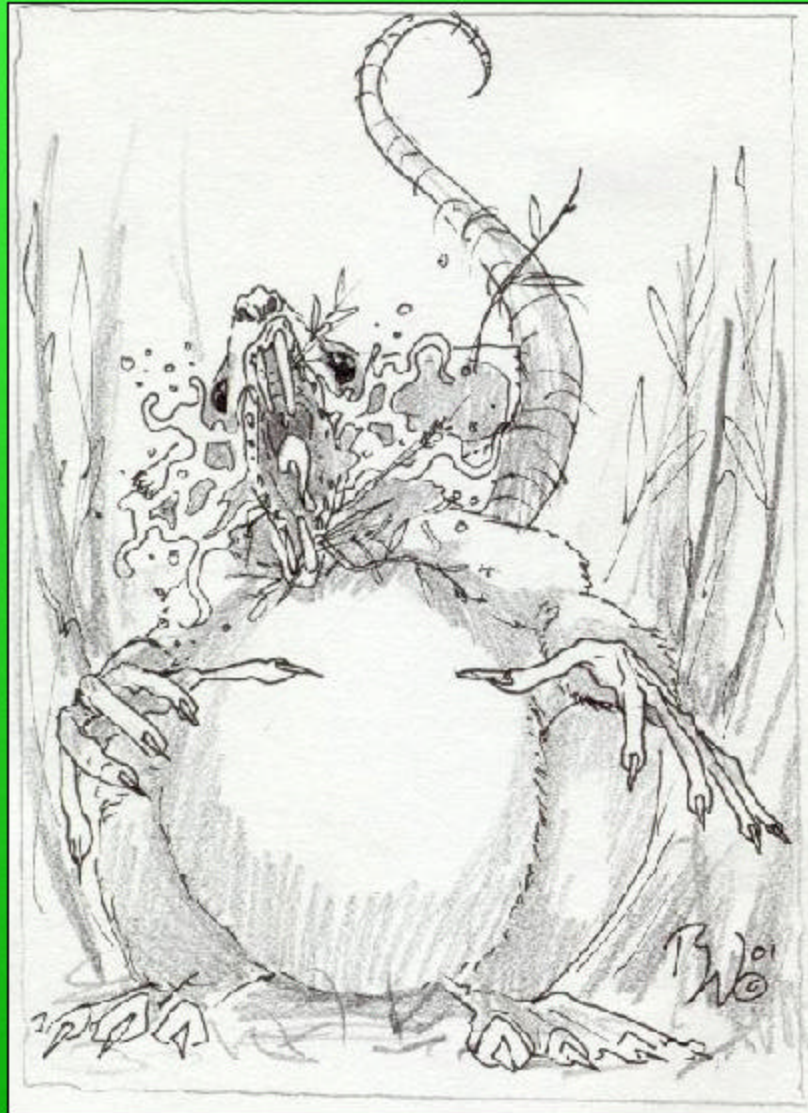


*PDabble Games™ Presents*

# **Amberdale 0: An Introduction to Amberdale**



**By Paul Dabkowski**



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*PDabble Games* Æ Presents  
Amberdale 0:  
An Introduction to Amberdale

A role-playing Adventure Module for the



Campaign Setting

By Paul Dabkowski

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Requires the use of the Dungeons & Dragons ® Player's Handbook, Third Edition, published by Wizards of the Coast ®.

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## Introduction

*Amberdale 0: An Introduction to Amberdale* is a module for 1<sup>st</sup> level characters. It is the prelude to the “Amberdale Series” of modules, which begins with *Amberdale 1: Something Askew in Amberdale*. It can; however, also be enjoyed as a stand-alone adventure or be stuck into your on-going campaign to involve your players’ characters in guilds, societies, and businesses (see below) that will enrich their role-playing experience.

Please visit us at [PDabbleGames.com](http://PDabbleGames.com) to order the rest of the series and other great products. We (and other providers of free d20 material) need to make *some* money back, if only to be able to pay for our web space.

This module is not your typical mystery or dungeon crawl. It is simply a series of different “mini-adventures” to introduce the players to the Town of Amberdale and give them a taste of the World of Gwent. It also includes opportunities for player characters to get involved in different guilds and societies so they can have interesting lives outside of hacking and slashing. (See “Guilds and Societies of Gwent” at our website.)

If you wish to run the adventure with a higher-level party, be sure to adjust the difficulty classes of the enemies and traps. And, if you are playing this module as a player character, please stop reading here, lest you ruin it for yourself.

## Preparation

Before you begin, be sure to have whatever rulebooks you need and a working knowledge of how you would run an adventure of your own devising. Then, read this entire module and be prepared for each segment.

After reading, print out the “PDabble Games™ Player Handouts,” which include “People of Amberdale” and item cards. Give each item card to the appropriate player at the appropriate point in the adventure. Note: Not all items they find, purchase, or receive will have an item card.

## Character Hooks

The town of Amberdale can be placed anywhere in your campaign world, or you can play in the World of Gwent. Wherever you place it, it should be in the middle of a forest. The players should decide their characters’ history, so let that determine why they’re in town. They could be living there, studying a trade under one of the skilled townsfolk (see “People of Amberdale”), visiting the Kyrratesh Night Market, looking for adventure, or just vacationing in the beautiful new town.

## Adventure Background

Fifteen years ago, Duke Raiben Storbeck granted an area of his land, on the easternmost edge of Calimar, to a faithful young paladin named Finnigan Amberford. On that land, Lord Amberford built a beautiful town for people of all races. It is now called Amberdale, and over 900 people prosper there on the edge of the wilderness.

**Recently, the climate of the area has been warmer than usual and it has been raining, on and off, for five days.** But, despite the dreary conditions, the People of Amberdale work on, preparing for the annual Kyrratesh Night Market: a festival held every year during the three days of the first full moon of autumn. The Market begins in six days (September 28) and will be unlike any other in the town’s history.

## Adventure Summary

The characters begin on a rainy night at the tavern in Amberdale. While at the tavern, they meet Farmer Bill Parner whom offers them the job of escorting his wagon during trips between his farm and the town marketplace.

The next day, while the party is carrying out the job, they are attacked by a group of kobolds. Once Farmer Bill is safe, the party may choose to search the woods for the kobolds’ hideout, which they find with hostile results.

That night they are called to a meeting with Brewmaster Brent Birchwhistle, and they are met with the opportunity to join some guilds, but they first need to raise money for their joining fees.

The next morning they visit Captain Jarrek at the town garrison to view various job listings. He sends them back into the woods to exterminate some rats at the Rangers’ Watchtower. When leaving the tower, they meet two monks, one of which is on his way to the “Caves of Trial”.

The next day the party goes to collect their pay at the garrison, which leads to a surprise meeting with one of the monks. He says that his friend has yet to come out of the caves and begs them to help bring him out safely. So the PCs go to the caves (rescue a druid and a treant from killer weed on the way) and are rewarded if successful.

In returning to town, they then have the money that Brent requires, and go for another meeting with him. He assigns them their first guild quest of capturing a trio of grave robbers, who are hiding out in the basement of a nearby farmer.

The adventure ends as the characters acquire information about other guilds and receive an invitation to join Lord Amberford, himself, at a royal banquet to be held during the town festival that they have, so heroically, helped prepare for.

# An Introduction to Amberdale

The text written inside boxes like this is to be read or paraphrased to the players as the module progresses. (Be aware that you don't have to finish an entire section of boxed text before you allow the characters to act, let them interrupt in the middle if they need to. Don't make the players feel like the adventure is running without them.)

Text written inside gray boxes like this one is open game content. (See the Legal Appendix in the back of this module for open game content information.)

**Text written in bold print is done so to make referencing main ideas easier, to speed up game play. You will still need to read all of the text before playing.**

At any point in the module, PCs can interact with the people in town. They will be able to talk to anyone except Lord Amberford, as an invitation is required to enter his house. Most importantly, **have them purchase equipment earlier in the day.**

**Our story begins at eight o'clock on the warm rainy evening of Friday, September 22, 1023.**

The flickering light of many candles dances out the doorway and lower windows of the Birchwhistle Inn. The motion of the flames seems to match the rhythmic beating of a cheerful drum, which accompanies the chirping of a flute from inside.

Stepping in out of the strangely warm autumn rain, you notice that the place is quite busy and only one table is not occupied. A very thin young man quickly ushers you to a seat and turns to face a barrage of shouts and orders. He leaves, and the music seems to grow louder as a figure comes whirling by your table in graceful spins. From somewhere within the blur, you hear the trilling of a flute.

You know the man to be none other than Brent Birchwhistle, tavern owner and talented performer. Keeping the music in rhythm is a rather charismatic half-orc at the front of the place with a small, but loud, drum in hand.

Soon the thin man returns for your orders, "What will it be?" He shouts over the merriment.

If the characters do not know each other already, this is a perfect time for them to meet, as they must all be seated at the same table. The man taking their orders is named **Welsley**.

After a few minutes, the music ends and conversations rise to fill the silence. You notice a man enter amid the commotion. He is still dressed in the ragged clothes of a long day's work and halts briefly at almost every table. Shortly, he is at yours and leans in close, "Can I bother ya' for a bit of help?"

This man is **Farmer Bill Parner**. He lives about two miles outside of town on the east road and is, like everyone else, preparing for the Night Market. Whether or not the players ask, he will continue to explain his plight.

"Well, I'm tryin' to get the goods from my farm to town here for the market in a few days, and I've been hearin' about all these wagons bein' raided by monsters out on the east road. I need to hire ya' to guard my cargo for a few trips tomorrow if it aint no bother?"

The players may want to know how much he is offering for the job. He will tell them the following: **10gp each**, plus **5gp for each "dangly little monster head"** they bring him. (If they ask why the town watch doesn't help him, he will tell them that they are too busy preparing for the Night Market.) Farmer Bill will ask for their names but probably won't remember them the next day. He will give them directions to his farm (**see Map 2**) and request that they meet him at sunrise.

**Read the next segment when the majority of the player characters leave the tavern.**

As you leave the tavern you see an old, female gnome, dressed in colorful clothes. She is tacking a paper to the outside wall that reads:

"Reward! For my lost cat, Scratches. She is gray and was last seen hunting in the woods to the east of town. If found, please return to Schoolmistress Emmawyn Rowanleaf."

The gnome tacking the paper up is none other than **Emmawyn Rowanleaf**. If the players talk to her about the cat, she will tell them that he was amazing: **he could open doors by himself** and liked to watch her cook her kraut; **he loved the smell of rotting cabbage**.

## The Road to Farmer Bill's

The time is now five o'clock in the morning and it's raining. Before continuing, **be sure the players are prepared** to escort a wagon through miles of puddles.

The morning is gray with drizzle, and thin streams run along side the cobblestone roads from the heavy rains of the past few days. The guards kindly wave to you as you exit the town through the east gate and continue down dirt road to Farmer Bill's.

It is suggested that the players have no encounters on the road at this point: they are going to need their strength a bit later.

Later, after two miles of mud, you arrive at the farm. A narrow path turns off from the main road and runs straight through a green field to a small house. Out in front, Farmer Bill stands in the rain tightening four large barrels to the top of a wagon. "Just in time for the first load folks. I figure I got about two or three."

The barrels that Farmer Bill is loading contain corn, wheat, and other grains. He wants to leave for town immediately.

As you start back toward Amberdale the rain comes harder, making large pools in the road that ripple as the wagon passes through. Farmer Bill seems not to notice the wetness and continues to chuckle helplessly at his own stories.

Most of the stories Farmer Bill has to tell are about gambling with buddies at the tavern. When role-playing him, make him tell boring stories repeatedly in a quick and relentless voice that annoys the characters almost as much as the wetness. He will go on to **tell them that Thurus (Brent's half-orc assistant) is a good bluffer and Welsley is a slippery one altogether.**

During this time, the players can question anything they want about the town. If you want, you can fabricate some of your own little stories about the townsfolk to keep it interesting. Farmer Bill thinks very highly of everyone in town.

The rain finally stops around noon, and you return to the farm to pack the wagon for the third, and last, time. You begin again down the road and notice that Farmer Bill's chatter has died away.

In the muddy road, many footprints have begun to harden. Most of them are yours from the morning, but after about a mile you notice many others that look as if they were left by large lizards. The horses stop suddenly, not wanting to enter the area ahead. The wagon rolls to a halt and is quiet. In the stillness, you can hear quick whispers darting through the trees around you.

