

STORM KING'S THUNDER

# AMPHAIL

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DM's resources for Amphail in Storm King's Thunder  
Chapter 3: The Savage Frontier

# AMPHAIL

Damn! Your party is going to Amphail, a small settlement a few days north of Waterdeep, but what are you going to do with a town of vacationing nobles and horse-breeders? Fret not, this quick location guide is here to help. On the following pages we'll expand and elaborate on the town of Amphail, providing you with interesting locations, rumors and events to fill out a session and make your party's stay in Amphail a memorable one.

## THE OVERVIEW

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The town of Amphail is detailed on page 72 of the *Storm King's Thunder* campaign book, as well as on page 43-45 of the *Sword Coast Adventurer's Guide*. Below is a short summary.

Amphail has around 700 inhabitants, with the addition up a few hundred more who live in mansions or farms in the grassy hills around the town. The town is a member of the Lord's Alliance, which means that it has a say in the grander politics of the Sword Coast, and is under the protection of the nearby metropolis of Waterdeep. It is primarily a farmer and horse-breeder community, but caters heavily to the young, spoiled nobles of Waterdeep, who use the town as a sort of resort and playground.

Amphail is run by three noble families – House Amcathra, Ilzimmer and Roaringhorn – who take turns filling the position of Lord Warder, switching once a year during the holiday known as Shieldmeet. The current Lord Warder is Dauner Ilzimmer, a tall, thin man with a strong nose for good business. Besides these noble families, there are several other prominent nobles in town, many of which are the offspring of grand noble houses in Waterdeep.

## LOCATIONS

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In this document we'll go over five locations that can be found in Amphail:

- **The Stag-Horned Flagon** – a cozy tavern run by a retired carneval performer.
- **The Stone Stallion** – an oversized inn owned by a couple of would-be nobles.

- **Ulvinhand Smithy** – a smithy run by a retired Waterdhavian soldier.
- **Blodhlar's Wares** – a general goods store run by an eccentric, amateur tiefling taxidermist.
- **The Earth and Coin** – a temple to Waukeen and Chauntea owned by dwarven siblings.

## THE STAG-HORNED FLAGON

This tavern is homely and boisterous, a favorite among locals as well as visitors. It's also home to Arleosa Stonehenge (NG female human **commoner**), an old carnival colleague of Miros Xelbrin (another inn proprietor from Goldenfields, p. 47 and 251).

**Description.** The Stag-Horned Flagon is a stone-and-timber tavern in two stories. The first floor is one large common room and a small kitchen, while the upper floor is Arleosa's private home. The facade is decorated with stag antlers carved in polished wood. The common room is nice, but simple, with plain wooden chairs circling round tables.

**Characters.** The inn's proprietor, Arleosa Stonehenge, "was born in a wild magic zone and has the innate magical ability to cast the alter self spell three times per day. In her youth, she was a member of a traveling carnival and used this power to entertain folks. She no longer cares about using the ability, and no one in Amphail knows she even has it." (Storm King's Thunder p. 72).

Arleosa has gray hair, mild eyes and a pleasant demeanor. She's a notorious flirt, and her wry sense of humor is known to put even the most arrogant nobles in their place. During her time in the carnival she's seen a bit of everything, so she's quick to welcome even the most odd-looking adventurers. She'll warmly recount her days with the carnival, speaking fondly especially of Miros 'the Yeti' Xelbrin, although she prefers to keep her part in the carnival a secret.

**Trivia.** Old folklore dictates that if you kiss the bar – the actual wooden bar, upon which beverages are served – you can ask a single question of the nature goddess Mielikki, and once in a while the goddess will grant a truthful, omniscient answer. Whether this is just a drunken rumor or an actual truth, is up to you.

## THE STONE STALLION

Amphail's only inn caters to the rich and the wealthy, although it occasionally also draws in unfortunate travelers with nowhere else to go. It's run by the Tlassalunes, who've owned it for generations, and is named after the statue of a stallion that stands in the center of Amphail.

