



*Patreon Adventure Supplement
March 2022*

The Towers of Vigal's Watch

*Maps: The Tower by The Root Wood (plus interiors)
The Tower by The Frost Wood (plus interiors)
The Tower by The Sunken Wood (plus interiors)
The Tower by The Gloom Wood (plus interiors)*

The Towers of Vigal's Watch

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Patreon Map of the Month GM's supplement

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

SETTING



Setting description

Across the land, four towers, ancient and lonely, watch over the vast wildernesses that stand before them. It is many centuries since Vigal of Sionche, Scribe of the Wizard Council, formed his Watch, bringing together the most trusted of his wizard associates to stand vigilant against the threats from the wild.

Vigal himself has long ago moved on to another plane, but the Order of Vigal's Watch prevails, an organisation with a small council in the city. Four wizards are stationed in the towers and each will usually stay there for the term of their life. It is a solitary vocation and one that shoulders great responsibility. But the wilds have been quiet for so long that perhaps the threat has subsided. Indeed, people have begun to conduct their activities a little closer to the borders than they used to. The lonely ways that wend along those wildernesses see more travellers than they once did. Perhaps being are being very foolish indeed.

The Nature of the Threat

Vigal's Watch was formed to watch for and ward against a great threat to the civilised lands, but what is the nature of that threat? Here are 3 options and each Tower page details an example threat for each:

Aberrant Elders from the Outside:

Strange and confusing happenings had long been rumoured in these large areas of wilderness. Vigal's investigations revealed an unusual thinness in the world here, but unfortunately this dangerous knowledge escaped Vigal's notebooks. Quietly, certain esoteric cults were able to manifest gates to the Outside in the hope of contacting their Elder Gods, horrific aberrations who threaten the existence of the material world.

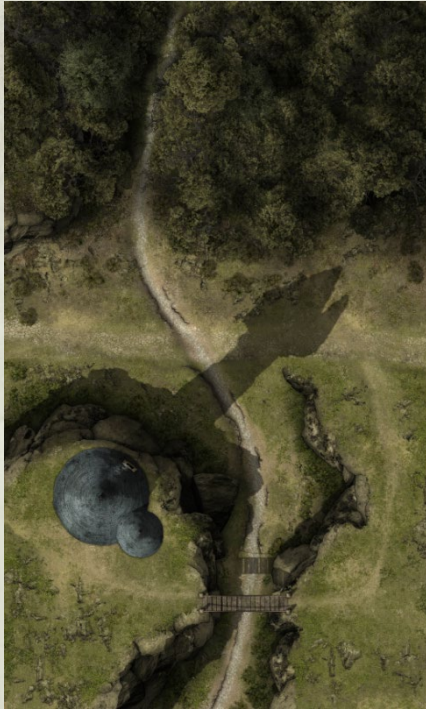
Monstrous Ancient Beasts:

Vast tracts of wilderness sweep this land. Roaming deep within are solitary ancient beasts, monstrous in their size and almost mythical in their existence. Whenever they have approached civilisation, great destruction follows. Vigal studied these beasts, at first in the hope of showing the world their threat is minimal, but his experiences convinced him they must be held back at every cost.

The Forces of Saderix:

The necromancer lord Saderix the Foul was long ago driven out of the civilised lands by the Council of Wizards, but none would listen to the apprentice Vigal that without full destruction the threat would endure. Vigal devoted his life to forming an organisation to resist Saderix. Now, hidden within the wild lands, Saderix has risen again and has amassed four great armies in preparation for a full assault on the world.

THE ROOT WOOD



About the wizard in this Tower

Wise Ysilvis, Watcher of The Root Wood has long believed it is her destiny to watch for the danger. As a child she dreamt of her final confrontation here at the tower so often that she feels she has a memory of the future. Her vigilance is unsurpassed, but it has not prevented her the time to study her craft and learn about so many things of the world. She enjoys magically altering her appearance many times a day - boredom is abundant in a place such as this - but she is always recognisable for her long black hair, plaited into a bun atop her head, and her heavy embroidered robes.