**Encounter (Level 1):** There are seven kobolds hiding in the woods with every intention of raiding the wagon.

**Kobolds (7):** hp 4, 4, 3, 3, 3, 2, 1; Init +1; AC 15; Attack -1 melee (1d6-2/crit x3, halfspear), +2 ranged (1d8, crit 19-20/x2, crossbow); Saves: Fort +0, Ref +1, Will +2

**Tactics:** Only **five of the seven kobolds will come down to the road with spears.** All they want is the food handed over peacefully and will not attack unless attacked. **The other two are in the woods (one on each side of the road) with crossbows** pointed at the party in case they decide not to cooperate. When at least four kobolds fall, the others will run away through the woods to the north.

**Treasure:** The kobolds have **5gp and 5sp each.**

**Development:** If all the kobolds are caught, or the players decide not to pursue them through the woods, **Farmer Bill will ask them to follow their trail** back to their den to finish them all off. He will remind them of the 5gp for each head and even pay them now for the ones they've killed, if they wish. **But, before they go hunting kobolds, he wishes to be escorted the last half-mile to the town** and will pay them their 10gp each when there.

**The Kobolds' Hideout:** Read the following if the players want to find the kobold hideout. If they choose not to, let them have free time until the late afternoon and skip to the section titled "A Play at the Tavern".

The fresh kobold footprints are easy to follow through the muddy forest. They lead to the northeast where the land begins to get rocky. Rainwater drips from the branches overhead as you walk up and down high ridges.

The footprints lead to a grassy clearing in the forest. Towering from the middle of the space is a huge gray tree. A hole has been burned neatly into its dead core, and you hear quite a ruckus from inside.

The noises they hear from inside are kobold voices. If some escaped from the battle on the road, the noise is them warning others and preparing for an ambush. If none escaped, then the noise is from those other

kobolds arguing over a sack of corn. Allow the players some time now to devise a plan. If the kobolds know they are there, they will come out after ten minutes to check the area.

**Encounter (Level 1):** A small band of thirteen kobolds has been using this tree as a hideout, and there are six here (plus any others that escaped the combat on the road).

**Kobolds (6):** hp 4, 4, 3, 2, 2, 1; Init +1; AC 15; Attack: -1 melee (1d6-2/crit x3, halfspear), +2 ranged (1d8, crit 19-20/x2, crossbow); Saves: Fort +0, Ref +1, Will +2

**Tactics:** If the kobolds have been warned and know the characters are outside, they will each grab a light crossbow and a halfspear. They will set up at the other end of the tree from the door and fire bolts at anything that enters. If the players get within reach, the kobolds will attack with their halfspears.

If the kobolds do not know the players are there, they will have no plan and feverishly grab the nearest weapon to attack them with when they enter.

**Treasure:** The kobolds have **5gp and 5sp each** and one of them is wearing a **copper pendant with strange markings** on it (worth 1sp). (Nobody, not even Brent, can decipher the markings on this pendant, which becomes significant in *Amberdale 3: Journey to the UnderGwent* if the PC holds on to it that long.)

**Development:** If the players search the tree, they will find sacks and barrels from looted farm wagons. **A successful search check (DC 10) will reveal paintings on the inside wall of the tree.** They are faint (the paint was made from berry juice) and seem to tell a story of monsters hunting in the forest and hurting trees. The last pictures are images of a human or elven figure shrouded in light and defeating the monsters.

**History:** The figure in these paintings is an ancient elven female druid named Lunestra. She was said to have saved the Kyrratesh Forest from an evil more ancient than herself (a knowledge (local) or bardic knowledge check of 20 or more will reveal this, or they can find out from Brent).

This tree was not burned out by the kobolds. It is a resting-place for wandering druids, which the players may discover later.

You make your way back to town in the humid dampness. You arrive in the late afternoon and the place is busy with the anticipation of the upcoming festival.

Now is the time to let them get healed (Sanctuary will do it for free in this town) if they need to. After that they can kick around town until eight o'clock. At

eight, most of the town will be going to the tavern to see Thurus Blakk and Kendor Stonecutter perform a reenactment of the Battle of Beldrithane: an annual tradition.

## A Play at the Tavern

There is even more commotion at the tavern this night as the dwarf Kendor Stonecutter and the half-orc Thurus Blakk are performing their annual theatrical reenactment of the Battle of Beldrithane. You manage to find a seat among the crowd, but many that enter behind you do not.

Every chair is now filled and many people are standing. Kendor swings his axe with a cry to Beldrinor, and Thurus falls with an orcish curse on his lips, bringing a stunning close to the two-man rendition of one of the largest battles in history.

Let the PCs order some food and/or drink if they wish, and have Farmer Bill find them to thank them again. He will pay them if he hasn't already.

A bit later, Brewmaster Brent approaches you. He asks for you to join him briefly in his back meeting room; he has an offer for you and would enjoy talking it over in quiet.

If the players do not wish to go back with Brent, he will pull up a seat and speak with them in the noisy room. If this is the case, skip the next box.

You enter the back room to find that a table and chairs have been set for you. Already sitting in one of the chairs is the half-orc Thurus. Brent motions for you to be seated, closes the door, and joins you at the table.

"Welcome and be comfortable. I am Brewmaster Brent Birchwhistle and this is Thurus Blakk. He is a bartender, performer, and occasional bouncer here at the tavern."

If any of the players has a serious problem with sitting down and talking with a half-orc, Thurus will step out.

"I think it is only fair for you to know that many are already aware of your heroic feats on the east road today and many more will know by tomorrow; as they should. Those kobolds have been raiding farm wagons for weeks now and nobody has been able to stop them. Very impressive."

If the players want to know how Brent found out, he will say that Farmer Bill has a big mouth. If they ask why the town watch didn't stop them, he will say that they tried, but the kobolds didn't show themselves whenever the watch was around.

"Now, I have a proposition for you. I am a guild master of something called the Brewer's Guild, which is a group consisting of people all over the world. It is a group that makes friends easily in strange lands and shares warm tales and homemade drinks.

As you can imagine, an immense amount of information flows through the guild: information that is utilized to protect the people of all nations. I will have you in this guild if you wish. What say you?"

You can explain to the players that all members of the Brewers' Guild receive a **+2 situation bonus on Gather Information checks**. (See "Guilds of Gwent" at our website.)

**Read the next segment only to the players that agree to join the guild.**

"Very good! Now, I have yet another proposition. Associated with the Brewers' Guild is another organization known as the Adventurer's Guild. This guild consists of brave men and women that share the common purpose of helping those in need. The Adventurers may receive jobs, mostly very high paying ones, through the Brewers' Guild and more prestigious positions within the guild itself. Based on your actions today, I think you are all suitable candidates for this guild. What say you to this?"

If the players wish to know the advantages of this guild, they are the **high paying jobs** and a **+2 situation bonus on knowledge (local) checks**. Before the players can join either of these guilds they must meet the requirements (see "Guilds of Gwent"). One of the requirements of the Adventurer's Guild is a 100gp-joining fee, which Brent will discuss now to the characters that accept the offer.

"Great! Though you cannot join either guild quite yet, you can begin working toward the joining fee for the Adventurer's Guild. The cost is 100gp each and must be earned by helping others. I suggest that you visit Captain Jarrek at the garrison tomorrow: he often receives job offers that the town watch is simply too busy to take."

If the players are afraid that the guild dues will be 100gp every month, you can assure them that they will be only 10gp (100 is only the joining fee, to

prove that they are capable of being successful adventurers). They may question Brent if they wish. He will answer all questions as best as he can and is very polite. (For a general summary of information that Brent has, see "People of Amberdale" and the free source material at our website.)

The next section picks up the next morning.

## All Around the Watchtower

It is now seven o'clock in the morning and the rain has stopped.

The morning is sunny and the walk to the garrison is a dry one. When you arrive, two guards question you about your business.

The guards are polite with their prodding; they are just doing their job. They will let the party in without difficulty.

You enter the building and find a large bearded man writing at his desk; it is Captain Jarrek. "Can I help you?" He asks.

Captain Jarrek is not a mind reader; don't continue reading until the PCs ask about a job.

"Ah yes, I do have a job that came in a few days ago. One of the rangers in the area has requested that we exterminate some rats at the Kyrratesh Watchtower to the northeast of town. I was planning to send some men down to take care of it after the Night Market ends. But, if you would like to give it a shot now, the pay offered is 50 gold pieces (total)."

Bargaining with the Captain for more money won't do any good because it is not he who is paying, but a ranger who is not in town right now.

Once the players accept, they are given directions to the watchtower. It is on the lower western slopes of the Kyrratesh Mountains. (**See Map 2.**)

You walk in a winding path around the mossy trunks of the forest. After a few hours you reach the foot of the Kyrratesh Mountains. A short climb reveals the base of the tower. It is built of gray stone and is much larger than any of the towers of Amberdale. At the foot of the structure, three large rats are ravenously tearing the forest plant-life apart with drooling maws.

**Encounter (Level 1):** The rats are presently minding their own business and won't bother the characters unless they are provoked (they are indifferent).



**Dire Rats (3):** hp 6, 5, 4; Init +3; AC: 15; Attack: +4 (1d4/disease, bite); Saves: Fort +3, Ref +5, Will +3

**Tactics:** The rats' only tactic is to fight the characters away from the area and they will fight to the death if necessary.

**Treasure:** None.

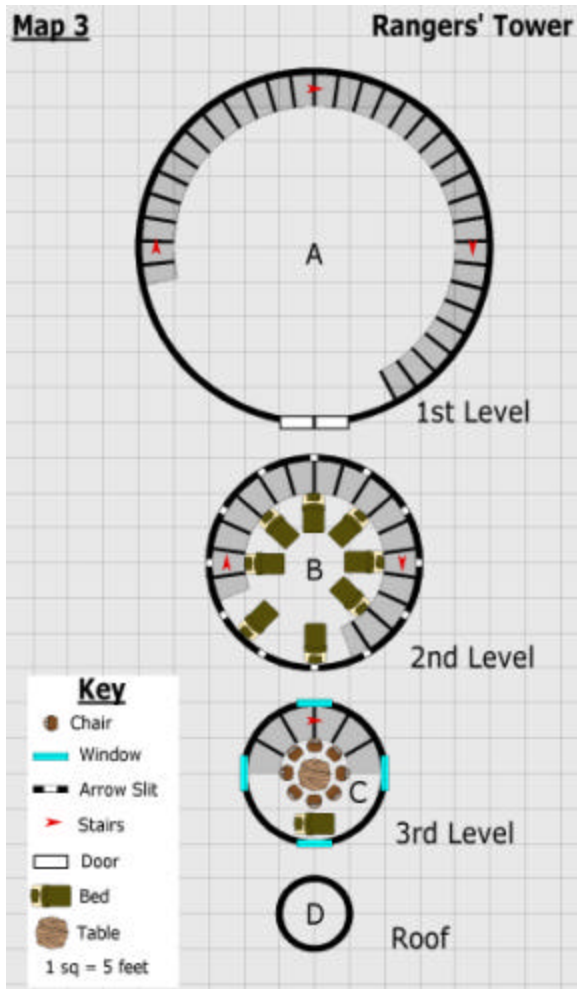
**Development:** If anyone was bitten by a dire rat, they must succeed a fortitude save (DC 12) or become diseased in 1d3 days and temporarily lose 1d3 Dexterity and 1d3 Constitution.

### A. The Ground Floor (refer to Map 3)

This is the lowest level of the tower, and it has a dirt floor. The rangers use it for nothing more than large gatherings and councils when the weather prohibits them from meeting outside.

The door of the tower is made of thick stone and now stands wide open on steel hinges. You enter into a large area with a dirt floor. To your left is a wooden door that has been chewed apart and now swings free. Behind the door is an enclosed staircase that winds around the inside wall to the ceiling fifty feet above.

**There are no rats here,** but the players may suspect some on the upper levels and wish to prepare.



### B. The Main Bedroom

This floor has eight beds, some weapons, a food storage area under the stairs, and arrow slits all around the wall. The beds are here for wayfaring rangers to rest in.

At the top of the stairs there is another wooden door. Like the other, it has been chewed to pieces. From behind it you here a chorus of tiny squeaks.

The door opens to the main bedroom, which has been taken over by rats.

**Encounter (Level 1):** There are seven regular rats and one dire rat in the bedroom that will attack anything that enters.

**Rats (10):** hp 2, 2, 2, 2, 2, 1, 1, 1, 1, 1; Init +2; AC 14; Attack +4 melee (1d3-4/x2 bite); Saves Fort +2, Ref +4, Will +1

**Dire Rat (1):** hp 6; Init +3; AC: 15; Attack: +4 (1d4/disease, bite); Saves: Fort +3, Ref +5, Will +3

**Tactics:** The rats are interested in a large dinner and nothing more.

**Treasure:** The rats carry no treasure, but there are weapons on the racks (belonging to the rangers). Among the weapons are various swords, bows, arrows, a beautiful silvered short sword, and a silvered dagger. (Even though these weapons belong to the rangers, they will allow the characters to keep them if they are successful in exterminating the rats.)

