



Fort Torriwatch Adventure Supplement



Regional Map

Part of Morweland, showing the Kirinse border

1. Fort Hundredmile
2. The City of Woodwell
3. Fort Torriwatch
4. Giffinhall and the Borderbridge
5. Fort Highplain

Inside this adventure supplement:

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Setting description

Morweland, a small monarchy in the western kingdoms, has for decades expended much of its meagre resources shoring up its defensive power. Morwels perceive Kirinse as the great threat to their sovereignty, the large state to the east that briefly overthrew the Royal family nearly a century ago. Morweland watches the border with fervour, yet Kirinse is little interested in its small, westerly neighbour these days, having military concerns of real import on its northern border. This fact is lost on those who rule Morweland, and its Army of the First Prince, swollen on pretensions of the nation's grandeur, garrisons a string of forts along the border.

One such fort guards a possible crossing point on the River Torrie. For a short time, as it flows along the Wist Hill Pass, this stretch of the fast-flowing Torrie forms the border between Morweland and Kirinse. Sitting atop a well-placed outcrop, Fort Torriwatch has a good view along the valley in both directions. The Great Fort Road sweeps around the fort here as it wends its way up the valley towards the capital, bringing regular traffic past the eyes of the garrison. A small, wooden construction, the fort holds a force of fifteen soldiers and officers, most of whom would rather be anywhere but here.

Life at Fort Torriwatch is largely routine and certainly tedious. If their leadership up in the capital remains blind to the lack of threat, the fact is not at all lost on those who garrison the fort for years on end. No foreign movement on the bluffs across the river has been recorded in years. An attack of any kind from the Kirinsen would certainly be a surprise.

Story ideas

Plot hook 1:

The party is heading north on the Great Fort Road, needing to pass this way before winter. Soldiers from the fort above the road have set up a temporary checkpoint and are roughly searching travellers. As the party attempt to move through, whether they allow their possessions to be checked or not, they are hauled into the fort by the guards. Accused of smuggling items from Kirinse, their belongings are confiscated and they are thrown in a small cell beneath the fort. Can they escape this predicament?

Plot hook 2:

Escorting Morweland's new Ambassador to Kirinse as she heads down to the Bordergate Bridge in Giffinhall, the party have found the journey easy going. But when the cortege make a scheduled overnight stop at Fort Torriwatch, a gang of masked assailants attempt to eliminate the travellers. Deadly and expertly trained, the gang are making short work of the untested garrison soldiers. Can the party prevent the bodies piling up and work out who is scuppering the installation of the new Ambassador?

Plot hook 3:

The Army of the First Prince General Command believes a Kirinsen plot is underway that aims to infiltrate the Morwelish military. Intercepted intelligence has been interpreted as indicating an agent has been installed at Fort Torriwatch. General Command is recruiting its own agents to operate undercover at Torriwatch, positioned as Troopers, who are expected to root out the presumed espionage among the garrison there. Could you be individuals for the job?

A Guide to Fort Torriwatch



A Guide to Fort Torriwatch (see numbered map above)

- 1 The Jetty. The Torrie is fast and also disputed waters, so the jetty is little-used by the garrison except for fishing. Items lost on the river quite often catch underneath the jetty.
- 2 The Fort Gate is up a short slope from the road and its towers are always manned on both sides. Flags hang from the towers and noisily catch the breeze.
- 3 The Outer Bailey has various functional Fort buildings and also several 2-berth tents for soldiers. A trapdoor leads down to a cellar used as a prison.
- 4 The stable block has room for 4 horses and is kept tidy by Trooper Tirruja. A crate in the corner, under a stack of several holding equine supplies, contains contraband alcohol.
- 5 The Barrackhouse contains bunks for the officers and senior NCOs. Sleep is often disturbed by moaning heard from the prison beneath the floor. Piss-pots are shoved under the bunks.
- 6 The Commander's Quarters, a small unprepossessing room. Has a bookcase crammed with Fort records and Regimental Orders.
- 7 The Inner Bailey is the safest space in the Fort and the Officers' Quarters and much of the Fort's supplies. Behind one of the ladders is a well-disguised sally port, for emergencies.
- 8 The Mess Hall is a lively room, used not only for meals, but meetings, briefings and relaxation. A loose floorboard can be lifted to reveal a cubbyhole containing a cache of letters.
- 9 The Fort Kitchen. Food prep duties are on a rotating roster — everyone has a turn and the low culinary talent of the garrison means many meals are tasteless if not revolting! A pie on the counter smells as if it has been made with rotten fish!
- 10 The Fort Smithy, where the Smith-Corporal mends and makes. It is noisy and fiercely hot. Behind the building are a few unmarked graves, unknown to everyone now garrisoned here.

