

VISITING — THE — WATCHER'S SPIRE

A RAGING SWAN PRESS MINI-EVENTURE





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VISITING THE WATCHER'S SPIRE

Adventurers coming to Languard in need of divine aid often make their way to the Watcher's Spire. A place of Darlenite worship here the powers of law and good hold sway. Few are turned away from the Watcher's Spire without receiving succour, but the clergy's aid does not come free. Evil lurks everywhere and the priesthood are ever in need of champions to push back the encroaching darkness.

Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with City Backdrop: Languard, but is designed to be easily inserted into virtually any town or city.

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WHAT'S A MINI-EVENTURE?

A mini-eventure is akin to a normal encounter, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

USING THIS MINI-EVENTURE

This supplement provides everything you need to run a short, flavoursome eventure. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations. These tables include:

- **Opportunities & Complications:** Fate often throws opportunities and complications at adventurers. Use this list, to determine what befalls the characters while at the locale.
- **Whispers & Rumours:** Many rumours, half-truths and outright lies circulate among the folk visiting Watcher's Spire. Use this list, to determine what rumours the characters hear.

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VISITING THE WATCHER'S SPIRE

The home of Darlen's faithful in Languard, the Watcher's Spire—also known as Champion's Abbey—is a heavily fortified temple complex in the north of the city. Girded with 20 ft. walls—and part of Languard's city wall in places—it is an integral part of the city's defences. Here dwell Darlen's militaristic followers, in a perpetual state of readiness.

The complex's main feature is a stout, massively fortified donjon upon which stands a slender watch tower fully 50 ft. high. From its battlemented roof, sentinels keep watch over Languard's western seaward approaches.

Much smaller than Father's Hall, the relative size of the two compounds speaks volumes as to the two sects' political power and influence. While Darlen's faithful are ever-watchful against evil's rise, they have little influence over the commoners' day-to-day life, many of whom see them as an irrelevance.

NOTABLE FOLK

Many of the folk found at the Watcher's Spire are essentially normal people. A few, however, are notable:

- **Irina Vitikka** (LG female human paladin 5) knows the duchy well and is particularly well travelled. A rising star among the Darlenites, Irina is widely acknowledged as one of Darlen's greatest champions of recent years. Recently returned to Watcher's Spire from Tor Abbey she spends much time at prayer waiting for a sign from her divine patron.
- **Lady Protector Varma Nikkonen** (LG middle-aged female human paladin 5/cleric 3) chafes at the common folk's opinion of the order and yearns for some great battle or test to prove her followers' worth. Now grey around the temples, Varma is still a formidable warrior and a skilled diplomat beloved by the common folk (even if her order is not).

All too aware of the lurking aura of evil pervading Gloamhold's halls the faithful keep a particular eye on adventurers frequently plumbing its depths. Church agents may question the adventurers on their return and even preach to them to keep them safe from Gloamhold's encroaching darkness.



OTHER FOLK AT THE TEMPLE

The characters are not the only folk at Watcher's Spire. Use this list, to generate details of other interesting people the characters meet while visiting the temple:

1. **Eerik Ilmarinen** (LG male human cleric 1) industriously brushes the floor and is impressively unaware of his surroundings—meaning he could easily bump into, or knock over, a visitor. Eerik is kind, strong and devout, but has a reputation as a bit of a dreamer.
2. **Serafia Kare** (NG female human fighter 3) waits to speak with Irina Vitikka (see "Notable Folk") about joining her rumoured expedition. Serafia has been waiting for hours, and is getting bored; even worse, her wineskin is almost empty.
3. **Kosti Lemmäs** (LG male human cleric 3) hates dealing with visiting adventurers as he (ironically) finds them arrogant and opinionated. While he does his best to be civil, perceptive characters notice his boredom and frustration.
4. **Reko Arpia** (CN male human rogue 2) needs coin, and has come here to steal or swindle it. Dressed like a priest he tries to swindle coin from the characters. If they, or an actual member of the clergy, rumbles Reko's scheme, he flees.
5. **Santeri Tapatora** (N middle-aged male human rogue 1) begs at the temple gate for alms. Scrawny and be-stubbled he wears ragged, ill-fitting clothes and has an air of desperation. He may be nothing more than a beggar or he could be a spy here to watch over the temple and its doings.
6. **Venla Urho** (CG female human wizard 5) loudly curses the rigidity of the Darlenites. She needs aid for a badly injured friend, but is frustrated with the clergy's slow response. She seeks the characters' loud agreement that "something should be done—and quickly."

DARLEN

LG greater god of law, order, justice and the sun

Epithets: The Justiciar, the Shining Light, the Noble One

Symbol: The rising sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits; unless expecting battle, clerics do not wear armour

Worshippers: Nobles, paladins and warriors; enemies of Braal

Teachings: The strong must protect the weak. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy when dealing with its tools.

