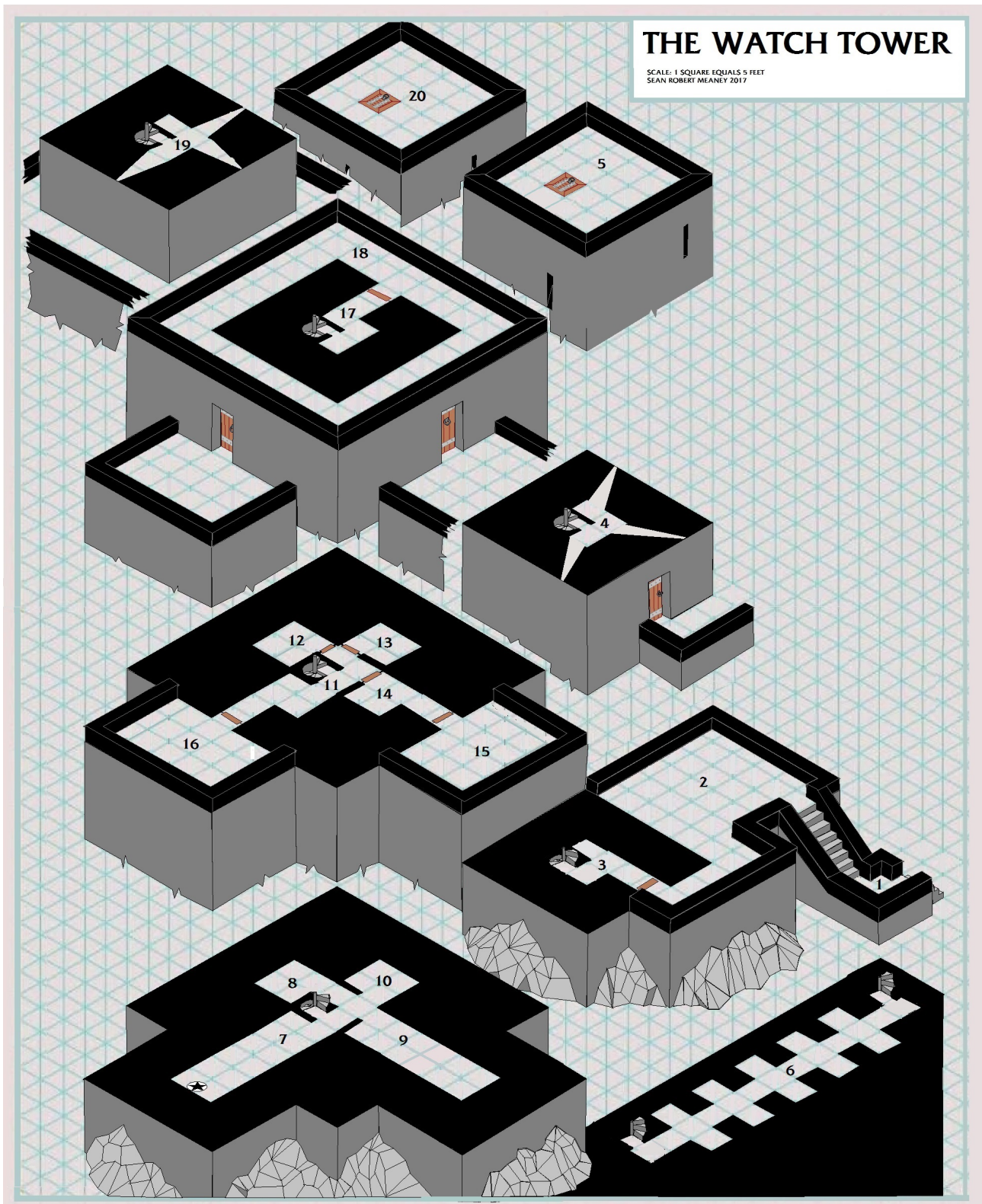




THE WATCH TOWER



BY SEAN ROBERT MEANEY

VALIANT THEY WERE

Introduction

The Watch-Tower is an Adventure for 4-7 First level Characters. Players will need to generate first level characters who begin play deployed to the Duke's Guard on the Frontier.

Background

You have been deployed to Dukes Road Keep for a week when you are 'volunteered' for duty at the Watch Tower some ten miles from the Keep.

The Watch Tower guards a small valley off to the east. Apparently there is an old mountain trail that is sometimes used by smugglers to sneak past the Dukes Road Keep and slip over the border between the Republic of Darokin and the Grand Duchy of Karameikos.

