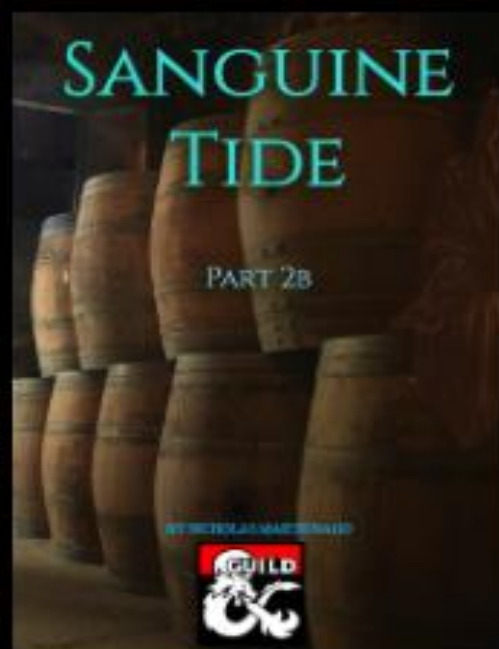
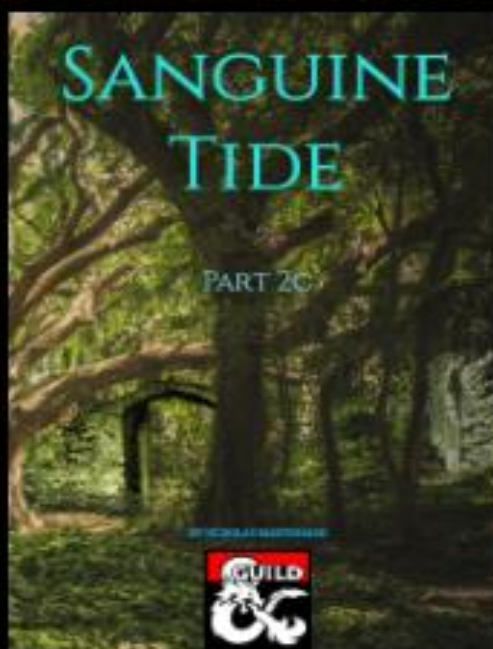
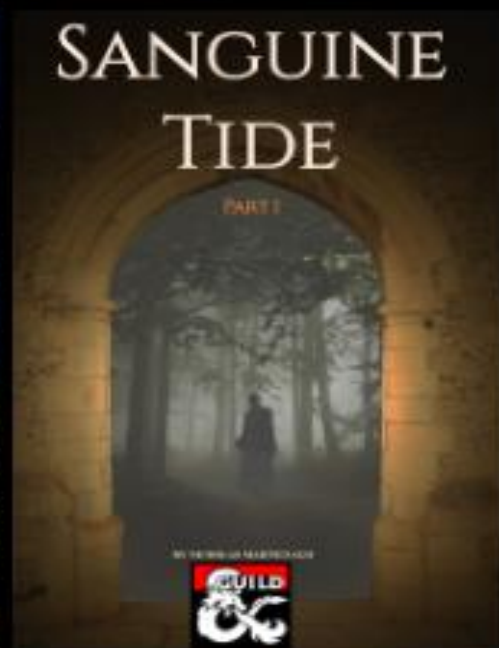
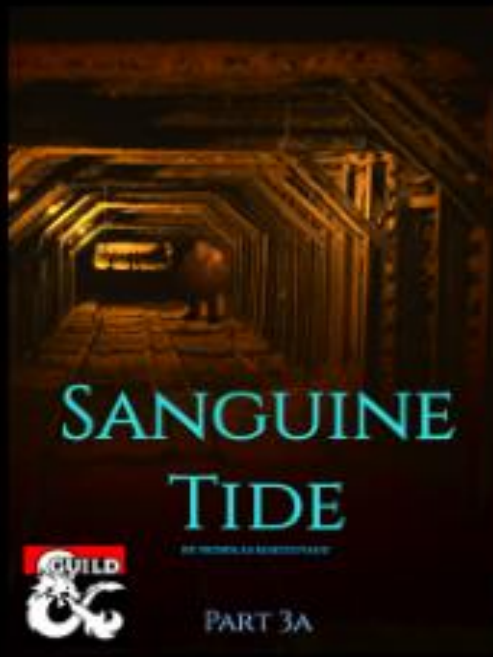


# DM NOTES & SUMMARY



## 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.

**Art & Cover's:** DM's Guild, Aaron Lee, Tan Ho Sim,

**Editing, Proofing and Continuity Collaborators:**

**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 Summary and Plot:

The story of the *Sanguine Tide* isn't the typical rise of the undead for global domination. Initially players will be tasked with dealing with a number of vampires that have been meddling with a number of villages and towns. However as the plot continues, it eventuates that the vampires have aims, or have succeeded in taking over a number of industries or assets in which they aim to use for economic gain.

This should be confusing or intriguing to the players as this was initially just a job to eradicate an undead threat. They have however treaded into a conspiracy in which the vampires are merely a means to an end.

The story of the Sanguine Tide starts a number of centuries ago in the city of Waterdeep with a young man named Arosh Zumbrox. Arosh belonged to a noble family of little reputation or wealth. Driven by the lustre of higher society, he often went on extravagant trips of lavish excess, coupled with exuberant gambling binges. Much to the displeasure of his elder brother, Dunlif.

Arosh eventually borrowed money from an infamous faction known as the Sanguine Tide. This group was rumoured to consist of mainly vampiric members, which operated as a pseudo "Thieves Guild" with complete secrecy from officials and records for almost a millennia within the city. Unable to pay back the debt, Arosh was turned by the vampires and therefore cursed by the vampiric affliction.