**Description.** The Stone Stallion is massive by the standards of Amphail, standing four stories tall and built from duskwood boards. Each of the four stories have twenty rooms, most of which are empty. The inn's interior is a clumsy attempt at sophisticated elegance, with large tapestries and carpets covering nearly every square inch.

**Characters.** The Stone Stallion is run by the middle-aged couple Bert and Dortha Tlassalune (LN male and female **commoners**). They're not very nice, nor very service-minded, and prefer to stay very far out of their guests' business, a family tradition that has been passed down from the Stone Stallion's original owner. Any violent noise, including full-scale combat, erupting from the upper stories is likely to go completely unnoticed, or ignored.

## ULVINHAND SMITHY

The Ulvinhand smithy is the best, and only, smithy in Amphail. It caters to horse-breeders first, picky nobles second, selling everything from horseshoes to fashionable rapiers and breastplates.

**Description.** This simply smithy is a two-story building with an open front. The anvil and forge stand outside, while the valuable wares are kept in a shop inside the stone building.

**Characters.** Ilyssa Ulvinhand is a broad-shouldered woman (NG half-elf **veteran**) who has a short temper and a brutish manner. She used to serve in Waterdeep's city guard.

**Trivia.** Ilyssa holds firm to her military values, although a knee injury took her out of commission. If a character has the soldier background, or a similar military backstory, she'll give them a 25% discount on anything and everything. If such a character asks for more special equipment, or Ilyssa takes a liking to that character, she can be persuaded to sell her old *Sentinel Shield* (DMG p. 199) for only 500 gold pieces, even though it was a gift from a Waterdhavian love interest.

## BLODHLAR'S WARES

Amphail's general goods store has mostly anything a traditional adventurer might have a fancy for, as well as quite a few things that should interest more untraditional adventurers as well.

**Description.** Blodhlar's Wares is a wide single-story building made of stone and old timber. It's separated into several storage rooms, with Yarnik Blodhlar's personal chambers behind the counter in the main room. Scattered on the shelves among the mundane wares are many stuffed beasts, birds and insects.

**Characters.** Yarnik is an odd-looking man of perhaps 30 years (N tiefling **commoner**). He's pale, lanky, with long red hair and two small, black horns protruding from his brow. He's soft-spoken, but speaks with weird off-beat pauses and has a head that always seem to be slightly tilted.

**Trivia.** Besides selling all manners of adventuring goods, Yarnik is also an amateur taxidermist. He stuffs ordinary beasts, but relishes the opportunity to work with more monstrous creatures. He keeps his more valuable collectables in a locked sideroom, but might sell to a sufficiently impressed connoisseur. He's always interested in buying corpses of rare and exotic creatures. Besides the many mundane beasts that fill the shelves of his store, Yarnik has two bloodhawks, a dire boar, a carrion crawler, a quaqqoth and a basilisk in his exotic collection.

## THE EARTH AND COIN

This temple to Chauntea and Waukeen is the spiritual center of Amphail, and serves both the town's farmers and its wealthy nobles.

**Description.** The Earth and Coin is a dualistic place, filled with contrasts. On the outside it's a square marble building of the finest make, with ornate inscriptions of dancing women (one voluptuous and smiling warmly, one slender and graceful), coins and trees. On the inside, sprouts of vegetation have burst through the beautiful, tiled floors nearly everywhere, going so far as to create a full copse of small trees in one end of the temple's main prayer room.

**Characters.** The Earth and Coin is run by the twin sisters Amaella (CG dwarf **druid**) and Elitha (LN dwarf **priest**) Crownbearer, who are as much in contrast to one another as their shared temple.



Amaella is kind, warm and welcoming, Elitha is reserved, dignified and proud. Elitha spends much of her time clearing away unwanted growths from 'her corner' of the temple, while Amaella spends an equal amount of time planting new seeds.

A character can purchase spellcasting from Elitha, who also has a stock of 1d4+2 *potions of healing* at any time. She's a tough bargain, however, and doesn't give any discounts – although she respects and enjoys a good haggle. Her standard fare is 100gp per level of the spell she's expected to cast, and 100gp for a single *potion of healing*, but her prices quickly go up if she senses that the other part really needs her services (which might cause Amaella to intervene, if the situation is dire enough). Amaella doesn't charge for her services, but will only make her spellcasting available to a character she likes, Emerald Enclave members, or to save innocent lives. Coin and threats can't persuade her.