The Fort at Night

Torriwatch seems a peaceful place on a moonlit night. Wall-watch patrols are increased as the majority of problems on the road occur during the hours of darkness, but otherwise the fort is largely quiet. Perhaps the horses will be making a noise, disturbed by some unseen annoyance. Or perhaps the soldiers will be enjoying a noisy game in the mess hall, making the most of their free time. Outside, parts of the road lie in deep, deep shadow...



The Fort in Winter

During the winter, the Fort often lies under a thick cover of snow. The garrison is usually a little under-manned in winter, soldiers taking their furlough in the quieter months and sometimes not able to return until spring if the snows are bad. Indeed, much of the soldiers' time is spent on the endless task of clearing snow to keep the road open. A steady, chilling wind blows up the river valley, coating the Fort and its inhabitants with a permanent touch of misery.

Destroyed Fort Variant

If you want to incorporate the destroyed variant of the fort into your game, consider the following ideas that work with the plot hooks on p1:



Plot hook 1

The party has been held in the cell for several days and have been busy planning their escape. After a strange, noisy night, no guards come to check on them for some time. Cautiously lifting the trapdoor, they find the Fort a smoking ruin. What in the world has happened?

Plot hook 2

During the fight with the assailant gang, the party manage to gain the upper hand and the gang flee. Chasing them into the hills, the party spend the night searching for the assailants. When they return to the Fort in the morning, they find it has been attacked in the night and comprehensively destroyed. A few soldiers wander the ruins, but the King's Ambassador is nowhere to be found.

Plot hook 3

The undercover troopers have hit a brick wall in their search for the supposed spy. One night, they bed down in the barracks and find themselves in a shared nightmare. The Fort has been fired, bombed and lays in ruins, the broken bodies of their garrison-mates strewn among the smouldering rubble. One soldier clutches to life and cries that Kirens is to blame. "We were betrayed!" she splutters, the name of the defector upon her bloodied lips...

NPCs of Torriwatch

Plume-Commander Den Favason

Fifteen long, quiet winters at Torriwatch have taken their toll on Commander Favason's spirit and he feels rather old before his years. Yet his loyalty to his Glorious Majesty the King of Morweland have led Favason to fervently resist any slipping of standards at the Fort. Drills and patrols must be regular. Besides, Torriwatch might not see any action from Kirinse, but there are intermittent minor scuffles with bandits and marauding creatures, so Favason does try to keep his soldiers on their toes. It's tough to keep the force motivated, but Den allows them to partake in all manner of tournaments and games in their spare time. He is partial to the odd game himself and has kept his mind busy in the cold months painstakingly decorating miniature soldiers and arranging them in battle formations. In the summer, Commander Favason rather enjoys hunting and the nearby hills are a veritable King's larder. Carefully laying out traps, checking them each morning — there is a joy in the routine. Does he think about home? Not much anymore. At the Fort, life is simple, regular and organised.