Dumped at his house midway through the process of turning, the Sanguine Tide left Arosh at the door of his family's home. Typically as the victim turned, they would be bought into the house before the transformation was complete, by their family or friends. Once finally completely consumed

by the affliction, the irresistible thirst for blood would drive them to kill and feed on their own loved ones.

So would have been the case, if not for Arosh's older brother Dunlif. Dunlif was a promising wizard with decent skill at the time when Arosh was bought home. Although unable to stop Arosh from being turned, Dunlif was able to prevent his brother from completing unspeakable atrocities against his family. Dunlif then worked at finding a cure for the affliction of vampirism. He spent countless hours magically trying to contain his afflicted brother, and the remainder of his family's wealth searching for a cure. Eventually he learnt of a *True Resurrection* spell for which the components were almost unfathomably expensive. Realising the monumental task that would require that kind of wealth, Dunlif set about formulating a plan to attain the money and revenge his brother.

First he spent about 15 years perfecting the *Potion of Longevity* necessary for such a long plan. He then grew his power and potential as a wizard, draining the last of his families funds and 30 more years of his life. At the age of 75 he then begun his takeover of the Sanguine Tide. Realising that each vampire had specific controls over any vampire they had turned, Dunlif realised he needed to end his brothers major torment by killing whoever had bit him.

This was no easy task as of the 15 vampires making up the original Sanguine Tide, it was the oldest and highest ranking official that had turned Arosh. Dunlif took 100 years to locate and kill Lungar the leader and turner of Arosh. Effectively this also put Arosh in control of the remaining vampires and the organisation of the Sanguine Tide.

Realising that events in neverwinter were going to eventuate in larger economic opportunities, Dunlif moved the remaining vampires and his brother to Neverwinter and awaited for the right time to strike. Dunlif still needed the huge +50,000gp reagents for the *True Resurrection* spell, so he set about creating wealth from a number of small enterprises. When the Dead Rats moved in from Luskan, Dunlif's few revenues slowly dried up. Realising that he would need the money soon he turned to local towns and villages to try to overthrow local industries to make money faster.

This is essentially where the party begins their adventure. The Sanguine Tide has infiltrated a number of businesses and towns for economic gain. Dunlif is close to securing the complete amount for the spell and is growing desperate. His mental faculties are growing to be questionable as his mind begins to rupture with the constant magical constraints he needs to keep on his brother.



## Regional Map



## Cliff Notes

### Part 1.

- Party is sent to investigate a number of missing locals from a nearby village.
- Turns out locals are being abducted by vampires who are based in a hidden tower.
- Lumber mill workers have been excluded from abductions
- Vampires are aiming to quietly destroy the town's population and take over the Lumber Mill and its employees for economic gain.
- Vampires have a few notes in the tower about other happenings in the area.

### Part 2A.

- Upon arriving at Lilorn everything seems reasonably normal.
- Criminal activity on the road to Stonedren has NPC's mad/worried.
- Turns out bandits on road are robbing everyone except the Ore shipments from Stonedren.
- The bandits are selling stolen goods to the Lilorn Exchange.
- Lilorn Exchange's owner, Grathed has been acting strange lately. His businesses books don't add up correctly.
- Find a vampire, who has been manipulating Grathed and skimming the profit.
- Nurlem is an important ally and can be useful for a number of other things.
- Hilfa has side quest relating to other parts.

### Part 2B.

- The Road to Haftree is being protected by a number of mercenaries, to stop people coming or going.
- Turns out the Sanguine Tide has butchered most of the Halfling settlement.
- The aims of the Vampires in this town are deliberately unclear. This is essentially a "Red Herring" area designed to test a groups combat abilities and provide a chance for players to develop a true dislike of the faction.
- It could be reasoned that the halflings found halfway through being turned, are to be used by the Sanguine Tide as scouts or spies, as halflings excel at sneakiness.
- Illrata could be turned into an ally if kept alive.
- The halflings can help with the "Restoration of Luthroms Supplies" from Part 2A.

### Part 2C.

- Ballaton and this part of the campaign is a chance to complete some side quests and meet some potential allies and possible future antagonists.
- Humden has valuable contacts in Neverwinter (comes into play in later parts).
- Immeral was placed to create a future antagonist.

### Part 3A.

- Party find that the dwarven mines have been overrun by goblinoids and dark figures.
- Turns out the sanguine tide have teamed up with local goblinoid tribes to take the mines from the dwarves.
- The Sanguine tide is mining ore and the like and selling it in Stonedren and Neverwinter.
- The goblins are only there because they hate the dwarves.
- Thalmoro is organising the entire attack. He was once an acolyte and has a terrible inner conflict about being a vampire.
- Thalmoro provides information on the Whistling robbin, the next clue.

### Part 3B.

- This part introduces a new faction named Clan Fortunus.
- These events are unrelated to the Sanguine Tide but build onto future events and other campaigns in development.

### Part 4.

- This part is about tracking down leads and closing in on Dunlif (the Grandmaster).
- Should be a mix of RP and investigation.
- Clues lead to a rogue and then an old woman.

### Part 5.

- With the location now discovered the party just has to follow the clues and discover the base of the Sanguine Tide.

- They enter a strange mansion with a number of revealing items.
- They find and activate a strange portal to a tower.

### Part 6.

- Contains the final showdown between the party and Dunlif. Also resolves the remainder of the story as outlined in the **Campaign Summary and Plot.**