## RUMORS

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Here are three rumors tailor-made to send your party towards one or more destinations in the Savage Frontier. Use these if your party are having trouble deciding what to do next, or if you just want to give them additional adventure hooks.

### GOLDENFIELDS

This rumor could send your party towards the nearby farming settlement of Goldenfields (*STK* p. 44), where they might arrive right in time to fend off a giant attack, help break the siege of the town or clean up after the attack. The party might hear about Goldenfields at the Stag-Horned Flagon.

**Arleosa Stonehenge.** As she spots the adventurers coming into the tavern, and takes their orders, the middle-aged woman says: 'Welcome, strangers. You coming in from the east?' If the players ask why, she replies: 'My old friend Miros Xelbrin owns an inn over in Goldenfields, and I heard they'd had trouble with giants a few weeks back. I'm desperate to find out if he's alright.' She can give no more details than a travelling merchant told her that hill giants and goblinoids had attacked Goldenfields a few weeks ago, and there'd been many hill giant sightings in the region.

### YARTAR

This rumor could send your party towards the city of Yartar (*STK* p. 115), where the nefarious Kraken Society are kidnapping young nobles in an attempt to take control of the city. That initiates an adventure written for Storm King's Thunder that can be found here: [Kraken's Gamble](#). Your party might pick this up from any gossiping nobles around town, or at the Stone Stallion.

**Berth and Dortha Tlassalune.** At some point during the party's stay at the Stone Stallion, they'll hear the two siblings talking loudly. They are both notorious gossips when it comes to the affairs of true nobles, and can be heard to say: 'Oh, dear, a Rossolio gone missing? That's not something you hear every day. I always heard that Yartar was a dangerous place, but this is something else!'

If questioned on the information, the siblings can tell that they received a letter from their aunt in Yartar (who's also a gossip!), who says that the young lord Artan Rossolio has gone missing. The Rossolios are an old and wealthy noble family – surely something nefarious is going on!

### KRYPTGARDEN FOREST

This rumor could send your party to visit the ancient green dragon Old Gnawbone in Kryptgarden Forest (*STK* p. 95), who can in turn lead them towards the Eye of the All-Father. The party might hear this rumor at Blodhlar's Wares.

**Yarnik Blodhlar.** If the party engages the off-putting tiefling in conversation, especially about his stuffed animals, he might confide with the party: 'I've always wanted to stuff a dragon. It would be my crown jewel. I've heard that there's a green dragon in Kryptgarden Forest, not far from here. But that one is supposed to be ancient, so it'll probably be too big to fit in here. Probably should start with something smaller. Plus, it's supposed to know everything there is to know, so it'd probably be hard to catch, don't you think?'

Yarnik's ramble concludes with an odd tilt of his head, as if expecting the party to volunteer for the job. He can tell the party that he's heard the dragon called 'Old Gnawbone', and that it supposedly has a collection of crystal balls it uses to stay apprised of what happens on the Sword Coast. It's also rumored to not eat everyone it encounters, and even answer questions from time-to-time!



## EVENTS

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### THE YOUNG NOBLE - AMMAKYL

A fun little scenario that could create some tension and conflict during your party's stay in Amphail, is a chance encounter with a puffed-up lordling. Young Lord Terrence Ammakyl (CN male **noble**) is the youngest son of one of Waterdeep's wealthiest families. He's also arrogant, haughty and a bully.

Terrence has been sent to Amphail for a vacation, and he's going around town bothering everyone and anyone, with his equally obnoxious buddies Karl-Johan and Valdemar (LN male **nobles**) and four Ammakyl houseguards (LN Chondathan male and female **veterans**). The party might meet Terrence Ammakyl in several different scenarios – here are some examples to consider:

- Terrence is harassing the waitress at the Stag-Horned Flagon for being a clumsy oaf, because she spilled expensive Waterdhavian wine on his expensive silk shirt.
- Terrence is verbally assaulting a farmer who accidentally bumped into him on the street. The farmer's children are watching on in wide-eyed horror, worried what might happen to their father.
- Terrence is loudly commenting on one of the more odd-looking members of your party, such as a dragonborn, dark elf or gnome, saying awfully racist things.

