

The Amber Eye is one of the lesser known lost artefacts of the dwarven wizard Garthunk. Enchanted to give the holder powers beyond any other artefact of its time it was seen as both a tremendous boon and a threat to society. Or so the rumours go. The stories foretell of an ancient lock guarding the resting place of the eye and a ferocious guardian that none have bested. But the key to the lock was lost with time and eventually the Amber Eye became a legend and a myth.

That was until a key made of amber appeared in a dwarven crypt in an unmarked grave. An expedition was called and with a flurry of excitement the Amber Eye Expedition was born. But they are not alone in their search as many covet the power of the eye, and power does terrible things to those with good intentions.

**DM:** (The Gnomish Scholar Borfook has been searching for Garthunks Amber eye for decades and he finally believes that he has found it. The eye enables the holder to view either someone or something as long as they know the person, object or location well. The dwarven mage then locked his creation away and sealed it in a hidden tomb with a fierce amber-stone construct that guards his creation. However, another rival treasure hunter has been spying on Borfook so he needs to hire adventurers/mercenaries to guard him while he goes to recover the Amber eye.)

The party had organised a meeting with a gnome scholar, Borfook who had put out a request for experienced mercenaries and adventurers. Upon meeting the odd gnome man the party are ushered into a room at the back of the inn where they are greeted by two other people. The girl, Charlie, brings Borfook a cloth wrapped object and roughly places it on the table. Borfook fusses over the object for a moment and checks if it was broken before, to his relief, he placed the cloth down on the table and unwrapped the item within one side at a time. "It was in an expedition into a Dwarven tomb where we hoped to rid ourselves of a particularly hungry ghost that we stumbled upon an unmarked grave that had been exposed during the encounter. Within was the remains of a book, a wand and this. We didn't know what it was at first until we looked within the book and found a letter stuffed within the crumbling pages that could be salvaged. It was a love letter of sorts and a declaration of betrayal." he paused.



"I don't care so much for a love story, but I do care about this line."  
I have locked it away at your request, the Amber Eye shall remain hidden from the world and its power shall preside over you no more. You must see that I am doing this for us, for you and that my love is true. After this I shall write to you one more time to enquire about my proposal before I take the secret of the eye to my grave.

Borfook paused again. "The Amber eye is an ancient artefact that kings, wizards and warlords have sought after for years due to its rumoured ability to fulfil the wishes of whoever holds it. A magical artefact of unmistakable power and what we have here is the key," he flipped over the last piece of cloth dramatically to reveal an amber key with runes engraved over every surface, "figuratively and literally, to find the amber eye."

**DM:** (Borfook will then promise all other treasures of the vault to the party if they agree to help him. Plus the equivalent fee for bodyguard duties for one week. If the party is particularly perceptive they will believe someone to be listening outside the door - but if checked there is no one there.)

Borfook organised speedy transport to the ruins of a human village a few days out of the city. On the way he explains his plans, why he knows that the village is important and while gloating he managed to insult just about everyone including the driver of the wagon he had organised to carry them this far. The driver takes the comments on the chin well and discusses how there must be a lot of sight-seers heading towards the old ruins. "There's at least a dozen sets of horse tracks heading up towards the ruins." "Bah, no one would come here. I'm surprised humans are the dominant species considering specimens like this exist" the gnome scholar laughed at his own malicious joke. However when the wagon stopped and the

gnome was thrown out with his hirelings the outcome was clear. They would have to walk the rest of the way to the ruins.

**DM:** (The driver was correct, several horses had passed this way and there was an ambush waiting for them at the ruins. There is a significantly stronger leader and several low challenge thugs/bandits waiting for them. Refer to **426FrAmGu** for ideas on creatures)



After the ambush the party had begun the trek through the forest. Led by Barfook who was still uncertain what he had done to cause their lack of transport they encountered several wild animals who were not accustomed to seeing people in the woods. Using the trees as a guide the gnome navigated towards the lake where he believed the vault lay. Eventually they made it to the edge of a lake where Borfook led them to a pillar that was obviously carved by a dwarf. Upon handing the party the amber key they located a lock in the

pillar which upon using the key on it created the ground want generally smooth waters surface to vibrate. A path of stone platforms rose from the pillar towards the centre of the lake where a large stone vault rose from the waters. As the water cascaded out of tiny drain holes there was no doubt that this was the vault of Garthunk.

**DM:** (Refer to **426TuBoHo** and **426WeWoLa** for the trek towards the vault.)



As they move from one rock to the next the party notices occasional ripples in the water as if large fish are breaching the surface. However as they get closer to the vault they begin to see that it's not a school of fish but in fact a rather large singular creature. The closer they get to the vault the quicker it swims with Borfook calling out from dozens of feet behind them "That would be the Guardian. Once you defeat it we can claim our rewards and return home legends!"

The water is very deep with the lake floor unable to be seen through the water, but it could be twenty feet deep at points. As they near the vault the guardian emerges from the water, placing

itself between the party and the vault door. A six legged lizard constructed in dark black, glistening stone and bright orange amber watches them with intelligent eyes. A construct, a golem that was likely created by Garthunk to ensure that his powerful artefact was never used again. It rushes towards them, bounding across the stone platforms before diving under the water to attack them in much as a beast that was constructed to guard a water-bound vault would.

**DM:** (The vault, refer to **426ThAmVa**, itself is guarded by a large construct (A large golem) that looks like a six legged giant-lizard. A **challenging** dragon stat-block (swap flight speed with swim speed) would work for the stat block with the same characteristics as a construct. It's meant to be challenging, not impossible though.)



As the party looked down at the motionless construct Borfook pranced over to them and swiftly got to unlocking the door. A few minutes later the door opened with a click and the inside ruins were revealed. There was nothing in here, no treasure, no wealth and everything appeared to be damaged and weathered by an age at the bottom of the lake. A thick layer of sediment and mud lined the floor which made walking through it difficult. But eventually a door was located which revealed the Amber eye, a fist sized amber-eye on a pedestal at the far side of the single room that was behind the door.