**Development:** The rats were eating the food in the storage area under the stairs, and now **there is food all over the floor**. The **silvered weapons will be needed** to defeat the wererat on the next floor, if the players can't think of anything craftier (like throwing it out a window).

### C. Overlook Room

The stairs from the bedroom continue on and lead to this floor. It is twenty feet in diameter and there are four large windows (north, south, east, and west). There is a table, eight chairs, and a bed. There is no glass on the windows, so there are drains in the floor beneath them for rainwater.

The stairs continue up and lead to another door. Unlike the others, it has not been chewed, but it is open a crack. You can see that behind it there is another room with a large, round table and a bed. Resting on the bed is a hideous looking man-rat of some type. It jumps to its feet quickly and snaps, "I thought I told you little squeakers not to come up here!" It is coming toward the door.

This wererat is the leader of the wretched vermin and is using this room as his living area.

**Encounter (Level 2): A silver weapon (or magic) is needed to injure this creature.**

**Jecklar (Wererat):** hp 8, Init +0; AC 16; Attack +3 melee (1d6, 18-20/x2 rapier), +1 melee (1d4/x2 bite); Saves: Fort +5, Ref +5, Will +5

**Tactics:** The wererat will fight feverishly for his life with his rapier and bite. If the chance arises, he will attempt to kick his opponent out a window (100 feet to the ground). Anyone that falls out a window will take 10d6 points of falling damage if they can't catch themselves on the outside wall (climb DC 25).

**Treasure:** Jecklar carries 10gp, 5sp, a few healing herbs, and *pipes of the sewers*.

**Development:** If any character was bitten by the wererat, they must make it back to Brother Mendel within three days or they will contract **lycanthropy** and become a wererat themselves. (see MM 219).

### D. The Roof

The stairs continue to the roof of the tower. From here the climber is 150 feet in the air with an awesome view.

The stairs climb higher still, and you come to a point where there is a trap door in the ceiling. The door opens to the roof of the tower.

From here you are high above the trees and have a commanding view of the surrounding area. The air is clear and you notice tiny spires of smoke from the chimneys of Amberdale. Looking out far enough, you can even see the grand city of Storbeck: a tiny speck on the distant horizon.

At your feet is a small clay statue wrapped in beads and adorned with gems. The figure is in the image of a very chubby child. One of the child's hands holds a small sword, and the other is extended in the sign of peace.

This statue is obviously a tribute to some god, but none of the characters can identify it. (It is actually the symbol of a god that calls himself "Narthane" (look for him to make more trouble further on in the series). The beads are worth 1gp altogether, but there are **six gems** (red, blue, yellow, green, purple, and orange) **worth 5gp each**.

Once the characters are done here, they can head home. Anyone they question about the statue, beads, or gems will not know what they are.

You descend the stairs of the tower and step into the forest once again. As you start back down the hill you hear a sharp bickering from ahead. Out of the brush step two cloaked figures wearing large packs.

The two figures are human monks from the monastery many miles west of Amberdale. One is named **Aston** and is quite old (about 60), and the other is a young boy named **Gabe** (about 17). Both approach with a friendly greeting. They are curious about what the characters are doing all the way out here and attempt to start a conversation with them.

However, the PCs may be quite injured and worried about diseased rat bites and want to get back to town as soon as possible. (Aston has some healing potions [cure light wounds 1d8+1] but cannot cure disease.) If the players decide to abandon the conversation that is understandable, and **Aston and Gabe will promise to stop in at town to speak with them on their way back**.

If the characters decide to talk with them, they will learn that Gabe is heading toward the "**Caves of Trial**" to take his test and Aston is his guardian.

**The PCs cannot go with Aston and Gabe now**, and if they decide to, the monks will refuse to take them. You should also remind them of any rat bites and stress the fact that they are beginning to feel weak from them.

## A Return to Rat-lessness

If any of the PCs are hurt, they will be directed to Sanctuary to see Brother Mendel. If they visit Brent, he will suggest they see Brother Mendel (even if they are not hurt) and report what they have done. He has a feeling the priest will be pleased.

Upon entering Sanctuary you are greeted by Brother Mendel. "What on Gwent happened to you folks?"

Whether or not they tell him what happened he will check them for disease.

"Well, this doesn't look good. Indeed those suckers got ya'. I'll see what I can do.

At this point, Brother Mendel will cast a **"remove disease"** spell on anyone that needs it. Then, he wishes to speak about what they have done. If they tell him, he will be very excited and praise them for killing the rats.

"Well, then! When those rats moved in they grew quite a liking to the herbs around the tower. That is the only place for miles that those herbs grow, and my healing potion business depends on them. So, in killing the rats you saved my business, and it would be unthankful of me not to offer you a reward."

At this **he gives them each a potion of cure light wounds (1d8+1) and 25gp (each).**

After they talk, **he asks any clerics, rangers, paladins, and druids in the party to meet with him at 6:00 that night.**

Once the party is done at Sanctuary, they may go to Captain Jarrek at the Garrison. He tells them he will send for them, probably tomorrow around noon, when the ranger arrives with their pay. He also tells them that if they did a good job they might be eligible to join the **Hunters' Guild** (See "Guilds of Gwent" for details on the Hunters' Guild.)

**Meeting with Brother Mendel:** At the 6:00 meeting with Brother Mendel, any clerics, rangers, paladins, and druids will be told about their possibility to join the **Healers' Guild**. Any clerics or paladins will also be told about their god's special society (see "Societies of Gwent").

In addition, **choose only one cleric, paladin, ranger, or druid in the party to read this next part to** and have the others leave. (If there are no clerics,

paladins, rangers, or druids in the party, skip the next part.)

"Now, you seem like one that might be interested in a business proposition. Ever since those rats came to that part of the forest, my previous business partner, a ranger named Rodney (Dirt), refused to gather any more herbs for me: he's terrified of rodents. Well, the rats are gone now, but I don't think he's coming back to work.

If you'd like, I'll pay you 25gp for each basket of herbs you bring me. I will need one basket a week, and that is probably all that is out there now. And maybe, in time, I'll teach you how to brew your own business. What do you think?"

Brother Mendel does not need any herbs until after the Night Market so don't let the character go running out to get them now. (The PC will have to have at least one rank in profession (herbalist) before he or she can properly collect the herbs. Herb collection can begin after *Amberdale 1: Something Askew in Amberdale* (and the PC will have gained a level by then, so he can purchase the rank in profession [herbalist] if he doesn't already have one).

**Waiting till tomorrow:** At this point, the party should not have enough money to join the Adventurers' Guild, but more is coming tomorrow. They can hang out until then.

The next morning around ten, a town watchman finds you. "Captain Jarrek has asked that I call you to see him; the ranger has arrived."

Hopefully, they will go now. If they decide not to, they will not get paid for killing the rats.

When you arrive at the garrison, Captain Jarrek is at his desk. Seated at the other side, facing him, is a halfling in a brown cloak and studded leather armor. "Ahhh yes, welcome," the Captain says. "This here is Rodney Dirt. He is one of the many Kyrratesh Rangers."

"So this is the crew," Rodney says in a high voice. "Thank you greatly. Here is your promised pay of fifty gold pieces. A pleasure to meet you, and keep up the good work."

The players can stay at the garrison and talk if they wish. (They may learn that Rodney is terrified of rats and that he does not intend to work for Brother Mendel anymore.) **Read the next part once they step outside.**

Just as you step through the front gate, you see a man hurrying toward the garrison. It is Aston, the old monk. "What a relief! I was hoping I could find you folks: I need your help. Gabe entered the Caves of Trial early last night and has yet to come out. He should have been out by midnight.

I waited until this morning, and now I'm terribly worried for him. And what's worse: when I woke up I found that a moving wall of vines now blocks the entrance of the cave. Please, I beseech you to help us."

If the players ask why Aston can't help Gabe he will tell them that he is forbidden to enter the caves. He has already passed the test and can never enter again.

## Bad Weed

Aston leads you back to the area of the forest that you met him in yesterday. He then leads you farther up the forest-covered mountain and around to the south side, where there is a stream running cold and quickly around large boulders. "The entrance to the cave is just around that boulder in the side of the mountain," Aston says with an outstretched forefinger.

If the characters don't go carefully around the boulder, an animated plant will attack them.

As you round the boulder you see an immense mass of twisting vines. "Don't go near that!" Aston cries. "That is fetterweed, and it's covering the entrance to the cave."

Aston now explains that to kill fetterweed you cannot attack the vines: you need to attack the main stalk. He tells them to trace the vines to the stalk and to be careful. The old man will follow about 200 feet behind.

The trail of the weed is wrapped around the ridge. After tracing it for hundreds of feet you come to a spot where it becomes a seething wall of vines. You see a female elf entangled within that wall.

**Encounter (Level 2):** This is fetterweed and will lash out at any moving thing that comes within forty feet of it.

### Fetterweed:

hp 30; Init +1; AC 13; Attack: 4 whips +4 (1d2+1/x2[subdual], whip); Saves: Fort +4, Ref +2, Will +3

**Tactics:** The weed attacks by whipping a creature until it is unconscious. Once it falls, the weed wraps around it, lifts it up, and begins to cover it with paralyzing enzymes. After days these enzymes begin to dissolve the creature and the plant will absorb the nutrients.



**Treasure:** On the ground are kobold skeletons. In the pockets of their clothing are a total of 15gp and 20sp. On one of their arms is a beautiful silver bracelet (worth 15gp).

**Development:** If the characters are all defeated before the fetterweed is, they will be tangled and unconscious. The next thing they will know is Aston cutting them free and tending their wounds.

If they don't move to rescue the trapped female they saw before, **remind them that she is still entangled.**

The weed lies crumpled and flat to the ground: motionless. You cut your way to the figure you saw tangled in the mass before. Now, lying on the ground, is a brown-skinned female elf. She is clad in leather armor that had been whipped open in places, and a scimitar dangles loosely from her still hand.

She is still alive and covered with goo. Now the party can cut her out and attempt to heal her. If none of the characters can heal her, Aston will use a healing potion.

After a few minutes, she shifts and opens her eyes. “Thank you,” is all she seems to be able to say, and weakly closes them again.

“Yes,” thunders a voice from above. “Thank you kindly.” You look up to see a giant tree. It is stretching its arm-like branches out with a yawn, dropping leaves with each movement.

The female is an elven druid named **Cassia Seneca**, and the talking tree is a treant named **Oakhurst**. After a few minutes, Cassia will be able to walk, and thank them all many more times. She will want to know their names but says **she can’t stay to talk for long** because she is late for a council (of the Kyrratesh Druids).

The players can talk with Oakhurst a bit longer. **Aston will want them to go to the caves quickly**, but one thing that Oakhurst will say is this:

“The aid of you folks is appreciated greatly,” the treant says. “And now, in these strange lands of Kyrratesh, you may speak the truth: that you are friends of Oakhurst. These will serve as proof.” At this he reaches out a long branch. At the end is a twig, like a finger, wearing many wooden rings. “Take one each,” he booms.

Carved around the wooden rings are shapes of leaves. These tokens will strike fear into many of the evil creatures of Kyrratesh, and make friends of others (see item cards in the appendix).

**Now the party should be heading off to the caves.**

## Trial by Magic. . . Caves

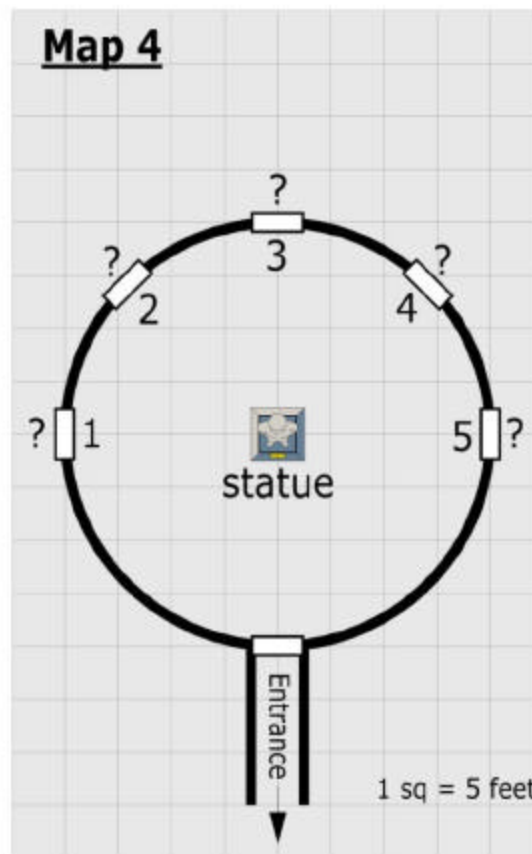
**History:** “The Astounding Azzimar” magically created the caves of Trial long ago. They are specifically for the purpose of testing a young monk’s skills before he joins the “Order of the Dragon” (see “Societies of Gwent”).