What help might the wizard need?

- 1 Ysilvis has warded the forest edge using blood from the other three wizards of the towers of Vigal's Watch. The wards here are old and show signs of failing. They need strengthening with blood from the other wizards and Ysilvis needs someone to collect it.
- 2 Hundreds of small animals have fled the forest and are congregating by the tower, climbing the walls, destabilising the bridge, blocking the river, soiling the path. While Ysilvis investigates why, can the party sort out the furry infestation?

Interesting items found around the Tower

- 1 An orange glass bottle, stoppered with an acorn, containing the smell of sows in heat.
- 2 A long, thin blade concealed within the cap of a scroll.
- 3 A hand-sized book bound in purple-leather and stamped in gold lettering with the words 'The Tale of the Leaf Witch'.
- 4 A brass articulated finger being used to keep the wizard's place in a book.
- 5 A detailed sketch of a glade within the forest, marked with the words 'last known location' and a drawing of a woman's face.
- 6 A spy-glass set with the eye of a hag. It is said to allow the user to see hidden evils.

What threat might this Tower guard against?

- 1 **Sighissra, called the Shame Walker**, birthed by the dreams of the Prisoners of the Locked Deep.
- 2 **Prumman, a giant wild boar** with tusks that can break the walls of a castle.
- 3 **Saderix's Army of Orcs**, led by the bloodthirsty Chauns the Rife.

NPCs in the area

- 1 **Usthavan**, an elven cultist who has come here to write a story about 'the Divine One'. Amiable, he is a middle-aged, family man devoted to his cult. He is seeking hospitality.
- 2 **Hickle**, a small old man who has come wandering out of the forest along the river, lost and confused. His hair stands on end and his finger nails are missing. If you speak to him he screams!
- 3 **Theodoram**, a moon-faced traveller walking the long path around the forest. He is heading south seeking magical help for a broken heart.
- 4 **Cassella**, a girl from the wandering villages in the nearby hills. She is fishing in the stream by the tower and has seen reflections in the water of shapes and figures that aren't behind her when she turns around.

THE FROST WOOD



About the wizard in this Tower

Thiems of North Astria, Watcher of the Frost Wood joined the order as penance for the great crime he committed against the head of his former School of Magic, a betrayal deep and shameful. Awkwardly long limbed, clumsy and oftentimes inappropriately serious, Thiems somehow manages to be terribly likeable. Hailing from a desert country, Thiems's body does not enjoy the cold at the tower, but he has endured here for countless years, cocooned in colourful woollen robes, and is solemn about his duties and regaining his honour.

What help might the wizard need?

- 1 Thiems is nowhere to be found when you arrive. Clues indicate a recent bloodless struggle in his tower. Without the wizard's vigilance the wards on the forest edge will fail if attacked. Can you find him?
- 2 The small villages that stud the moors west of the tower have hired the party to eliminate the wizard. They are sure he is responsible for their blighted stores, physical pains and dying animals. Having tried various attacks themselves, they seek professionals to assault the tower. Little do the villagers know that it is psychic attacks on the wards from within the forest that is causing their problems. Little do they realise their nuisance has distracted Thiems work and has weakened all protections.

Interesting items found around the Tower

- 1 A potion of warming. Once drunk, the user will feel a warm glow within them that holds off any cold. Lasts for six hours.
- 2 An ornate, bone knife with a handle carved with tropical fruits and inset with colourful gems.
- 3 A necklace made from wolves teeth. The chain is loops of delicate gold and each tooth has been set in a gold holder.
- 4 A detailed painting of an enormous and fearsome wolf, inexpertly rendered.
- 5 A large volume entitled Parts of the World Where Wonders Cease. It is highly annotated by hand.
- 6 A box of boiled sweets tasting of rose and lavender.

What threat might this Tower guard against?