Unfortunately for the Watch-Tower the Warrior known as Haruam Vesik has amassed an army of bandits and a Wizard named Akuna Firebender to take the Watch-tower as his Keep and the Blackvale as his dominion.

The Watch-Tower

Built on a hill overlooking the Blackdale the Watch-Tower consists of a fifteen feet high stone table-top accessed by a staircase of stone. On the table-top is a small 'Gate-keep' that is little more than a small square thirty foot high thirty foot square tower with a reinforced door that controls access to the Watch-tower which is a substantially larger Small Keep forty five feet high and fifty feet square with half towers on the two sides facing the vale and topped by a thirty feet high small square tower. All up the Watch Tower is sixty feet high.

1 – The Little Bailey

The stone stairs climb up from the little Bailey to the Inner Bailey at the top of the table. There is little in the way of physical cover, the stonework shield wall perhaps three feet tall and two feet thick. One soldier will be deployed here at all times unless the Watch-tower is attacked.

2 – The Inner Bailey

The stone stairs climb up from the floor of the Vale some fifteen feet to the table-top known as the Inner Bailey. This area is often used by

soldiers to practice combat. And there will be at least four here at any given time during the day.

The Gate-keep

The Gate-keep is little more than a stone tower thirty feet high above the level of the Little Bailey with a reinforced door guarding its inner chambers.

3 – Bath

Here on the first floor is a small space with a spiral staircase in the north west corner providing access to the next level above as well as down into the dungeons. There is a wooden bath tub in the corner which is filled with boiled water on most occasions. The door here has fifty hit-points before the hinges fail and the wood splinters.

4 – The Archers Airy

From this level Warriors with crossbows have a good view of the ground overlooked by the keep and the Inner Bailey (Area 2) and Stairs (Area 1). At any given time there will be a lone warrior with a crossbow checking the view from each position. In event of a siege alarm there will be at least three soldiers on this level.

5 – Top of the Gate-keep

The view from here is not as good as the view from the top of the Watch-tower. There will be four soldiers here during a siege. At all other times the trapdoor providing access to the Airy (Area 4) is kept locked.

6 – The Dungeon

This tunnel has a number of exposed prison cells where Smugglers and assorted others are kept shackled to the wall on short chains. They are usually marched back to the Dukes road Keep with each shift change.

At the time of the Siege there are three prisoners down here (See Prisoners).

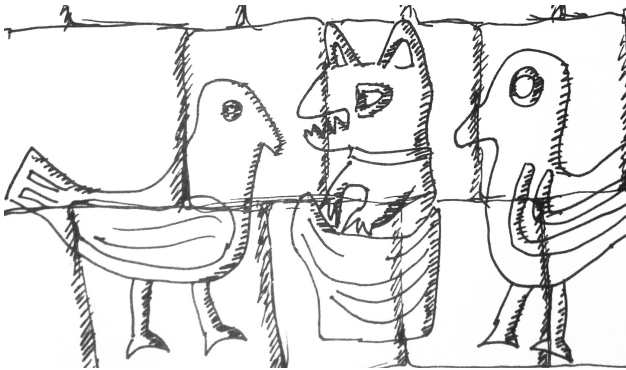
The Watch-tower

The tower is heavily populated at all times and a soldier will likely check an area within it once a turn. It consists of a Small Keep, two half towers on the southern and western sides, and a Small

Tower atop the small keep. Because of this a substantial part of the lower Keep is taken up by support stone making this an extremely stable construction.

Secrets of the Watch-tower

Some of the Stones from which the Keep is built are from a previous structure nearby which was a millennia old. There is a petroglyph in the Dungeon detailing two birds flanking a wolf on a throne.



It is in fact a treasure map in written form. The Werewolf's throne is situated between two snow-topped peaks visible to the South East from the top of the Watch-tower.

7 – The Chapel

This long hall is a chapel dedicated to St. Carmichael (Patron Saint of Soldiers). It also serves as the dining hall.

During dinner all but the Guards atop the Watch tower, in the Airy, and on the stairs of the Small bailey will be present.

8 – Kitchen

The Kitchen has a small cooker with a pipe through a small hole in the stone taking the smoke outside. The cook will be here in the day preparing the usual pot of stew that will feed everyone. In the early morning the cook bakes a pair of bread loafs.

9 – The Barracks

This long hall has three tier bunks against the wall where those on the off shift get what sleep they can. Anyone on the off shift will be at -1 to all hit rolls and wisdom checks.