King's Ambassador Lyn Wardew

Wardew's career as a diplomat started, erm, today. She's had thirty-five years at Court, of course. And ten as one of the King's closest advisors. But being despatched to Kirinse was not something she had ever imagined happening. It is an honour to have been chosen for such a prestigious, important position, but it does feel a little like a punishment too. To be bundled off to scrape and bow to those arrogant, braying Kirinse nobles. But, this is her fate and Wardew knows her skills. She's fleet of thought and elegant of speech, likeable, robust and thick-skinned. Handily, her Kirin is fluent after years advising His Majesty on intelligence reports. Yet she's not without enemies. The First Prince, heir to the throne, is not her biggest fan, rendering her somewhat unpopular among the military. And there's a string of spouses — other people's — who refuse to have her to dinner anymore. And there was that incident with the Minister for Mills... Perhaps getting out of the country for a while isn't such a bad idea.

Useful table 1: Horses stabled at the Fort

1	Arrowrun, a fast, agile mare, equally at home on patrols or attacks. Favoured for hunting, she is the Commander's choice.
2	Grey Sunrise, a rose-grey mare, haughty but reliable. She is used primarily as a scouting horse and responds well to treats.
3	Night of Stars, a beautiful blue-black stallion with two stars on his nose. A joy to ride, he was reputedly purchased from Elves.
4	Fescuefoot, a sandy stallion with white-feathered fetlocks. He is a strong warhorse but has a temperamental, distracted nature.
5	Iron Mug, a docile cart-mare used for transportation and looked after by the smith. She is kept outside in the outer bailey.

Useful table 2: Some of the soldiers garrisoned at the Fort

1	Sword-Captain Gil Harkle, an aging officer with a hankering for life in the Capital, Gil is from a family who pride themselves on their fencing reputation. Having failed to be accepted for the Blade Art Academy, she sought a military career, passing-out top of her class. Is aloof, but respects skill with weapons.
2	Horse-Captain Lev Yerrilson will whip any soldier he catches mistreating a horse. A man of few words and fewer smiles, he nevertheless has a charm that draws the respect of the soldiers. His plaited hair somehow circumvents regulations.
3	Sword-Sergeant Pat Abady may be short, but he is strong; a man of pure muscle it seems. He speaks with a lilting hill-accent that makes his words sound jokey, yet he is easily offended and quick to throw a knockout punch. Has many storied tattoos.
4	Watch-Sergeant Jan Hillwalker is a giant of a woman, the tallest person in the garrison. She has a booming voice that terrifies young troopers before they discover her good-nature.
5	Smith-Corporal Sam Flintson, a young, skilled craftsman from a family who believe themselves descended from a legendary dwarven smith, via his liaison with a human princess.
6	Trooper Ank Nablesmith is a talented archer who joined the First Prince's to make a career of this skill. Sadly, Ank's frequent insubordination has such inhibited promotion for ten years now.
7	Trooper Pol Tirruja enjoys tending to the horses and regularly makes 'errors' that ensure she is put on mucking-out duty. The horses respond well to her, yet she is a dreadful rider.
8	Bugle-Trooper Jed Fellows is a bug-eyed blower, whose spittle-flecked speech is dull. His renditions of the regimental calls are harsh and rasping, yet in the mess he plays old tunes as if an angel sings them. Brings a tear to the eye either way!

Useful table 3: Games that soldiers at Torriwatch play

1	Capture the Colours, in which soldiers split into two teams (the Hares and the Boars) and must either defend or try to infiltrate the Fort. The winners are off dinner duty for the month.
2	Run the Walls, where soldiers race from the left gate tower to the right, going around the walls and over the barrackhouse.
3	Dagger Darts, using a Kirinse shield crudely painted on the underside of the table. Top points if your thrown dagger lands in the dragon's eye.
4	Wagon deadlifting competition. Pat Abady holds the record of 89 lifts of the wagon by its handles.
5	Horseshoe Hurl, in which soldiers stand on the jetty and try to throw 3 old horseshoes to the far bank of the river.
6	Gootle Crushing, a game using rocks and slings, in which soldiers patrolling the walls try to hit these large insects, an annoyance as they eat wood.