- 1 **Desebaluus, called The Breath of Confusion**, the embodiment of the gathered sins of a nation.
- 2 **Niox, an enormous snow wolf** who once destroyed the city of Fast Koritz in a single day's rampage. Said to have a mouth that drips with blood.
- 3 **Saderix's Army of Hobgoblins**, under the generalship of Doggrin.

NPCs in the area

- 1 **Lianis**, of Those Who Bow Before Deseb, has come to the forest edge to worship. She keeps trying to lay out a series of runes and chant an arcane prayer over them, but clearly has forgotten the correct order.
- 2 **Mazurin**, a young man with the face of a beautiful prince, is wandering in the snows in thin, summery clothes. He says he was brought to the forest as a sacrifice to a great beast but that he has managed to escape his captors.
- 3 **Madge**, a skilled hunter returning from the Snow Plains where she has been hunting giant white rabbits.
- 4 **Walbrook**, a famed and delicate-fingered landscape artist who has come to paint the beautiful bleak trees of the Frost Wood, is staying in the tower as a guest.

THE SUNKEN WOOD



About the wizard in this Tower

Palus the Last, Watcher of The Sunken Wood sits at the end of a chain of wizards bearing her name. The Sixth worked with the notes left by her forebears to bring forth a child who will need no replacement, a wizard so steadfast and focused, so certain and strong that she will hold back the threat forever. Naming her The Last, the child, now grown, understands her purpose, but knows she isn't quite what her mother wished. Her magic can be sketchy and she finds the Sunken Forest a dreadful bore, but Palus works hard and she never lets her watch drop.

What help might the wizard need?

- 1 As you walk the marsh road, you spot a small child in danger, sinking and away from the path. When the party rescues the child and brings it safely to dry land, it begins to warp and transform. A breathless wizard, bleeding from the nose, appears at the bottom of the tower shouting "No! You have brought it through the ward! I have fought it for days..."
- 2 The Watch has sent word to a nearby nobleman asking he bid a trusted party call in at the tower. Palus did not respond at the regular signal time and the Watch fears for the safety of the wards. Entering the main tower room, the party find only a small green frog sat upon the bed. "Yes," it croaks, "I screwed up."

Interesting items found around the Tower

- 1 A framed, hand-painted chart detailing the flora and fauna of the swamp.
- 2 'Genetic Alchemy: Mixing Magical Bloodlines', a dirty, dog-eared handwritten scroll
- 3 A coiled rope, which seems ordinary hemp, but when unrolled moves like a snake with a life of its own.
- 4 A smooth, red-metal ball that fits in the palm. It appears solid and has no seams, but when shaken, something knocks around inside and screams.
- 5 A balm in a large jar. It is marked 'water-proofing' and has large finger scoops gouged in the surface.
- 6 A bag of crumbly black resin made from the dried blood of a troll. It can be used to turn a carbon-based item to stone.

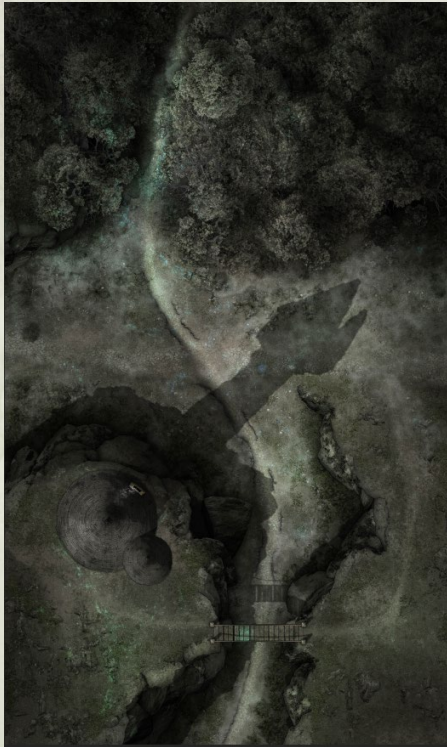
What threat might this Tower guard against?