Regardless of how the party runs into Terrence and his cronies, the young noble is quick to throw his name around if they engage him in conversation. He'll spout clichés such as: 'Don't you know who I am?', 'I'll have you know, my father is *Lord Ammakyl*' and 'why don't you scurry out of here before I have my guards beat you bloody?'

The situation can be de-escalated without violence, either by giving the young upstart the respect and fear he so desperately craves (Persuasion DC 13), a sufficiently scary display of power (Intimidation DC 15) or a particularly clever lie, perhaps about being affiliated with even more powerful nobles, or being old friends of Terrence's father (Deception DC 17).

If the encounter turns sour and violence erupts, Terrence and his two friends prefer to stay far out

of it and let the houseguards do the dirty work. The guards don't draw blades until the party does, so it might end up as nothing more than a fist-fight. Whether it's a life-or-death scenario, or an invigorating scuffle, a squad of Amphail guards arrive to break up the combat before too much havoc can be wrought. Unless the party were particularly over-zealous in dealing with Terrence and his crew (such as casting a devastating spell like *fireball* or harming innocents) Amphail's guards will call it even, and order the two groups to dissipate. Terrence will round up his men and leave, throwing insults all the while.

If the party manage to somehow kill Terrence before combat can be stopped, Amphail's guards will probably seek to arrest the party. Have a sympathetic NPC – the farmer or waitress they came to the aid of, perhaps – plead for the party to flee, before all of Amphail descends on them. You can also spring the hill giant attack to give the party a chance to clear their names in defense of the town, or give them an opportunity to flee.

**Developments.** If the encounter ends with threats or violence, the party has made a dangerous enemy. Terrence (or his father, Lord Anaster Ammakyl, if Terrence perishes) has nearly unlimited wealth, and a lot of time to plot vengeance. Use this during the campaign to spring exciting traps and dangerous assassins on the party.

**Treasure.** Terrence and his goons carry the following wealth: three jewel-encrusted rapiers (100gp each), four gaudy rings (50gp each), and a combined sum of 55pp, 38gp and 24sp.

### THE NAMEDAY

This encounter is briefly detailed in the *Storm King's Thunder* campaign book on page 72. Summarized, the event starts when one of the most powerful lords of Amphail, Tylandar Roaringhorn, decides to celebrate his nameday with a grand outdoors banquet, in the middle of Amphail. During the height of the party, the festivities are interrupted by three **hill giants** who've come to steal food for Chief Guh.

If you decide to use this encounter, it's a good idea to either a) have preparations for the banquet underway when the party arrive, and put the party during the evening or the following day, or b) have

the party arrive while the banquet is already underway.

When the banquet starts, describe how most of the town's inhabitants seem to be assembled around Amphail's centre, with both nobles and simple farmers sitting at longtables sharing expensive wine and luxurious foods, all of them in a merry mood. Lord Tylander Roaringhorn is the centre of the party, striking a notable figure as a rotund, merry man with impressive greying sideburns and a boisterous laugh.

To spice things up before the giant's attack, allow the party to mingle with the citizens and involve themselves in small, friendly contests.

**Archery Contest.** The archery contest takes place down one of the side streets to the city center. Three citizens – Jane, Unger and Bill 'Triple-Threat' Tonnasen – participate, plus any characters who want to pay the 5gp admission. Jane and Unger have a +3 attack bonus with their longbows, while the retired half-orc adventurer Triple-Threat has a +5 attack bonus.

The contestants stand 60 ft. from the wood-and-hay bullseye-target they're shooting at, and they take their shots simultaneously on Lord Roaringhorn's call. An attack roll of 9 or less scores 0 points, 10-14 scores 5 points, 15-19 scores 10 points and 20+ scores a bullseye: 25 points. Each round, the participant with the lowest combined score is out of the competition. If there's a tie, everyone continues to the next round. When there's only one participant left, they're declared the winner and rewarded a 100gp prize purse, personally given by Lord Tylander Roaringhorn.