NPCs continued

Useful table 4: Travellers on the Great Fort Road

- 1 A caravan of merchants who have come from Woodwell. Four wagons are stacked with crates and barrels and two are covered wagons for the merchants. They travel with an escort of four half-orc mercenaries.
- 2 A dozen pilgrims, following a barefooted priest who holds aloft a thigh bone and chants loudly and sonorously. The pilgrims all seem to be farm workers.
- 3 A prison wagon, escorted by three mounted soldiers, travelling south from Fort Hundredmile. The cage on the wagon contains a grubby-looking young man, manacled and muzzled. He shouts "innocent!" repeatedly in a croaking voice.
- 4 A group of bedraggled adventurers, Pip, Jarvi, Norberta and Farlunkie. Dirty, with damaged armour and bloodstained bandages, they've clearly had a bad time of it lately.
- 5 A young girl, dressed in simple clothes, with a faraway look in her eyes. She holds the lead of a huge brown hunting dog, its back taller than her shoulder, that obeys her completely. They have been wandering the road in both directions for days.
- 6 An old couple, bickering loudly. One rides upon a very old, rib-skinny donkey, which carries not only the rider but also piles of sacks and boxes. The other trails on the road, shouting and moaning ahead at the rider.
- 7 Sir Ben Hilgarde, an elegantly dressed noble, riding hard on a huge white stallion in the direction of the Borderbridge. The horse is wet and panting, as if it has just swum a river.
- 8 An old, green-cloaked wizard, Gurt, accompanied by a red-cloaked apprentice. The apprentice, Vyc, is struggling with a rattling handcart, stacked high with scrolls, boxes and jars. Gurt pays continuous, close attention to the river.



Patreon Map of the Month GM's supplement

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Regional map made using Inkarnate (www.inkarnate.com).