10 – Stores

This room contains considerable food stores and a barrel of perpetual fresh water that fills magically.

11 – Central Corridor

This area has a wall with a rack for crossbows. When such a weapon is not in use it is stored here.

12 – Watch Commander's Private Quarters

A bed, with washed linen on a stool. Commander Voorhees is asleep in here with his sword when not on duty.

13 – Watch Commander's Office

Most evenings Commander Vorhees can be found in here writing up reports that get shipped back to Dukes Road Keep, or Letters to his beloved wife in the Capital of Specularum. There are maps of the Blackvale, a watch journal covering every little incident and skirmish that would likely make entertaining reading if it were published. The Watch-Commander keeps a Crystal Ball in here, forgotten. Its for Wizards to use to survey the Vale but he hasn't had a Wizard serving at the Watch-tower in his time in command. If the PC spell-caster is instructed to use the Crystal Ball it will be at that moment that the Assault on the Tower begins, the PC watching as a hundred men with spears emerge from the dark of the woods. Then the Alarm is called.

14 – Armoury

This room has access to the southern balcony. It also has boxes with crossbow quarrels and crates with new unstrung crossbows.

15 – South Balcony

This area atop the south side half-tower faces the woods to the south. The South Balcony has a view blocked by the tree line though it has a good view of the area between the woods and the Watch-tower as well as west across part of the Vale to the trail that leads back to the Dukes Road Keep. There is a single soldier on watch here at all times.

16 – West Balcony

This area atop the west side half-tower faces the open vale. The West Balcony has a good view of the area between the woods and the Watch-tower to the south, across the Vale and the trail to Dukes Road Keep, and north to the Smuggler's Pass. There is a single soldier on watch here at all times.

17 – Rooftop Access

This area provides access not only to the upper tower, but to the balcony at the top of the Keep. There is a Small Armoury rack here with (3) spare crossbows and four boxes of (30) crossbow bolts each.

18 – The Keep Rooftop

This narrow, ten feet wide Balcony around the roof of the small Keep that makes up the lower half of the Watch-tower. From here there is a good view of all directions including the top of the 'Gate-keep' tower twenty feet away. Anyone stupid enough to try and jump the gap and miss (a Player Character should roll lower than their strength on a D20 to make the gap) will fall thirty feet to the rocks below. The Dungeon Master should impose 3d6 damage for the fall. NPC's make the jump on a 1 in 6 unless they are a named character in which case they make the jump automatically.

19 – The Eagle's Airy

This level of the small tower has a view of three areas – the Vale and trail to Dukes Road Keep, the Woods, and the steep hillside behind the Watch-tower providing a protected field of fire.

There are three soldiers here at all times on watch. At night there is a fourth soldier loitering on the stairs to the roof-top. There is a signal mirror in a storage space covered by a cloth when it is not in use.

20 – The Nest

The very top of the Watch-tower has a clear view of the surrounding landscape. The whole of Blackvale and even down to the Sea in the South can be seen from here. A Single soldier is on

duty here in the day and he retreats to the lower level at night providing a fourth soldier. In event of some assault the Signal Mirror stored in the Eagle's Airy (area 19) is taken to the roof of the small tower and used to signal Dukes Road Keep though only during daylight hours.

Soldiers of the Blackvale Watch

Watch-Commander Voorhees: Fighter; 4th level; Lawful; AC3; 17hp; Str 16, Int 12, Wis 14, Dex 9, Con 13, Cha 15; Equipment: Chain Mail, Sword(1d8), Shield+1. Almund is a by the rules soldier who pissed the wrong Commander off and got promoted sideways to the Watch-tower. He has been here three years on what is supposed to be a six month rotation. He misses his wife who resides in the capital. He does however enjoy the life in the Valley and is considering a small farm in the Vale.

Sargent Bron: Thief; 3rd level; Lawful; AC4; 10hp; Str 16, Int 9, Wis 10, Dex 18, Con 13, Cha 10; Equipment: Leather Armour, Sword(1d8). Sargent Bron is an old spy who retired to an out of the way military post. He still reports on the comings and goings of the Watch-Commander and soldiers to his 'Aunt Olga' who lives in Kelvin.

Wilkes, Grimm, Olwens, and Thorn: Fighter; 1st level; Neutral; AC7; 7hp; Str 10, Int 11, Wis 9, Dex 12, Con 13, Cha 11; Equipment: Leather Armour, Sword(1d8), Shield. These are Thyatian and Traladaran Rogulars who found their calling in the Military. They are well versed in following orders and are not idiots.