You wave good-bye to the giant tree and start back along the trail you have just walked. When you reach the mouth of the cave you find it exposed. The weed lies in a tangled and withered heap. “This is the entrance,” Aston says. “Good luck.”

If they ask Aston what is inside or where the exit is, he will not know because the caves are always changing. He will give them any healing he has to offer before they enter.

When you first enter the cave you notice that the walls are natural and unworked. After about 200 feet there is evidence of smooth stonework, and you can see a light ahead. Soon you find the source of the light as you step into a circular room, 30 feet in diameter. There are five doors here (not including the one through which you entered). On the wall between each of the doors is a burning torch, and an eight-foot statue of a man stands in the center of the room.

If the players are being cautious and not all entering the room at once, nothing will happen. Once they are all in the room continue reading.



Upon entering the room you hear the loud scraping of rock from behind you. You turn to see that the wall has closed, blocking your exit. “You cannot leave the caves until your task is complete.” The voice is coming from the statue in the center of the room.

If they try to speak to the statue it will not answer them. It will speak again if they inspect the north side of it.

Inspecting the large stone figure, you notice that it has another face on the other side of its head. "Forever, you shall be as noble as your purpose," the face bellows.

Again, **if questioned further, the statue will not speak.**

Now, the only option for the party is to try some doors. **See Map 4** and read on.

## Door 1

Read this only if they open door number one:

The door opens to reveal a dark hallway. The air is stale and carries the stench of rotting things. The tunnel runs for about thirty feet and then opens to a larger cavern. From within that room you hear the slow shuffling of wrinkled feet.

**Encounter (Level 1):** There are two zombies in this room that only attack if the characters enter the room. They are the manipulated corpses of failed test subjects.

**Zombies (2):** hp 18, 24; Init -1; AC 11; Attack +2 melee (1d6+1/x2, slam); Saves: Fort +0, Ref -1, Will +3

**Tactics:** The zombies will attack anything that enters. They will not leave the room, even if turned.

**Treasure:** One of the zombies carries a very ornate key (that opens door 2).

**Development:** The zombies are the only things in the room and **there are no other exits**. The party will have to **try another door**.

## Door 2

This door is magically locked and will only open with the key from the zombies behind door 1.

This door opens to a 10' by 15' room. On the wall facing you is a burning torch surrounded by many small buttons and levers.

Each button or lever does something different. If a player decides to touch one, ask him/her to **pick a number between 1 and 20 or toll roll a d20**. The following are descriptions of what the buttons do (each button only works once):

- 1:** Hits character with a magic missile (1d4+1, no save)
- 2:** Shocks character for 1d6 points of damage (Fort save, DC 20, for half damage)
- 3:** Dumps three gallons of water on character from above
- 4:** Cures 1d8+2 points of damage to character
- 5:** Blinds character for 4 rounds (Fort save, DC 20 negates)
- 6:** Needle injects poison: lose 1d3 points of strength for 1 hour (Fort save, DC 20 negates)
- 7:** Does nothing
- 8:** Casts Maze spell on character (see PHB 226)
- 9:** Burning Hands: 2d4 points of damage to anyone within five feet of the button (Ref save, DC 20, for half damage)
- 10:** Casts Grease spell on floor (see PHB 210)
- 11:** Paralyzes character for 4 rounds (no save)
- 12:** Turns character invisible for 8 rounds (no save)
- 13:** Dumps acid on character from above (1d6, Ref save, DC 20 negates)
- 14:** Grants character +1 magical AC for 1 hour
- 15:** Deafens character for 1 hour (Will save, DC 20 negates)
- 16:** Casts Fear spell on character (Will, DC 20, negates)
- 17:** Character receives 1d4+1 extra points of strength for one hour
- 18:** Strikes character with instant and intense hunger
- 19:** Silences character for 1 hour (no save)
- 20:** A greataxe swings from the ceiling with an attack bonus of +7, inflicting 1d12 damage

If the characters throw things at the buttons, they will not suffer or benefit from their effects (roll a d20 to see what they hit). But there are no rocks in the caves so they would have to throw either something else they've found or their own things. **Once three buttons have been pressed or hit, Door 4 will open.**

**There are no other exits from this room.**

## Door 3

This door is normally locked and can be picked open (DC 15) or broken open (DC 20).

Behind this door is another short tunnel. There are two doors at the end it with a stone face in the wall between them. As you approach, the face suddenly opens its eyes and says, "One door to lead you out, the other, to nothing. Answer my riddle and I will show you the way."

The players don't actually have to answer the riddle because both doors are unlocked, but here it is:

“What is bound, yet, helps others to escape?” the face asks slowly. “Each of you may have one guess.”

The answer to the riddle is “a book.” The face will not talk to them; it will only say “no” if their guesses are wrong.

**It will say the following when someone guesses the right answer on his or her first guess:**

“You have answered correctly. The left door is the way out.”

The left door opens to the top of a staircase (The right door is a false door, and opens to a wall). **Go to the “Door 4” section (the next section) to continue from here.**

### **Door 4**

This door opens to the top of a staircase. This staircase is also (magically) the one mentioned at the end of the “Door 3” section. So if the party opened the left door at the end of the tunnel behind door 3, or they opened door 4, they would be at the same staircase.

The door opens to reveal a staircase that descends into a blackness that carries a putrid odor. As you start down, the door shuts behind you and the stairs disappear. In their place is a greased slope, and you begin to slide. At the bottom of the slide you are thrown into a giant, sticky web. You look up to see a huge spider descending from the darkness above.

If the players object to slipping down the slide, inform them that they had no choice because even the walls were greased and it was very steep. The first two characters in line are now stuck in the web and can escape with a successful escape artist check (DC 20), break the web with a successful strength check (DC 26), or the other characters can cut them free (each five-foot section has 6 hit points).

**Encounter (Level 1):** A hungry spider lives in this cavern and is desperate to capture as many people as possible because it may be months before someone else falls into the trap.

**Monstrous Spider, Medium Sized (1):** hp 12; Init +3; AC 14; Attack +4 melee (1d6, poison bite); Saves: Fort +4, Ref +3, Will +0

**Tactics:** The spider will attempt to bite the characters until they are unconscious, and then wrap them up to save them for later. Its poison temporarily takes away 1d4 points of strength if the character doesn’t make a successful fortitude saving throw (DC 14).



**Treasure:** There are 25gp, 50sp, and three rusty daggers (2sp each) scattered across the floor.

**Development:** if the spider captures all of the characters, the town watch will rescue them the next day. If they defeat it, read on.

The spider lies dead, but its web still stands. Wrapped in the mass of stickiness are two objects; one is the size of a short human, and the other is a small wiggling ball.

Both objects can be easily cut free. The larger **one is Gabe and the other is a gray cat** (Scratches). The two of them will be very weak from poison and need help to even stand.

After the party does everything they need to do, they are still faced with the problem of getting out because the slide is still greased (60 feet long and ten feet wide). A character can climb out with a successful climb check (DC 22), or they can pile everything they have (including themselves) and hope it reaches up the 60-foot slope. (If they try to pile and they don’t have enough height, feel free to do them a favor and add a few large rocks to the caverns furnishings. To get Gabe out they need a rope or very clever thinking. If they don’t have a rope, there is one in the “Door 5” section.

## Door 5

**Pit Trap (CR 1):** The door is unlocked, but opens to a stonewall. A successful search check (DC 20) will reveal that opening the door triggers a 20-foot deep pit trap (Disable Device DC 20). A successful reflex save (DC 20) avoids the trap.

If the character falls in the trap, he takes 2d6 points of damage and will have to face the two skeletons.

**Encounter (Level 1):** If the character did not fall into the pit, he does not have to fight the skeletons, but he might want the coil of rope. (These skeletons, like the zombies, are also failed test subjects.)

**Skeletons (3):** hp 7, 6, 4; Init +5, AC 13; Attack 2 +0 melee (1d4/x2 claw); Saves: Fort +0, Ref +1, Will +2

**Tactics:** The skeletons want to kill whatever drops in the pit. Kill! But, when the character falls they will presume him dead and not attack unless he moves.

**Treasure:** A 300-foot coil of silk rope (75gp)

**Development:** If the character kills the skeletons, he is now faced with getting out of the pit. Remember that the really long coil of rope (30 lbs.) is there.

## Leaving the Caves

Once the characters have Gabe, or are rescued by the town watch, the talking statue in the main room will allow them to leave.

You stand in the large room before the statue once again. Before you can speak it opens its eyes. "You have completed your intended mission, and you may now leave," it says. "As for you, Gabe, you may try again when you are more prepared." As he finishes his sentence the door leading back to the entrance slides open.

Gabe is awake now, but still needs a bit of support to walk.

When you exit the cave, Aston runs to assist Gabe. He can't seem to thank you enough. "You folks are too kind. Thank you so much. I don't have much in coinage to offer you, but accept these gifts so you don't go unrewarded.

The following is a list of gifts and to whom, in the party, they should be given. Each character gets only one gift. (If, for some reason, there are more than eight PCs, you can duplicate any of the last four gifts on the list.)

### Gift

### For

Bottle of Mead-	Bard or Rogue (see below)
Healer's Kit-	Someone with Heal skill
Climber's Kit-	Someone with Climb skill
Magnifying Glass-	Anyone
Bull's Strength Potion-	Anyone
2 Cure Light Wounds Potions-	Anyone
Lock (Amazing- DC 40) and key-	Anyone
Amethyst (100gp)-	Anyone

The most important gift on the list is the bottle of mead; make sure you give it to someone. It has a label that reads **Blakk's Brew** (spelled like Thurus' last name). Anyone that tastes the mead will find it amazing! It is the absolute best drink they have ever tasted. Aston has this to say about it:

"This is a bottle of mead. We used to have quite a bit of it in the basement of the monastery, but this is the last bottle. I know it doesn't seem like much, but it's my favorite drink. Enjoy!"

This gift is the most important because whoever gets it can show it to Brent later and it will result in a wealthy business. So, be sure to give it to someone who is very interested in money (especially a bard or a rogue).

After all the gifts have been given, everyone will head back to town together.

You all head back to town together and reach the gates by dusk. Aston and Gabe bid farewell to go find a room at the inn. They say they will visit you before they leave town.

**Returning the Cat:** If the PCs have Emmawyn's cat, Scratches (remind them if they forgot), they may want to see her for their reward.

When they do go to see Emmawyn read this:

When you arrive at the schoolhouse the door is cracked open. Darkness falls on empty desks, and a sliver of light stripes the ground at the base of a door in the back wall.

The characters can knock at either door and Emmawyn will hear them and come out. When she sees that they have her cat she will be extremely excited.

"Oh, Scratches, you're back," Emmawyn cries excitedly. "Thank you so much. Please, come in."

She motions for them to follow her into the back room and wants to hear about how they found the cat. Once they are done talking, **she gives them each 50gp.**

**Returning to Brent:** By now the party should have enough money to pay their start-up fees for the Adventurers' Guild. **When they decide to visit Brent, read the next part.**

A continuous cloud of laughter billows from the windows of the tavern. Upon entering you see Brent serving drinks to a few men that look well on their way. He looks up at you and motions for you to join him in the back room.

If they don't follow Brent immediately have him come out and hurry them.

You enter the meeting room and are seated. "So, tell me all about your adventures," Brent says.

While they are telling their stories, announce that **Thurus Blakk enters.** (Again, if one of the characters has a serious problem with half-orcs Thurus will wait outside.)

If they forget to tell him, **Brent will ask about the treasures and gifts that they got (remember to have him collect their 100gp each).**

Of particular interest to Brent and Thurus is the bottle of **"Blakk's Brew"**. If the owner of the mead does not offer, the two will ask if they can try some. Then Thurus (or Brent) will tell the character that Thurus' mother (Stellaria Blakk) left **a book of family recipes that might contain the instructions for making the mead.** Thurus and/or Brent suggest that **they might even be able to go into business together,** but they'll discuss that later (See "Blakk's Brew" in the "Conclusion" section of this module).

**History:** When she was very young, before the town of Amberdale existed, Stellaria Black moved into this area with her father. A few years later, her father died and the shock of the experience made her a bit crazy. In searching for another male figure in her life she did a bit of "sleeping around." She was highly experimental in her endeavors and even mated with an orc.