Combat

Useful table 5: Marauding threats

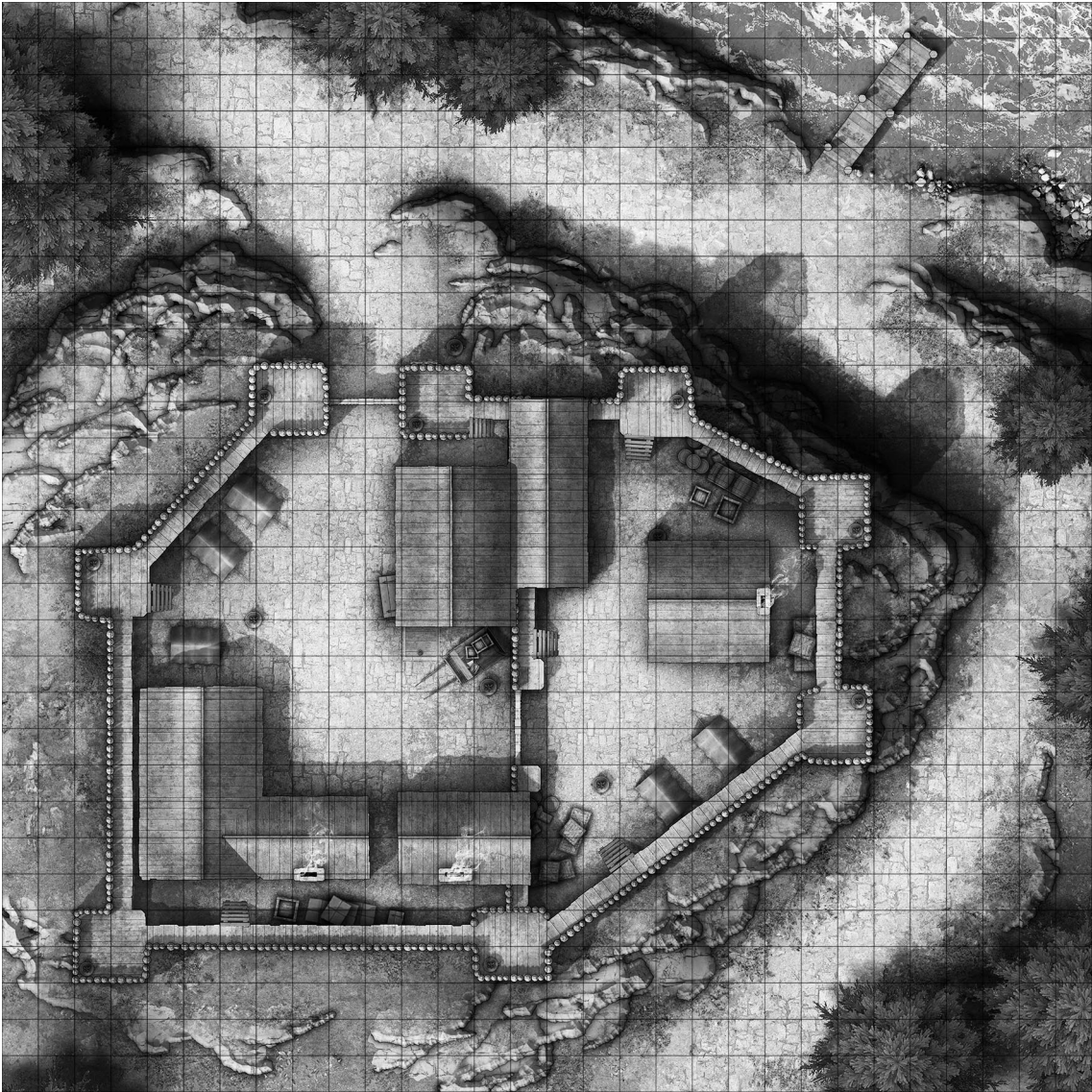
- 1 A band of 2d6 brigands, led by a charismatic ex-soldier. They are well trained and disciplined, not merely a rabble of bandits. They have the confidence and ability to raid even escorted caravans on the road.
- 2 A pair of mountain trolls that have wandered down from the mountains and made their lair not far from the river. They have been waylaying and eating travellers.
- 3 A group of 3d10 kobolds who have made camp in the area and are enslaving lone travellers. They aim to transport them back to their cavern lair and sacrifice them to their deity.
- 4 A pack of 2d8 wolves are often seen in the area, led by a large black wolf with a white stripe down its back. Witnesses have said that the black wolf is sometimes seen walking on two legs.
- 5 A ragtag gang of bandits have made camp somewhere along the river and are robbing and killing merchants. The group consists of humans, lizardfolk, duergar and goblins.
- 6 A swarm of giant wasps has recently made a new nest in a tree not far from the fort. These huge insects have been harvesting livestock, and sometimes people, as food for their larvae.

Useful table 6: Assailants and the nicknames opponents give them

- 1 "Two Knives" — Wielding two highly polished ornate daggers, this masked assailant will try and flank any opponents, delivering sneak attacks from an unprotected angle. The knives appear to be of Drow origin.
- 2 "Red Star" — Bearing a distinctive red star emblem on their breastplate, this attacker is well protected with a combination of plate and chain mail. They use their longsword with great force, skilfully blocking attacks with an iron shield.
- 3 "Crowsbeak" — A huge warrior dressed in a patchwork of leather and scale armour and hefting a huge crowsbeak, this assailant charges headfirst into the melee. They easily get carried away with the combat and fight in a trance-like state, intently focused on causing damage to their opponent.
- 4 "Grey Hood" — This masked assailant is a magic user and watches the combat from a distance. They cast protective spells over their allies but send bursts of lightning against enemies. When threatened directly, they teleport to another part of the battlefield.
- 5 "Shiny Boots" — Seemingly the leader of this group, this assailant is armed with a rapier and light crossbow. Calling orders from a position of safety, they occasionally loose a bolt at an opponent. Incredibly skilled in close combat if the battle calls for it.



Fort Torriwatch Planning Sheet



Notes



Fort Torriwatch

Regional Map (unlabelled) of part of Morweland

