checks for 2 turns.

Traits & Actions:

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

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

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Ice Mephit

Tiny Undead, neutral evil

Strength

7

-2

Dexterity

13

+1

Constitution

10

0

Intelligence

9

-1

Wisdom

11

0

Charisma

12

+1

CR: 1/2
100 XP

Armor Class: AC 11

Hit Points: 21 (6d6)

Speed: 30ft., Fly 30ft.

Senses: darkvision 60 ft., passive Perception 12

Languages: Aquan, Auran

Skills: Perception +2, Stealth +3

Traits & Actions:

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

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

Damage Vulnerabilities bludgeoning, fire **Damage Immunities** cold, poison **Condition Immunities** poisoned

Unique Ability **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.

Gelatinous Cube

Large Ooze, Unaligned

CR: 2

450 XP

Charisma

Strength

14

+2

Dexterity

3

-4

Constitution

20

+5

Intelligence

1

-5

Wisdom

6

-2

1

-5

Armor Class:

AC 6

Hit Points:

84 (8d10 + 40)

Speed:

15 ft.

Senses:

blindsight 60ft., Passive Perception 8

Languages:

-

Skills:

Stealth +5

Immunities

blinded, charmed, deafened, exhaustion, frightened, prone

Traits & Actions:

Engulf The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Dunlif Zumbrox (Archmage)

Medium humanoid (Human), Neutral

CR: 12

8,400 XP

Charisma

Strength

10

0

Dexterity

14

+2

Constitution

14

+2

Intelligence

20

+5

Wisdom

15

+2

16

+3

Armor Class:

AC 15

Hit Points:

99 (18d8 + 18)

Speed:

30ft

Senses:

Passive Perception 12

Languages:

Common, Dwarven, Elvish, Goblin, Draconic

Skills:

Saving Throws: Int +9, Wis +6

Traits & Actions:

Confusion (90ft): Wis Saving throw (1/1) spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Creatures in a 10ft radius sphere within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

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

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.