The holy warriors of the Order of the Watch Eternal stand between Ashlar and the darkness pressing in on all sides. Its members are heroes and protectors of the common-folk. Some of their number delve into Gloamhold's sinister, benighted depths while others patrol the duchy's bounds or strike out into the surrounding wilderlands.

NOTABLE THINGS FOR SALE

It is not uncommon for the clergy to have items of particular interest to adventurers for sale. Roll on the list below, to determine what notable items are available:

1. **+1 Silver Dagger (2,320 gp):** Set with a black onyx in its pommel this dagger comes with a black sheath decorated with silver and gold stitching in the shape of a rising sun. The dagger is obviously of olden construct, but the scabbard is newly made.
2. **Oversized Holy Water (50 gp):** Twice the normal size these flasks of holy water are designed to crack open when thrown. The temple have five such flasks.
3. **Silver and Gold Holy Symbol (200 gp):** This beautiful object is obviously a work of art. The blazing sun symbol is overly large and can be mounted on a battle standard or displayed on a wall. It has a secret compartment, and within lies the finger bone of a minor saint—Saint Eeva Kalpio also known as the Blessed Maid of Battle.
4. **Gilded Masterwork Plate Mail (1,650 gp):** Sized for a halfling or gnome, this armour is no good to the clergy. If the buyer does not haggle, the order's armourer will fit it for free.
5. **Scripture of Law (50 gp):** This ponderous tome features beautiful illuminations and presents teaching, stories and lessons by some of the order's early, prominent followers. It is a copy and not the original book.
6. **Map of Gloamhold (50 gp):** This copy of the order's master map of Gloamhold's known reaches comes with the text of "Abjure the Darkness"—a well-known Darlenite prayer.

OPPORTUNITIES & COMPLICATIONS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere. Roll once on this list, to determine which the characters find:

1. Many supplicants have come to the temple today, and the party must wait 1d6 hours to see anyone of note.

RUNNING THIS EVENTURE

Visiting the Watcher's Spire can be nothing more than an interlude between adventures, the venue for the characters to find a skilled healer, wise priest or even the unlikely place to meet a patron or new party member. The characters may even come to the temple in search of healing, advice or some other form of aid. Aid will not be without cost—even for a fellow adherent. Such payment will likely entail some form of service that keeps the party away from Gloamhold so any influence it has over them may diminish with time.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to the Watcher's Spire as long as you keep track of what results the characters have already experienced).

2. As the party explain their reason for visiting the temple to a young acolyte, they pique the interest of Lady Protector Nikkonen (see "Notable Folk") who stops as she passes by to see what they want at the temple.
3. An important religious service is in progress when the characters arrive, and they must wait until it is over to pursue their goal. How they act during the service (if they wait) will determine how the clergy treats them.
4. The clamour of swordplay rises from the courtyard; there, two neophyte paladins spar. If they spot a capable-looking warrior, the paladins invite them to fight a practise round.
5. A group of adventurers has just donated a magic item to the clergy in return for some favour or service. Roll once more on "Notable Things for Sale".
6. The characters encounter Irina Vitikka (see "Notable Folk") instructing a hopelessly inept acolyte in Darlen's ways.

WHISPERS & RUMOURS

The priests, paladins and other adherents at the Watcher's Spire are not immune to the insidious tug of a good rumour. Characters chatting with folk at the temple may learn some or all of the rumours (which may or may not be true) below:

1. Darlen's faithful are ever vigilant—some might say too vigilant—against evil's rise. While they are a force for good, some can be too quick to judge and see evil where it does not exist. Many commonfolk—and some adventurers—have suffered needlessly at their hands.
2. A darkness is gathering in the ruined village of Greystone. Once the demesne of the cursed and doomed Alanen family the village has been long abandoned. Now, however, something seems to be stirring amid the ruins and at least one adventuring party has disappeared therein.
3. Obsessed with right and law, the Darlenites have no comprehension of the things that are truly important to the commonfolk—having enough food to eat and somewhere safe to call home.
4. Lady Protector Nikkonen (see "Notable Folk") dreams of valorous deeds to further her order's influence. She doesn't care how many commoners suffering as she pursues glory—only that her faith's political power increases.
5. Dark doings are on the rise in Languard, and several of the clergy suspect a cult dedicated to some fell power has established itself in the city. Consequently, the priests are looking for adventurers of the "right sort" to investigate.
6. Irina Vitikka (see "Notable Folk") is considering an expedition across the bay to Gloamhold, and is accepting application by adventurers keen to join her. Only those strong in the cause of good need apply.

IN YOUR CAMPAIGN

Watcher's Spire is location T4 on the City of Languard map, but is easily added to almost any fantasy town or city as the temple or shrine of a good-aligned crusader god.

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