Nine months later, Thurus was born, and Stellaria became worried that she was not mentally fit to be a mother. So, she left her son in the care of her good friend, Brent (who also lived in and operated the Birchwhistle Inn), and left town. That was almost twenty years ago.

## Saving Farmer Drabble

"Well, you are not quite members of the Adventurers' Guild yet, but you are well on your way," Brent says. "So, I feel comfortable in giving you this assignment. Malcolm Moon, the town's undertaker, has sent the guild news of grave robberies in the cemetery to the west of town. He was afraid to get close to the robbers but was able to give a fair description."

Pause here to see if any of the players have objections or questions about the job. If not, then keep reading.

"The robbers are three ragged-looking men. They are all missing many teeth and have carved pictures of serpents into their left arms. These crooks are expected to return tonight and the guild has been hired to capture them.

The other five guild members of the town are off on another assignment, and I need to send someone. You are the closest thing to guildsmen I have, and the reward offered is 300gp. What do you say? Will you guard the cemetery tonight?"

If the players don't accept the job, skip to the "Conclusion" section. If they do, then continue.

**The Mead Business:** Brent will tell the character that was given the "Blakk's Brew" that to manufacture mead lots of **honey is needed.** He will say that a farmer named **Ted Drabble used to raise honeybees and made spectacular honey.** **Drabble's farm is actually on the way to the cemetery** and the characters would be wise to stop there on the way and ask him if he would be interested in making honey again. (All the business details are described in the "Blakk's Brew" section of the "Conclusion".)

In fact, Brent tells the characters that they have a few hours before they have to be at the cemetery and writes **a message for them (pertaining to the honey) to take to Farmer Drabble.**

Now, off to Farmer Drabble's.

Night is cool and the trees are bathed in moonlight. Heading west on the road, you are greeted by the many merchants that pass by on wagons. They are coming for the Night Market, which will begin in a few days.

Soon you reach Farmer Drabble's. The place looks run down and the grass in the yard is a deep, dead brown. From behind a thin wall, you hear a dog howling to the beat of a drum.

Either the whole party, or just the character with the mead business, can go to the door now. It is unlocked, but **the front porch will crack loudly** when stepped on, and the dog will hear it and stop howling.

A man wearing dirty farm clothes opens the door quickly. His curly hair sticks in every direction and falls over his eyes. “What can I do fer ya’?” he asks in a very loud voice that seems to struggle out of his mouth through long, bucked teeth.

Be sure to play Ted Drabble as loudly and annoyingly as possible. Your players will love it, trust me.

They can explain their proposal to the farmer or just hand him Brent’s note. Either way, he will say this:

“I used to raise bees, but I stopped years ago: I got stung too dang much! But, if we’re talkin’ a business deal with Mr. Brent, then I might be able to do something fer ya’.

I’ll tell ya’ what, if you folks go down in my basement and get my bee farmin’ stuff, I’ll be able to start again. *I won’t go down there ‘cause it’s haunted!*”

If the players accept the task, **he will take them to a stone farmhouse in the back yard.**

“Inside this farmhouse there’s a door in the floor. Open that and go down the stairs. The bee farmin’ stuff is against the back wall of the basement. Watch out for the ghosts!”

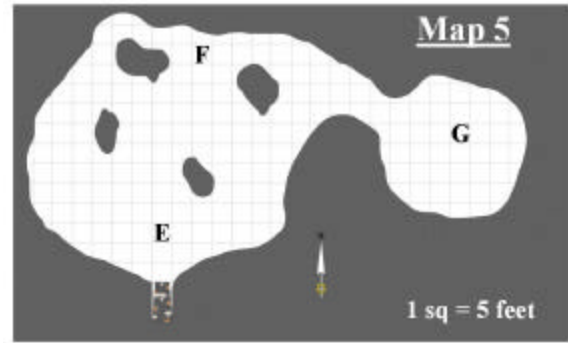
The farmhouse is small and the door to the basement is very easy to find. It is unlocked.

When you open the trap door, a cold draft hits your face. On the wind rides the sound of deep voices from the darkness.

It would be quite civil of you to allow the players time to ready themselves for the plunge into the unknown.

### E. Main Storage Area

This is the cavern where Farmer Drabble stored chests, barrels, and farm tools when he first discovered it under his property. He has not been down here in a long time.



The bottom of the stairs opens to a wide cavern, so wide, in fact, that you can’t see the other side. On the floor around you are boxes, chests, and farm tools. The sound of deep voices continues to echo through the cave.

The voices are from the three thugs in area G, and they are unaware of the party at this point. The boxes and chests contain old rope, broken tools, and some linen: nothing of value.

### F. The Back Wall

This is where Farmer Drabble stored his bee farming equipment when he gave up the trade.

As you approach the back of the cavern the voices become louder. To the east of you is a faint light that barely touches the north wall. Many animal skins hang on the wall, and underneath them you see a large pile of wood and wire: the bee-farming equipment.

The animal skins are from some of Drabble’s dead pigs and sheep. (The thugs did some decorating in the hopes of preserving heat.) There is a lot of bee farming equipment. It would take two men five trips to move all of it.

If the party attempts to move the equipment, or makes any other loud noise, they will definitely be heard by the thugs in area G (Listen +3). **If the thugs hear any noise from areas E or F, they pretend they are ghosts and begin hooting and moaning.**

### G. The Thugs’ Chamber

Three thieves discovered this area of the cave about five months ago and have been using it as their center of operations. They have three cots, a table with chairs, three shovels, an ale keg, and a large chest. Currently, they are playing cards.

When you round the corner the source of the light comes into view: there are two silver candlesticks on a table in the center of the chamber. Three rugged-looking men are sitting around the table, playing cards, and cackling at each other through toothless mouths.

**These men are the grave robbers with serpent carvings on their arms.** (This is the insignia of the Serpent Cult. See *Guilds and Societies* at our website.) Two of them are rogues (Nils and Morry) and one is a large fighter (Hort).



**Encounter (Level 2):** Nils, Morry, and Hort are very protective of their cave home and their feeling is that anyone who discovers it must be killed.

**Nils (Level 1 Rogue):** hp 9; Init +2; AC 14; Attack +0 melee (1d6, 19-20/x2 shortsword), +3 ranged (1d8, 19-20/x2 light crossbow); Saves: Fort +0, Ref +4, Will +0

**Morry (Level 1 Rogue):** hp 5; Init +1; AC 13; Attack -1 melee (1d6, 19-20/x2 shortsword), +2 ranged (1d8, 19-20/x2 light crossbow); Saves: Fort -1, Ref +6, Will -1

**Hort (Level 1 Fighter):** hp 15; Init +0; AC 17; Attack +4 melee (1d8+2, 19-20/x2 longsword); Saves: Fort +4, Ref +0, Will -1

**Tactics:** Hort has quite a large ego and believes there is nothing he can't beat up, so he always fights hand-to-hand. The two rogues stay back and shoot with crossbows. If they are cornered, they will use their shortswords in melee. They are all humans and don't have darkvision, so if the party steps back into area F, Morry will move the candles, or get a sunrod from the chest, to light the area. **Hort has the Blind-Fight feat (see PHB 80).**

**Treasure:** On the table the thugs were playing cards at are 30gp, 75sp, the silver candlesticks (which Simon Tophillgrinder holds sentimentally valuable), and the playing cards. In the chest against the south wall are three cloth shirts, 5 sunrods (see PHB 114), 200gp, 300sp, and some old jewelry (20gp total). A successful search check (DC 15) will reveal that the chest has a false bottom. Under this is a *potion of hiding* (150gp), *earrings of whispers*, and 5 platinum pieces. Also, *Hort is using a magical large wooden shield +1.*

**Development:** These thugs are obviously the men that Malcolm saw robbing the graves at the cemetery. If the party kills them, they can do whatever they choose with the bodies. If the thugs kill the party, they will bury their bodies in the cavern.

If the party takes the thugs as prisoners, they will receive a 25gp reward for each from the town watch because they are wanted thieves. If the prisoners are tied and conscious, they will attempt to escape (Nils +6, Morry +5, Hort +0).

Remember to have them bring the bee farming equipment up from the cavern. Farmer Drabble will be very excited (and loud) about having the "ghosts" out of his basement. He says he will start making honey again, and they will work out a business deal later.

**The Cemetery:** The characters don't have to keep their watch in the cemetery if they caught the thugs at Farmer Drabble's, but they may want to anyway. (They may think there are more thieves.)

If they did not go to Drabble's cave, the thugs will arrive at the cemetery at 2AM, and the players can fight them then.

## Conclusion

Whenever the characters go back to town, they can go see Brent for their pay of 300gp (not each). When they meet with him he will say this:

“Well, you folks have had quite an active few days. And, trust me, your efforts are greatly appreciated by all. I have, here, a letter from Lord Amberford himself. It reads:

‘To Our Gracious Heroes,

This humble town has heard, and is joyous for, your many victories. Now we may celebrate our annual festival in peace and friendship. I, myself, am very impressed by your talents and invite you, as guests of honor, to join me at my estate this Friday, September the 29<sup>th</sup> for a royal banquet. The noble Duke Storbeck himself shall be there.

On behalf of the Town of Amberdale, I send many thanks for your efforts. I truly hope you are able to attend the feast, and I look forward to meeting you.

Sincerely,

Lord Finnigan Amberford’

“Consider yourselves lucky: the Lord is well known for showering his guests with gifts,” Brent finishes.

**Brent will now tell them that they have been called to meetings tomorrow.**

-Any **monks** in the party have been asked to see Aston and Gabe in room 213 of the Inn. They will tell the character(s) a bit about the ‘**Order of the Dragon**’.

-Any **druids** have been asked to see Cassia Seneca at the Druids’ Tree (see **Map 2**). They will discuss the ‘**Gwenton Druids**’.

-Any **rangers** have been asked to see Rodney Dirt at the Rangers’ Watchtower (see **Map 2**). They will discuss the ‘**Fellowship of Elandria**’.

-Any **rogues** are asked to speak with Brent. They will discuss the ‘**Thieves’ Guild**’.

-Any **bards** are asked to see Brent. They will discuss the **Bard’s Guild and the Thieves’ Guild**.

-Any **sorcerers, bards, and wizards** are asked to see Emmawyn Rowanleaf at the Schoolhouse. They will discuss the **Mages’ Guild**

**Guilds and Societies:** There are very few guilds or societies that the characters are eligible for now (even though Brent will teach them to brew, they will not get a skill rank for free). Be sure to see “Guilds and Societies of Gwent” (at our web site) for the requirements and benefits of the above groups.

“Soon, if you’d like, we will begin your brewing training so you can become official guild members. You will be fine adventurers yet!”

**Wrap Up:** Here ends *Amberdale 0: An Introduction to Amberdale*. This module was written to be, as the title implies, an introduction to the three-part Amberdale Series. The feast at Lord Amberford’s estate takes place in the next module, ‘**Amberdale 1: Something Askew in Amberdale**’: a mystery for first and second level players. Visit us at **PDabblegames.com** to purchase that and other great modules. Thanks for playing!

**The Follow Up:** The following notes are a follow up to the players various adventures. (Some of the notes may not apply to any of the characters in your party.)

**Farmer Bill Parner:** Farmer Bill was able to move all of his produce to the marketplace and will be selling it at the festival, which begins on Thursday, September 29.

**Rodney Dirt:** He went to begin repairs on the Rangers’ Watchtower. I have a feeling that his dirty mug will pop up in later modules.

**Aston and Gabe:** The two monks stayed in Amberdale for two more days and then went back to the Kyrratesh Monastery.

**Cassia Seneca:** She remained in town just long enough to describe the Society of Druids to any other druids in the party, and then went back out to the woods. She will answer the call of any of the druids in your party (in later adventures) if she has the time to spare, but they must look for her in the woods.

**Oakhurst:** The giant treant went to sleep in another part of the forest, free of fetterweed. He will also answer the call of the PCs when he can (in later adventures).

**Blakk’s Brew:** A player who will consistently make it to your gaming sessions should play the character that is going to have the mead company. If he or she is not a bard already, Brent will try to convince him or her to take one level in it (to join the Bards’ Guild). The costs and profits of the business will look something like this:

-The mead will sell for 10gp a bottle.