Rake, Evert, DAVIS, and Hyrold: Fighter; 1st level; Lawful; AC7; 6hp; Str 10, Int 10, Wis 13, Dex 11, Con 12, Cha 9; Equipment: Leather Armour, Sword(1d8), Shield. These are Green Recruits who came in on the previous rotation just ahead of the PC's.

Cook: Fighter; 2nd level; Lawful; AC7; 10hp; Str 15, Int 13, Wis 18, Dex 10, Con 12, Cha 10; Equipment: Leather Armour, Great-cleaver(1d12). Cook (Frederik Karameikos) is actually the

youngest brother of the Duke Stephan Karameikos). He decided to live a quiet life and simply vanished. Everyone thinks he is dead and he is happy to keep it that way. He is a fixture of the Watch-tower.

Prisoners Blake, Stanis, and Avon: Thief; 2nd level; Neutral; AC7; 6hp; Str 10, Int 13, Wis 13, Dex 18, Con 9, Cha 13; These Smugglers were caught crossing Smugglers Pass with a shipment of gems. If they are released by a PC they will agree to defend the tower. Otherwise they will be killed by Haruam once he reaches the Dungeon.

The Enemy Forces

Haruam Vesik: Fighter; 5th level; Chaotic; AC2; 24hp; Str 18, Int 10, Wis 12, Dex 10, Con 9, Cha 16; Equipment: Plate Mail, Sword+1, Shield). Haruam is a ruthless bastard of the 'Who-dares-wins' philosophy. He sees the Watch-tower as his future dominion.

Akuna Fire-bender: Wizard; 5th level; AC 9; Chaotic; 14hp; Str 12, Int 18, Wis 8, Dex 11, Con 8, Cha 13; Spells: 2x Magic Missile, 1x Invisibility, 1x Cone of Fire*; Equipment: Clothes, Boots, Belt, Pouch, Silver Dagger, Scroll- 4/Dimension Door), Spellbook- 1/Magic Missile, Read Magic, 2/Phantasmal Force, Levitate, 3/Cone of Fire.

Akuna is a dangerous bully who gets what he want with the power of Magic. He has no problem killing anyone if it comes to survival, but he will not risk it if there is a chance he could hang. If it looks like his side will loose he will use the dimension door scroll and put some distance between himself and the tower before levitating as far away as possible.

(90) Cannon-fodder: Normal Human; 3hp; AC 9; Chaotic; Spear (1d6), ML7 (5 if Akuna is killed and will automatically flee if the Wizard and Haruam die).

(10) Bandits: Thief; 4hp; AC 7; Chaotic; Short Sword (1d6), Light Crossbow, (10) bolts, Leather Armour; ML 7 and will only flee if both Haruam and the Wizard are killed.

The Battle for the Watch-tower

At the time of the Attack the PCs should be off duty and in their bunks in the Barracks (area 9) resting for the day-watch.

The Forces of Haruam Vesik will attack before dawn as the otherwise black sky turns wine-dark. The Cannon-fodder will rush from the woods in all directions screaming and the Wizard will use *Cone of Fire* on the soldiers on the Stairs (area 1) hoping to catch those at the top (area 2) as well. This will be followed up by magic missiles targeting the soldiers posted to the Archer's Airy (area 4) and Eagle's Airy (area 19) who become visible from his position on the Inner Bailey. He will also create a black cloud (Phantasmal Force) around the top of the Watch-tower to prevent signalling of Duke's Road Keep.

The Bandits will position as a group near the edge of the Wood and fire crossbows at soldiers on the Inner Bailey and on the Balconies and tops of the towers under the instruction of Haruam before advancing with him to enter the gate-keep tower behind the Cannon-fodder.

Once the Gate-keep is secured Haruam will advance on the Watch-tower itself sending half his bandits to the roof to jump to the Roof of the Keep and enter the upper tower while he and the rest move through the dungeon killing even the Prisoners. Haruam will attempt to kill the Watch Commander himself using cannon-fodder as a shield if anyone else attacks him.

If Haruam and his forces secure the Watch-tower the PCs will likely be killed even if they surrender.

New Spells

Cone of Fire (3rd level magic-user spell)

Range: 50 feet

Duration: 1 Round

Effect: a cone of fire 50' long, 30' diameter

This is a variant fireball crafted by Akuna. It creates a cone of fire thirty feet in diameter at its largest end and fifty feet long extending from the finger tips of the spell-caster. Inflicting 1d6 damage per level of spell-caster.