**Eating Contest.** The eating contest takes place at a table set with all manner of pies (meat pies, blueberry pies, apple pies, and so on). The contest is to eat as many pies as possible, within 10 minutes, without throwing up. Any character who wants to participate must pay a 2gp fee to do so, and will eat alongside Reewe and Leila Leagallow. Reewe is an ordinary farmer with a Constitution saving throw of +2, while the deceptively small halfling Leila Leagallow has a Constitution saving throw of +5.

A contestant can eat one pie in one minute, but must succeed on a DC 10 saving throw at the end of the minute, to keep from throwing up. This DC increases by 2 for each consecutive pie a character

has eaten, but resets to 10 if a character spends two minutes eating a pie, instead of one (basically taking a one minute breather). The participant who has eaten the most pies at the end of the 10 minutes win – but remember, a character that pukes is out of the contest! The prize is 30 gold pieces and an ugly brass trophy depicting a slice of pie.

**The Hill Giant Attack.** At some point during the festivities, when you think it's appropriate, three **hill giants** barge into the pavilion tents, grabbing food and throwing commoners. If three hill giants seems to be too dangerous a challenge for your party, have a handful of **guards** aid the party in their defense of Amphail. If you've run the Young Noble encounter during the Nameday, you can also use the hill giant attack to break the tension, offering the party a way-out of a dangerous situation (or even capture by the guards!).

On the next page is a map and some descriptions created for the hill giants' attack on Amphail, also featured in the [Storm King's Thunder Map Pack 1](#).

# AMPHAIL

**Platform.** The large platform in the north end of the map is 5 feet tall. If a creature doesn't use the stairs on either side, it must succeed on a DC 10 Strength (Athletics) check to climb onto the platform.

**Pavillion Tents.** The many pavillion tents raised for the occasion are indicated by the black tent posts and the shadows they cast.

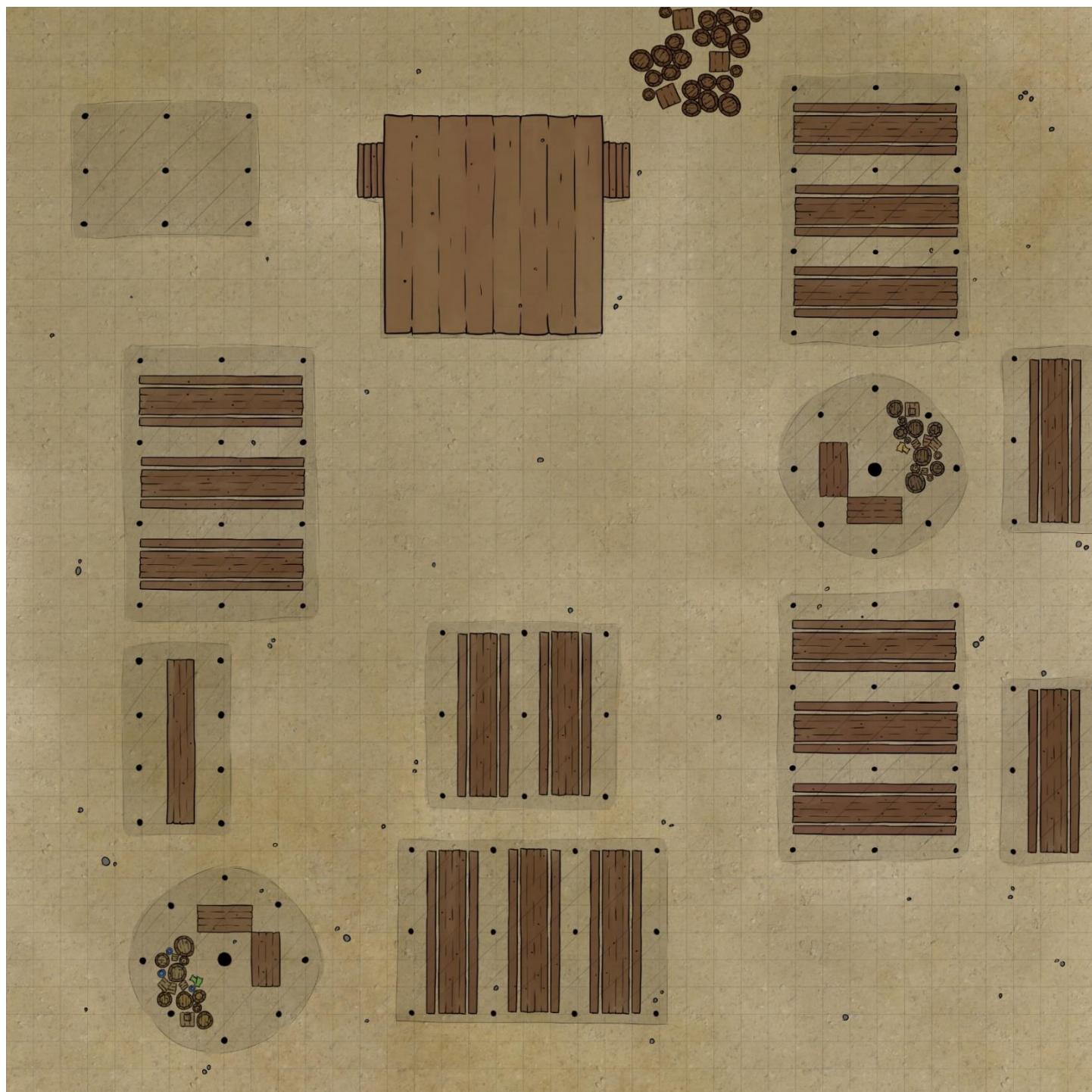
**Longtables.** The many longtables can provide half-cover, or be flipped over as an action to provide three-quarters cover.