-50 bottles can be made and sold each month (the mead needs to ferment for at least three months before it can be sold)

-10% to Farmer Drabble for the honey

-10% for other ingredients  
 -10% to Thurus for the use of recipe  
 -10% to Brent for use of brewery (Brent donates his share to the Brewers' Guild)  
**-The character makes 300gp/month, beginning in four months (February is the first payment, see *Amberdale 3: Journey to the UnderGwent*).**

**Mendel's Potion Business:** Whichever character decides to take up Brother Mendel's offer of collecting a basket of herbs each week will get 50gp per basket, as long as he collects them. If he can take the "Brew Potion" feat, then Brother Mendel will teach him how to make the potions and they can go into business together, marketing them across the Kingdom of Calimar through the Healers' Guild.

-PC receives 25gp each week for collecting herbs if he or she at least one rank in profession (herbalist).  
 -Once the PC reaches third level, he or she can take the Brew Potion feat, and for each potion brewed will be paid 25gp. (Brother Mendel will supply the materials, but the PC will have to spend his or her own XP.)

**Jobs for All:** Even the PCs that were not given one of the two jobs can still get a job in Amberdale, putting one for their skills to use. Possible jobs include smithing with Andar, calming horses so Andar can shoe them, performing at the tavern, running messages for Brent, collecting simple material components for Emmawyn, or joining the Town Watch; but there can be others. No job they get should pay less than 10gp per week.

## Appendix:

### NPC Creatures

**Dire Rat:** Neutral; CR 1/3; small animal; HD 1d8+1; hp 5 (average); Init +3 (Dex); Speed 40ft, Climb 20ft; AC 15; Attack +4 melee (1d4 bite); Saves: Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

*Skills and Feats:* Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite)

*Special Attributes:* Disease (MM 58), Scent (DMG 81)

**Kobold:** Usually Lawful Evil; CR 1/6; small humanoid; HD ¼d8; hp 2 (average); Init +1 (Dex); Speed 30ft; AC 15; Attack -1 melee (1d6-2 halfspear), +2 ranged (1d8/19-20/x2 light crossbow); Saves: Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10

*Skills and Feats:* Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2. Spot +2; Alertness.

*Special Attributes:* Darkvision (60-ft.), Light Sensitivity.

**Monstrous Spider:** Neutral; CR 1; medium-size vermin; HD 2d8+2; hp 11 (average); Init +3 (Dex); Speed 30ft, 20ft climb; AC 14; Attack +4 melee (1d6 poison bite); Saves: Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

*Skills and Feats:* Climb +12, Hide +10, Jump +0, Spot +7; Weapon Finesse (bite)

*Special Attributes:* Poison, Web (MM 208), Vermin

**Rat:** Neutral; CR 1/8; tiny animal; HD ¼d8; hp 1 (average); Init +2 (Dex); Speed 15ft, climb 15ft; AC 14; Attack +4 melee (1d3-4 bite); Saves: Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

*Skills and Feats:* Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite)

*Special Attributes:* Scent (DMG 81)

**Skeleton:** Neutral; CR 1/3; medium-size humanoid; HD 1d12; hp 6 (average); Init +5 (Dex, Improved Init.); Speed 30ft; AC 13; Attack +0 melee (1d4 2 claws); Saves: Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

*Skills and Feats:* Improved Initiative

*Special Attributes:* Undead, Immunities (MM 165)

**Zombie:** Neutral; CR 1/2; medium-size undead; HD 2d12+3; hp 16 (average); Init –1 (Dex); Speed 30ft; AC 11; Attack +2 melee (1d6+1 slam); Saves: Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1

*Skills and Feats:* Toughness

*Special Attributes:* Undead, partial actions only

## **Named NPCs**

### **Aston**

Male Half-Elven Monk, Lev8, Lawful Good; CR 7; 5'5", 140lbs; HD 8d8+16; hp 60; Init +4; Speed 20ft; AC 20; Attack +5/+2 melee (1d10-1 unarmed attack); Saves: Fort +8, Ref +8, Will +11; Str 8, Dex 10, Con 14, Int 15, Wis 20, Cha 14.

*Skills and Feats:* Balance +1, Climb +3, Concentration +7, Diplomacy +13, Heal +9, Hide +5, Jump +1, Knowledge (arcana) +6, Listen +17, Move Silently +7, Perform +6; Deflect Arrows, Improved Initiative, Improved Trip, Leadership, Lighting Reflexes.

*Languages:* Common, Elven, Dwarven, Gnome, Halfling, and Orc

*Special Attributes:* Unarmed Strike, Stunning Attack, Evasion, Still Mind, Slow Fall (50 ft.), Purity of Body, Wholeness of Body, Leap of the Clouds, Half-Elven Racial Traits (PHB 18), immunity to any 24 points of damage per day.

*Possessions:* Ring of Protection +4, Bracers of Health +6

*Societies:* Order of the Dragon

### **Brent Birchwhistle**

Male Human Bard, Lev12, Neutral Good; CR 13; 5'8", 160lbs; HD 12d6+20; hp 100; Init +10 (Dex, Improved Initiative); Speed 30ft; AC 24; Attack +13/+13/+8 melee (1d6+4/15-20/x2 +1d6 shock, and 1d6+4/15-20/x2 ghost touch); Saves: Fort +6, Ref +16, Will +11; Str 14, Dex 22, Con 16, Int 17, Wis 17, Cha 26

*Skills and Feats:* Alchemy +5, Appraise +11, Balance +8, Bluff +14, Climb +6, Concentration +8, Decipher Script +9, Diplomacy +14, Disguise +9, Escape Artist +8, Gather Information +20, Innuendo +6, Knowledge (arcana) +10, Knowledge (local) +16, Knowledge (nature) +8, Knowledge (religion) +10, Perform +23, Profession (brewer) +16, Profession (innkeeper) +16, Sense Motive +14, Spellcraft +10, Tumble +16, Use Magic Device +16; Ambidexterity, Weapon Finesse (rapier), Improved Initiative, Two-Weapon Fighting, Leadership.

*Languages:* All (even magic)

*Special Attributes:* Bardic Music, Bardic Knowledge

*Spells Per Day:* (3/5/5/5/4)

*Spells Known:* 0- Daze, Detect Magic, Light, Mage Hand, Open/ Close, Prestidigitation; 1<sup>st</sup>- Cure Light Wounds, Identify, Sleep, Ventriloquism; 2<sup>nd</sup>- Bull's Strength, Cure Moderate Wounds, See Invisibility, Whispering Wind; 3<sup>rd</sup>- Charm Monster, Dispel Magic, Haste, Major Image; 4<sup>th</sup>- Dimension Door, Improved Invisibility, Rainbow Pattern  
*Possessions:* cloak of charisma +6, crystal ball with see invisibility, ring of protection +5, rapier +2 shock, rapier +2 ghost touch, crossbow +1 flaming, ring of blinking, magic whistle, amulet of natural armor +3, necklace of fireballs type VII

*Societies:* Guildmaster of Brewers' Guild, Adventurers' Guild, Thieves' Guild, and Bards' Guild.

### **Brother Mendel**

Male Human Priest of Galdrin, Lev11, Lawful Good; CR 11; 5'6", 280lbs; HD 11d8+22; hp 80; Init –1 (Dex); Speed 30ft; AC 12; Attack +9/+4 melee (1d3+1, subdual punch); Saves: Fort +9, Ref +3, Will +10; Str 13, Dex 9, Con 14, Int 14, Wis 17, Cha 14

*Skills and Feats:* Concentration +12, Diplomacy +10, Gather Information +7, Heal +19, Knowledge (local) +8, Knowledge (religion) +14, Profession (Herbalist) +14, Spellcraft +10; Extra Turning, Scribe Scroll, Empower Spell, Brew Potion, Extend Spell.

*Languages:* Common, Elven, Gnome, Sylvan, Orcish, and Goblin.

*Special Attributes:* Turn Undead

*Domains:* Healing and Good

*Spells Prepared* (6/ 6+1/ 5+1/ 5+1/ 3+1/ 2+1/ 1+1): 0- Cure Minor Wounds(2), Detect Magic (2), Read Magic (2); 1<sup>st</sup>- Cure Light Wounds (3), Bless Water (2), Comprehend Languages, Detect Evil; 2<sup>nd</sup>- Cure Moderate Wounds (2), Calm Emotions (2), Delay Poison, Augury; 3<sup>rd</sup>- Remove Disease (4), Cure Serious Wounds, Remove Fear; 4<sup>th</sup>- Neutralize Poison (2), Tongues, Cure Critical Wounds; 5<sup>th</sup>- Raise Dead (2), Healing Circle; 6<sup>th</sup>- Heal, Banishment.

*Societies:* Priest of the Brotherhood of Galdrin, Brewers' Guild Member and Guildmaster of Healers' Guild.

### **Captain Jarrek**

Male Human Fighter, Lev9, Lawful Good; CR 10; 6'1", 215lbs; HD 9d8+27; hp 90; Init +3 (Dex); Speed 30ft; AC 22; Attack +16/+11 melee (1d8+8/ 17-20/x2, longsword+3); Saves: Fort +10, Ref +6, Will +4; Str 17, Dex 16, Con 16, Int 11, Wis 12, Cha 13.

*Skills and Feats:* Gather Information +6, Handle Animal +8, Jump +9, Knowledge (local) +6, Ride +12, Swim +8; Weapon Focus (longsword), Power Attack, Cleave, Sunder, Great Cleave, Mounted Combat, Trample, Weapon Specialization (longsword), Spirited Charge, Blind-Fight, Improved Critical.

*Languages:* Common, Elven, Orcish, and Goblin.

*Societies:* Captain of the Amberdale Town Watch and Hunters' Guildmaster.

### Cassia Seneca

Female Elven Druid, Lev7, Neutral Good; CR 7; 5'3, 95lbs; HD 7d8; hp 40; Init +3 (Dex); Speed 30ft.; AC 17; Attack +6 melee (1d6+1/18-20/x2 scimitar+1); Saves: Fort +4, Ref +4, Will +7; Str 10, Dex 16, Con 10, Int 14, Wis 16, Cha 13

*Skills and Feats:* Animal Empathy +13, Concentration +6, Handle Animal +10, Heal +13, Intuit Direction +8, Knowledge (nature) +10, Spellcraft +6, Swim +2, Wilderness Lore +13; Track, Scribe Scroll, Brew Potion

*Languages:* Common, Elven, Druidic, Gnome, Orcish, and Sylvan.

*Special Attributes:* Nature Sense, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (3/day) (PHB 35). Elven Racial Traits (PHB 16). Can Speak With Plants (PHB 254) as spell-like ability once per day.

*Spells Prepared* (6/5/4/3/1): 0- Create Water, Cure Minor Wounds (2), Detect Magic, Detect Poison, Purify Food and Drink; 1<sup>st</sup>- Cure Light Wounds (2), Detect Animals or Plants, Entangle, Goodberry; 2<sup>nd</sup>- Animal Messenger, Charm Person or Mammal, Speak with Animals; 3<sup>rd</sup>- Cure Moderate Wounds, Neutralize Poison, Summon Nature's Ally III; 4<sup>th</sup>- Control Plants

*Societies:* Gwenton Druids

### Emmawyn Rowanleaf

Female Gnome Wizard, Lev10, Lawful Good; CR 10; 3'2", 90lbs; HD 10d4+20; hp 45; Init -2 (Dex); Speed 20ft; AC 16; Attack +4 melee (1d4-1, subdual punch); Saves: Fort +8, Ref +4, Will +12; Str 8, Dex 7, Con 14, Int 18, Wis 14, Cha 13

*Skills and Feats:* Concentration +17, Knowledge (arcana) +17, Knowledge (local) +14, Knowledge (nature) +12, Alchemy +12; Still Spell, Scribe Scroll, Brew Potion, Craft Wondrous Item, Spell Mastery (Prestidigitation, Change Self, Knock, Invisibility), Maximize Spell, Create Wand

*Languages:* Common, Gnomish, Dwarven, Elven, Goblin, Orcish, and Sylvan

*Special Attributes:* Raven Familiar (Torrek)

*Spells Prepared:* (4/5/5/4/4/2): 0- Detect Poison, Detect Magic, Prestidigitation, Read Magic; 1- Alarm, Hold Portal, Change Self, Color Spray, Erase; 2- Arcane Lock, Glitterdust, Detect Thoughts, See Invisibility, Knock; 3- Dispel Magic, Tongues, Invisibility, Gust of Wind; 4- Rainbow Pattern, Emotion, Remove Curse, Stoneskin; 5- Fabricate, Telekinesis

*Societies:* Mages' Guild, Brewers' Guild

### Gabe

Male Human Monk, Lev5, Lawful Good; CR 5; 5'5", 130lbs; HD 5d8+5; hp 24; Init +7 (Dex, Improved Initiative); Speed 30ft; AC 15; Attack + melee; Saves: Fort +5, Ref +8, Will +5; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 11

*Skills and Feats:* Balance +5, Climb +4, Concentration +9, Diplomacy +4, Escape Artist +4, Hide +6, Jump +4, Knowledge (arcana) +3, Listen +4, Move Silently +4, Swim +1; Dodge, Improved Initiative, Deflect Arrows, Lightning Reflexes.

