

SANGUINE TIDE

PART I

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 Kilthad 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/arcania 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.

Whilst 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 Kilthad 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

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:

Unarmed 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

Strength

17

+3

Dexterity

15

+2

Constitution

15

+2

Intelligence

3

-4

Wisdom

12

+1

Charisma

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.

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:

45(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.

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:

74(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 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,