- 1 **Qu'aylouw, called The Putrid Hand**, the cosmic servant of unknowable gods of unfathomable evil.
- 2 **Lacertis, a monstrous reptile** that has a hide tougher than steel and the jaw pressure to crush boulders.
- 3 **Saderix's Army of the Undead**, drawn from the ancient and brutalised dead of a people engaged in a thousand-year war.

NPCs in the area

- 1 **Cilvester**, of the Cult of the Lacerites, has been flagellating himself before the Barren Tree for a week. Exhausted and bloody, he begs for aid.
- 2 **Ingbow**, a very lost paladin who is incapable of reading a map. He cheerily laughs a lot as you chat to him, but he is clearly very embarrassed. The young knight was trying to find the Sonchi Forest to give a flower to Machamary the Thorn Princess, but he is many thousands of miles out of his way.
- 3 **Rylandi**, an old and frail woman, made sightless by self-mutilation. She is walking the marsh road in the footsteps of her grandfather, Gabrin the Blind Farseer, and hopes to foster his powers.
- 4 **Humthrey**, a snail harvester, stabbing large corkscrew snails out of the water with a long nail lashed to a branch. He is very nosy.

THE GLOOM WOOD



About the wizard in this Tower

Morthus Perrell, Watcher of The Gloom Wood is a dark soul, plagued by things he has seen in the wood, a place that twists the mind and distorts vision. Sitting with the wizard is an unnerving experience. He will wordlessly pass out bowls of something hot, then sit, wrapped tightly in his own arms and a ragged black cloak, veiled in the damp smoke of his longpipe, and rocking in an ominous silence. One may wonder who is the real threat around here, but Morthus holds deep within him a core of pure light.

What help might the wizard need?

- 1 The Watch has sent the trusted party to assist Morthus, who has called for help. The wizard must enter a state of prolonged dormancy to search for assailants who are attacking the wards via dreams. Morthus asks you keep an eye on him, watch the forest and be alert to any dream creatures that might cross the sleep barrier.
- 2 From a distance, the party see a flare lit above the tower. Arriving to investigate, they find the building encircled by cultists. Performing a series of attacks on the base of the tower, the assailants are beginning to cause small cracks to appear. From the top of the tower another flare is sent up.

Interesting items found around the Tower

- 1 A cloak made from bearskin, with a bear-head hood. Once worn, the wearer looks just like a small bear.
- 2 A delicate wooden pipe carved to resemble a running fox. The tail sweeps up to a brass mouthpiece.
- 3 A huge map of the Gloom Wood, with several areas repeated in different places and some areas rendered only as a black swirl.
- 4 A book with swirling, dyed paper covers and the hand-lettered title 'A Dream Diary'.
- 5 A black bottle labelled 'Sleepwalk - unsure'. The contents smell of stagnant water.
- 6 The disarticulated bones of an a strange humanoid. It's head is too small and it's legs are too long.

What threat might this Tower guard against?

- 1 **Ans'Agasaran, called The Star Blight**, formed in the vacuum of an annihilated galaxy.
- 2 **Umbrursa**, a vast shadow bear rumoured to break the lines of their form and known to have slain armies.
- 3 **Saderix's Army of the Corrupt Forest** led by Braad, a twisted and evil dryad.

NPCs in the area

- 1 **Mirild**, a Servant of the Bear, has come to send her son into the wood for the Great Shadow Bear, deeming it a great honour to sacrifice him.
- 2 **Keina**, a young elven girl, was found by Morthus recently, wandering and dazed by the forest edge. He is allowing her to sleep in the basement. She says she has seen other worlds and describe them in detail, strange and nonsensical.
- 3 **Baldwynn** is Running the Four Towers to raise funds for The Hospital of Saint who nursed him from the gambling plague. He has fallen in the brook, hurt his ankle and begun hallucinating.
- 4 **Walmer**, who sleeps in the open air just within reach of the mists of the Gloom Wood. He says they enhance his dreams and show him truths he might never have understood.