*Languages:* Common and Elven

*Special Attributes:* Unarmed Strike, Stunning Attack, Evasion, Still Mind, Slow Fall (20 ft.), Purity of Body (PHB 39-40).

*Societies:* The Kyrratesh Monastery

### Hort

Male Human Fighter, Lev1, Neutral Evil; CR 1; 5'11", 190lbs; HD 1d10+5; hp 15; Init +0; Speed 30ft; AC 17 (Chain Shirt, Large Shield +1); Attack +4 melee (1d8+2/19-20/x2 longsword); Saves: Fort +4, Ref +0, Will -1; Str 15, Dex 10, Con 14, Int 8, Wis 9, Cha 8

*Skills and Feats:* Climb +5, Swim +4, Jump +5; Toughness, Blind Fight, Weapon Focus (longsword)

*Languages:* Common

*Societies:* Brewers' Guild, Thieves' Guild

### Jecklar

Male Wererat, Lawful Evil; CR 2; 5'10", 180lbs; HD 1d8+1; hp 8; Init +0; Speed 30ft; AC 16; Attack +3 melee (1d6/18-20/x2 rapier), +1 melee (1d4/x2 bite); Saves: Fort +5, Ref +5, Will +5; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10

*Skills and Feats:* Climb +14, Hide +7, Listen +8, Move Silently +6, Search +8, Spot +8; Multiattack, Weapon Finesse (bite), Weapon Finesse (rapier)

*Languages:* Common

*Special Attributes:* Lycanthropy (see MM 217), Rat Empathy, plus scent, Damage Reduction 15/silver

## Morry

Male Human Rogue, Lev1, Neutral Evil; CR 1; 5'5, 140lbs; HD 1d6-1; hp 5; Init +1 (Dex); Speed 30ft; AC 13; Attack -1 melee (1d6-1/19-20/x2 shortsword), +1 ranged (1d8/19-20/x2 crossbow); Saves: Fort -1, Ref +6, Will -1; Str 8, Dex 12, Con 8, Int 10, Wis 9, Cha 10

*Skills and Feats:* Move Silently +5, Open Lock +4, Pick Pocket +5, Hide +5, Disguise +4, Escape Artist +5, Bluff +3, Climb +4, Innuendo +4, Listen +3, Spot +3, Read Lips +3, Disable Device +3; Point Blank Shot, Lightning Reflexes

*Languages:* Common

*Special Attributes:* Sneak Attack +1d6

*Societies:* Brewers' Guild, Thieves' Guild

## Nils

Male Human Rogue, Lev1, Neutral Evil; CR 1; 5'9, 165lbs; HD 1d6+3; hp 9; Init +2 (Dex); Speed 30ft; AC 14; Attack +0 melee (1d6/19-20/x2 shortsword), +3 ranged (1d8/19-20/x2 crossbow); Saves: Fort +0, Ref +4, Will +0; Str 11, Dex 15, Con 10, Int 12, Wis 10, Cha 13

*Skills and Feats:* Move Silently +6, Open Lock +6, Pick Pocket +6, Hide +6, Disguise +4, Escape Artist +6, Forgery +3, Gather Information +6, Bluff +4, Innuendo +4, Listen +3, Spot +3, Read Lips +3, Disable Device +3; Point Blank Shot, Toughness

*Languages:* Common, Elven, and Orcish

*Special Attributes:* Sneak Attack +1d6

*Societies:* Brewers' Guild, Thieves' Guild

## Oakhurst

Male Treant, Neutral Good; CR 9; Huge Plant; HD 10d8+42; hp 110; Init -1 (Dex); Speed 30ft; AC 20; Attack +16 melee (2d6+10, 2 slams), +16 melee (2d12+5 trample); Saves: Fort +11, Ref +2, Will +11; Str 30, Dex 8, Con 22, Int 16, Wis 20, Cha 16

*Skills and Feats:* Hide -9 (+5 in forest), Intimidate +10, Knowledge (nature) +15, Listen +10, Sense Motive +9, Spot +10, Wilderness Lore +17; Iron Will, Power Attack

*Languages:* Common, Elven, Sylvan, Gnome, Orcish, Goblin, Draconic, and Druidic

*Special Attributes:* Animate Trees, Trample, Double Damage Against Objects, Plant, Fire Vulnerability, Half Damage From Piercing

## Rodney Dirt

Male Halfling Ranger, Lev5, Neutral; CR 5; 3'1", 65lbs; HD 5d10; hp 35; Init +3 (Dex); Speed 20ft.; AC 17; Attack +3/+3 melee (1d4+1/ 19-20/x2 dagger), +8 ranged (1d4+1/ 19-20/x2 dagger); Saves: Fort +4, Ref +4, Will +3; Str 12, Dex 17, Con 10, Int 12, Wis 14, Cha 6

*Skills and Feats:* Animal Empathy +7, Climb +5, Handle Animal +2, Heal +4, Hide +8, Intuit Direction+6, Jump +6, Knowledge (nature) +7, Listen +8, Move Silently +11, Search +9, Spot +6, Wilderness Lore +10; Track, Ambidexterity, Two-Weapon Fighting, Weapon Finesse (dagger), Dodge

*Languages:* Common, Halfling, and Orcish.

*Special Attributes:* Favored Enemy One (Giants), Favored Enemy Two (Dark-elf). Can Speak with Animals (PHB 254) as spell-like ability once per day.

*Societies:* Fellowship of Elandria

## Thurus Blakk

Male Half-Orc

Bard/Rogue/Ranger/Wizard/Barbarian, Lev1/1/1/1/1, Neutral; CR 5; 6'2", 225lbs; HD 2d6+5/1d10+1/1d4+1/1d12+1; hp 35; Init +2 (Dex); Speed 40ft; AC 14; Attack +3 melee (1d6+1/x2 sap); Saves: Fort +5, Ref +8, Will +5; Str 12, Dex 14, Con 12, Int 17, Wis 12, Cha 16

*Skills and Feats:* Alchemy +4, Animal Empathy +4, Bluff +4, Climb +2, Decipher Script +4, Diplomacy +6, Gather Information +7, Heal +2, Knowledge (all) +4, Perform +11, Pick Pocket +3, Read Lips +4, Search +11, Spellcraft +5, Wilderness Lore +3; Toughness, Scribe Scroll, Skill Focus (search), Track, Ambidexterity, Two-Weapon Fighting

*Languages:* Common, Orc, Draconic, Giant, and Goblin

*Special Attributes:* Bardic Music, Bardic Knowledge, Sneak Attack +1d6, Traps, Favored Enemy (undead), Rage x1/day, Fast Movement

*Spells Prepared:* (5/2) 0- Read Magic, Detect Magic, Prestidigitation, Daze, Mage Hand; 1- Identify, Comprehend Languages

*Societies:* Brewers' Guild, Adventurers' Guild, Thieves' Guild, Bards' Guild

## Town Watchman (Typical)

Male Fighter, Lev2, Lawful Good; CR 2; Medium-sized humanoid (human, half-elf, some dwarf); HD 2d10+2; hp 18; Init +5 (Dex, Improved Initiative); Speed 30ft; AC 18 (+1 Dex, +2 Shield, +5 chainmail); Attack +5 melee (1d8+2/19-20/x2 longsword); Saves: Fort +6, Ref +3, Will +1; Str 14, Dex 13, Con 12, Int 11, Wis 12, Cha 11

*Skills and Feats:* Profession (watchman) +6, Climb+3, Jump +3, Swim +3, Ride +2; Weapon Focus, Improved Initiative, Great Fortitude, Lightning Reflexes

*Languages:* Common, Orc, and Goblin

*Societies:* Amberdale Town Watch, Hunters' Guild, Brewers' Guild (some)

## PDabble Creature

### Fetterweed

#### Huge Plant

**Hit Dice:** 5d8+10 (30 hp)

**Initiative:** +1 (Dex)

**Speed:** 0ft.

**AC:** 13

**Attacks:** 4 whips +4 melee

**Damage:** whip 1d2+1 (subdual)

**Face/Reach:** 20ft. by 20ft./ 20ft.

**Special Attacks:** Constrict

**Special Qualities:** Blindsight, Camouflage

**Saves:** Fort +4, Ref +2, Will +3

**Abilities:** Str 13, Dex 12, Con 15, Int -, Wis 12, Cha 10

**Climate/ Terrain:** Any Forest

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** ½coins, 50% goods, 50% items

**Alignment:** Always Neutral

**Advancement:** 6-20 HD (Gargantuan), 20+ HD (Colossal)

Fetterweed is a seemingly intelligent plant that consists of many long, hard, and slimy vines connected to a central stalk. The stalk itself cannot move, but the vines have been known to twist and crawl for miles while still attached to it. The plant feeds itself by absorbing the nutrients of other plants and animals that come within its reach.



Fetterweed actually consists of 3 types of vines: whipping vines, grabbing vines, and absorbing vines.

**Whipping Vines:** These vines are plentiful only near the main stalk. The plant uses them to whip animals until they are unconscious.

**Grabbing Vines:** This is the most common type of vine on the plant. It uses them to grab and lift the victim so the absorbing vines can get to it. These are also the vines that crawl around the forest.

**Absorbing Vines:** These vines are, like the main stalk, immobile. They are the vines that are covered with a slimy digestive enzyme, which the plant uses to feed on its prey. Because they cannot move on their own, the grabbing vines position them around the prey for consumption.

Fetterweed has been found in the deep forests of Gwent for hundreds of years, and if it had not been for its short life span, it would have taken them all over long ago. There are many barbarian tribes in the untamed lands that are known to worship the plant and make regular sacrifices to it.

#### Combat

Fetterweed is not nearly as dangerous a foe as it has the potential of being. It first uses its whipping vines to knock its victim out while the grabbing vines lie still. Once the victim is unconscious or otherwise immobile the grabbing vines pick it up for the absorbing vines to begin a slow feast that will last over many days.

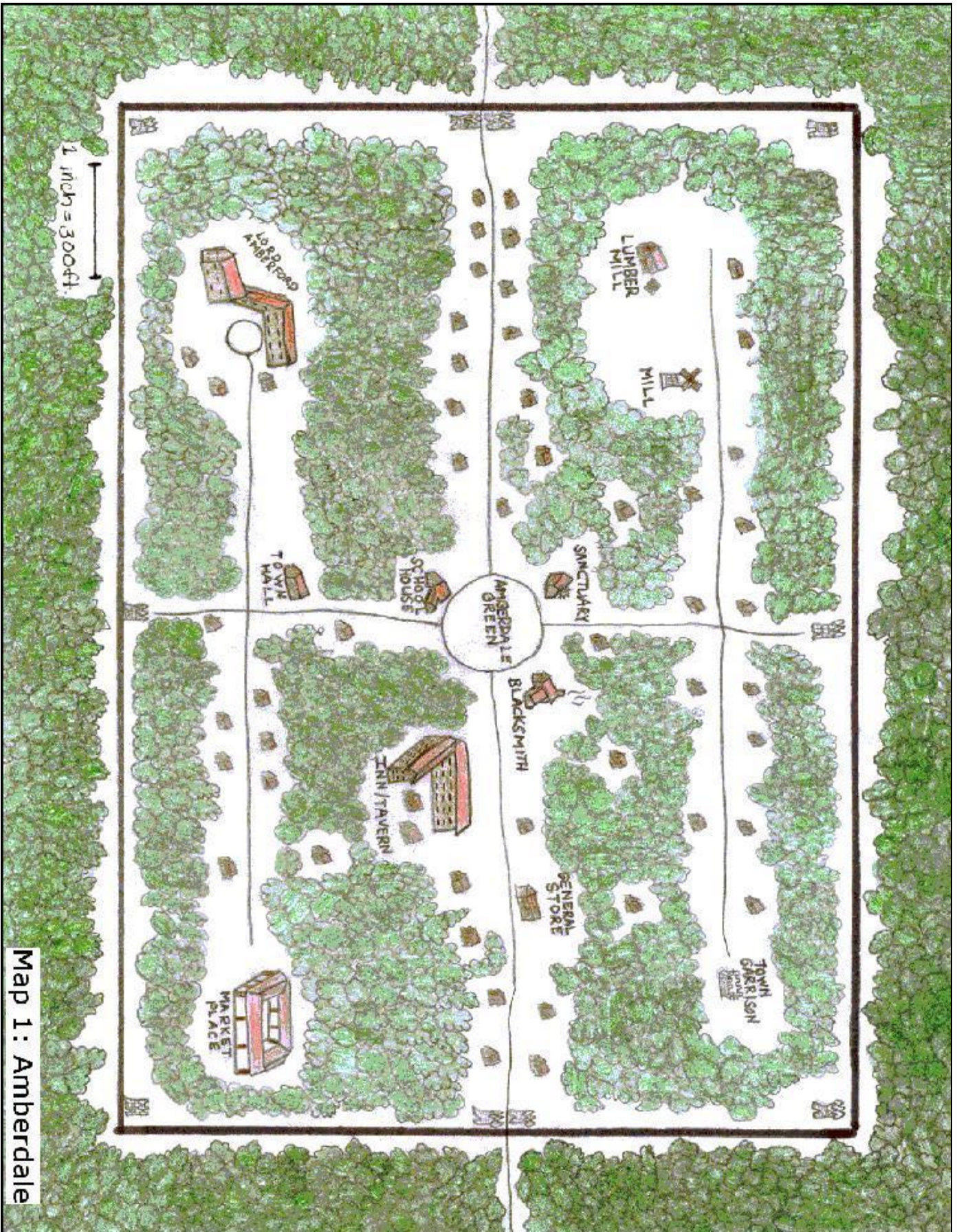
**Blindsight (Ex):** Fetterweed cannot see or smell, but both the grabbing vines and whipping vines can detect objects within 50 feet by their heat waves and vibrations.