**Provisions.** The barrels, sacks and crates of drink and food are of the highest quality.

## RUNNING THE ENCOUNTER

You can find the details of Amphail and the suggested encounter on page 72 of *Storm King's Thunder*. Below is a brief suggestion on how to run the encounter.

While the town is gathered to celebrate Lord Tylandar Roaringhorn's Sixty-Third birthday, three **hill giants** barge into town. Each go for a pile of provisions. When they reach them, they use an action to fill their arms before running off again. If attacked, or a creature stand in their way, they will fight back, while still focusing on getting the food. If dropped to below half its hit points, a hill giant either becomes enraged and starts fighting furiously, or drops whatever it is carrying and flees.





## HILL GIANT

*Huge giant, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft.

Str	Dex	Con
21 (+5)	8 (-1)	19 (+4)
Int	Wis	Cha
5 (-3)	9 (-1)	6 (-2)

**Skills** Perception +2

**Senses** PP 12

**Languages** Giant

**Challenge** 5 (1,800 XP)

## COMMONER

*Medium humanoid (any race)*

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

Str	Dex	Con
10 (+0)	10 (+0)	10 (+0)
Int	Wis	Cha
10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

### Actions

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

## NOBLE

*Medium humanoid (any race)*

**Armor Class** 15

**Hit Points** 9 (2d8)

**Speed** 30 ft.

Str	Dex	Con
11 (+0)	12 (+1)	11 (+0)
Int	Wis	Cha
12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4 Persuasion +5

**Senses** passive Perception 10

**Languages** Any two languages

**Challenge** 1/8 (25 XP)

### Actions

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

### Actions

**Multiattack.** The giant makes two greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

**Squash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 26 (6d6 + 5) bludgeoning damage, the giant lands prone in the target's space, and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the giant stands up.

### Reactions

**Parry.** The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

## VETERAN

*Medium humanoid (any), any alignment*

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

Str	Dex	Con
16 (+3)	13 (+1)	14 (+2)
Int	Wis	Cha
10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 3 (700 XP)

## GUARD

*Medium humanoid (any race)*

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

Str	Dex	Con
13 (+1)	12 (+1)	12 (+1)
Int	Wis	Cha
10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1/8 (25 XP)

### Actions

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