**Camouflage (Ex):** It is very difficult to detect fetterweed in a dense forest because when it does not move it looks like any other mass of tangled vines. Only a successful spot, wilderness lore, or knowledge (nature) check (DC 18) can help someone notice the plant before it attacks.

## PDabble Item

### Earrings of Whispers

These gold looped earrings function as magical communicators between two characters. When one earring is spoken (or whispered) into, the character wearing the other earring will hear the words spoken in the speaker's own voice. The earring will relay any voice spoken within three inches of it. Each earring can send and receive up to 25 words per day (total) as long as the wearers are within 3 miles of each other. When one character wears both earrings at once, he receives a +4 enhancement bonus to Listen checks. Caster Level: 3<sup>rd</sup>; *Prerequisites:* Craft Wondrous Item, *whispering Wind*, Market Price: 2,020gp



Map 1: Amberdale

## Map 2: Amberdale Area



## *PDabble Games*™ Player Handout

### People of Amberdale

**Andar:** The legendary blacksmith (and weaponsmith and armorsmith) of Amberdale was originally trained in his craft at the Academy of Gwent in the Kingdom of Rohera (in the far west of the continent), which is the reason for his dark skin. He came to the town by the special request of Lord Amberford. His physical prowess and training makes him one of the best in his trade, and it is rumored that he is even part dwarven (despite his size). He will accept an apprentice into his care, but only if the student shows a talent and a passion for the trade.

**Bill Parner:** Bill Parner, or “Farmer Bill” as he is called, has operated a farm that lies just to the east of the town for twenty-five years now. He is the head of the “Grange,” which makes him the overseer of all the food production for the town of Amberdale. He is rarely seen in town for long, but can often be seen asking for the townsmen’s comments about the food when passing through on business.

**Brent Birchwhistle:** Brent is the mysterious owner of the Birchwhistle Inn (which is actually older than the town itself) who seems much older than he looks. He is known and trusted by everyone in town because of his wisdom, patience, and kindness. Brent is a Brewmaster of the Brewers’ Guild, which makes him privy to uncommon gossip and information.

**Brother Mendel:** Brother Mendel, as his name implies, is a priest of the “Brotherhood of Galdrin”. He is a very good friend of Lord Finnigan Amberford and was instrumental in the designing of his estate. He is the head of the town Sanctuary and will heal any good man in need. He has a bit of a drinking problem and can be found at the tavern on most nights.

**Captain Jarrek:** Jarrek is captain of the Town Watch. He is an old adventuring friend of Lord Amberford and a skilled warrior. To the people of the town, he seems very strict and militant, but he keeps Amberdale in good order and is always just. Though he is the captain of the Amberdale Watch, he does not take his orders from Lord Amberford, but from Duke Raiben Storbeck, as he is an employee of House Storbeck.

**Eldrian Amberford:** Eldrian is the youngest son of the Lord. Since he’s been old enough to speak he has shown an astounding amount of intelligence and potential. He is still very young, but is friendly to everyone that lives in or passes through town.

**Emmawyn Rowanleaf:** Emma is a gnome of the Rowanleaf clan that resides deep within the Kyrratesh Forest. Her people were afraid that the humans of this new town of Amberdale might not respect the fragility of the forest, and Lord Amberford accepted her as a valued and trusted diplomat. He later requested that she become the head teacher at the town schoolhouse because she projects such a contagious feeling of curiosity toward anyone she speaks with.

**Giliad Amberford:** The oldest son of Lord Amberford is a bit stuck up. At the age of twelve he refused to attend school with the other children of the village and his father called in a personal tutor for him. Since then he has treated everyone well and has come to be well liked by the rest of the townsfolk.

**Jeb:** Having no last name, the owner of the general store in Amberdale is simply known as “Jeb.” He has also owned and operated the Kyrratesh Night Market since his father handed it on to him almost forty years ago. Jeb is a very simple man with a rather dry personality and is only interested in selling people the things that they need. He refuses to make a larger profit for himself than is necessary. He is very shy, making it difficult to get any information out of him.

**Kendor Stonecutter:** Kendor is a dwarf of the long since dissembled Stonecutter clan. He has found his way through many tragedies to the town of Amberdale. He was a soldier in many of the great battles of his people, and was even the prisoner of a tribe of orcs for many decades. His years of enslavement have made him as hard as stone, but also very sympathetic. He is now the town’s foreman and owner of the lumber mill. Like most dwarves, he loves a good brew.

**Lady Juliana Amberford:** She is of no noble bloodline; but, twenty years ago, beautiful Juliana won the heart of Finnigan Amberford and they were married. She is a very hospitable woman who enjoys company, but she tends to neglect her child raising responsibilities because she finds them tedious and not fulfilling.

**Lord Finnigan Amberford:** The Lord of Amberdale was once a noble paladin in the service of Duke Raiben Storbeck. In this service, he saw many an adventure in his youthful ages. Fifteen years ago the Duke decided to protect his land around the Kyrratesh Night Market, so he made Finnigan Lord of that land and granted him the money to build a walled town with a strong militia. The Lord now lives here with his wife and two sons.

**Malcolm Moon:** This is the town's half-orc undertaker and owner of the graveyard. He is reclusive and strange, but friendly enough. If he ever comes out of his shop (which he keeps completely dark), it is at night.

**Simon Tophillgrinder:** This halfling comes from a long line of prosperous millers. For generations his family has owned mills in many of the most common human settlements and they have built themselves a reputation for always meeting deadlines and never cheating anyone for even one germ of wheat. He is a very curious fellow that the children of the town enjoy playing with and talking to.

**Thurus Blakk:** Brent adopted this half-orc just after he was born. Thurus' mother was the infamous Stellaria Blakk, who mated with an orc of the Kil-Gorrod tribe. The tavern keeper has raised him to be a true bard: a jack-of-all-trades. He is a well-known member of the Adventurers' Guild, and his name seems to travel farther than he does. He is only kind to those that are kind to him and his friends.

**Town Council:** Consists of Lord Amberford, Lady Amberford, Brent Birchwhistle, Brother Mendel, Captain Jarrek, Kendor Stonecutter, Emmawyn Rowanleaf, Jeb, and Farmer Bill Parner. Though these are the primary decision-makers of the town, all of the other townsfolk have a vote when it comes to large decisions. The Lord does not have to offer any democratic environment, and the Duke actually would prefer that he didn't, but he believed in building Amberdale on a foundation of freedom, and he still holds that characteristic to be very valuable.

**Welsley:** This man used to be a stonemason in the city of Storbeck. The people there ostracized him because of a slight problem he had with alcohol. He was homeless for a few weeks until Brewmaster Brent Birchwhistle accepted him as an employee at the Birchwhistle Inn. He has been a valuable and reliable worker.

## **Governmental Structure of Gwent**

The common population (mostly humans, halflings, and half-elves) on the continent of Gwent is divided into nine kingdoms: Arian, Bovaria, Calimar, Ention, Galdrinar, Hahnid, Rohera, Tera, and Tsoud. A large section of the northlands are almost entirely unsettled and are known as "The Untamed Lands" (See map at [PDabbleGames.com](http://PDabbleGames.com)). Each kingdom is ruled by a king or queen and is divided into many Dukedoms or Houses. (The Kingdom of Galdrinar is actually ruled by the Emperor of Gwent who is also the High-Priest of Galdrin\* and lives in the capital city of Galdrin's Gate.) Each House includes many square miles of land, often including many communities. In many cases, a Lord or Lady supervises these communities. Amberdale lies on the very eastern edge of the Calimar Kingdom and is a land of House Storbeck: a ruled by Duke Raiben Storbeck. Kingships and Dukedoms are inherited genetically, while Lordships are bestowed by a Duke (usually a Duke will choose a Lord's son to be Lord once his father dies.)

\*For a full description of the gods of Gwent, visit us at [PDabbleGames.com](http://PDabbleGames.com)

*PDabble Games™* Player Handout

**Carved Wooden Ring**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: A non-magical ring carved in a leaf pattern that marks you as a friend of Oakhurst the Treant. This may bring you aid in the lands of Kyrratesh.  
Market Price: --

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**Potion of Cure Light Wounds**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: A character that drinks this entire potion heals 1d8+1 points of damage.  
Market Price: 50gp.

The information written on this item card is strictly out-of-game material, meaning that a character will not know the item’s function or value just because its player reads this card. In addition, the name of this item, its function, and its market price is Open Game Content. See the Open Gaming License in this PDabble Games™ product for more information.

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Market Price: --

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**Copper Pendant**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: This pendant is non-magical but has strange markings on it. Value: 1sp

The information written on this item card is strictly out-of-game material, meaning that a character will not know the item's function or value just because its player reads this card. In addition, the name of this item, its function, and its market price is Open Game Content. See the Open Gaming License in this PDabble Games™ product for more information.

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**Silver Bracelet**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: A non-magical, but well-crafted, silver bracelet. Market Price: 15gp

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**Bottle of Blakk's Brew**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: The mead in this bottle is absolutely delicious. Market Price: ??

The information written on this item card is strictly out-of-game material, meaning that a character will not know the item's function or value just because its player reads this card. This item is not Open Game Content. See the Open Gaming License in this PDabble Games™ product for more information.

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**Amethyst**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: This is a beautiful purple gem. Market Price: 100gp

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**Pipes of the Sewers**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d6x10 dire rats (01-80 result on d%) or 3d6x10 normal rats (81-100) if either or both are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a Perform (panpipes) check (DC 10). Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check is against DC 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control. Market Price: 1,150gp; Weight: 3 lb.

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**Earrings of Whispers**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: These gold looped earrings function as magical communicators between two characters. When one earring is spoken (or whispered) into, the character wearing the other earring will hear the words spoken in the speaker's own voice. The earring will relay any voice spoken within three inches of it. Each earring can send and receive up to 25 words per day (total) as long as the wearers are within 3 miles of each other.

When one character wears both earrings at once, he receives a +4 enhancement bonus to Listen checks. Market Price: 2,020gp; Weight: --

The information written on this item card is strictly out-of-game material, meaning that a character will not know the item's function or value just because its player reads this card. In addition, the name of this item, its function, and its market price is Open Game Content. See the Open Gaming License in this PDabble Games™ product for more information.

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**Silk Rope (300ft.)**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: This rope has 4 hit points and can be burst with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks. Market Price: 75gp; Weight: 30lbs.

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**Potion of Bull’s Strength**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: The character that drinks this entire potion will gain an enhancement bonus to Strength of 1d4+1 points for 3 hours, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. Market Price: 300gp

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**Silvered Dagger**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: A silvered dagger functions as a normal dagger, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons. Market Price: 10gp

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**Potion of Hiding**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: A character drinking this potion gains an intuitive ability to hide (+10 competence bonus to Hide checks for 1 hour). Market Price: 150gp.

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**Silvered Shortsword**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: A silvered shortsword functions as a normal shortsword, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons. Market Price: 30gp

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**Large Wooden Shield +1**

Obtained during the module “Amberdale 0: An Introduction to Amberdale.”

Function: This shield has a non-magical AC bonus of +2 and a +1 magical enhancement bonus, for a total AC bonus of +3. Also, the armor check penalty when using this shield is only –1. Market Price: 1,157gp

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