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WATCHTOWER

Watchtower is an arctic role playing encounter for four to five characters of any level. A watchtower in the waste protecting the people beyond. Statistics for creatures found within this encounter can be located in the **5th edition SRD**.

Shielding your eyes from the snow's glare, you spot a dark structure ahead jutting out of the snow next to the ice of a frozen river. A tower comes into view with a gate blocking your path. A heavy ballista rests above the gate.

INTERACTION: OLD GUARD

This encounter takes place in any winter or arctic environment. In this scenario, the characters encounter a watchtower in the frozen landscape that serves as a bastion of protection for travellers and the settlements that lie beyond. Manned by Addison Silver and his band of old men, they serve their community past their prime.

ADDISON SILVER

His tan skin and deep wrinkles tell of a life spent outdoors. Addison is bald on top but has a short crop of hair that meets his short beard. He is mistrustful of anyone he doesn't know as he makes a note to know anyone who travels through his gate. He is a **veteran** and mans the gate with his seven **guards** of similar age.



ADDISON SILVER

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200XP

ARCTIC INTERACTION

ROLE PLAYING ADDISON

Mannerism. I talk like someone with a lifetime of experience.

Flaw. I have a good sense of humour and love a joke.

Desire. I want to serve my community and be useful.

Two figures man the ballista, and a third with a white beard strolls out and calls out to you, *"Unless you want to be skewered like a sea lion, I'd halt there."*

CHALLENGE:

Unless one or more of the characters are locals of this region, Addison won't know them. The characters will need to succeed 3 skill checks to convince Addison that they aren't here to cause trouble. The challenge will start at DC 15. For each successful check. The difficulty will be reduced by 2. For each failed check, the difficulty will increase by 1. Some skills the characters could attempt are:

Skill	A Character could...
Persuasion	Appeal to Addison's desire to protect people by offering to help.
Insight	Try to learn about Addison's flaw or desire and appeal to those.
History	Recall information on the Old guard and appeal to their honor.

DEVELOPMENTS

Pass through. If the characters convince Addison they mean no harm, he offers them a hot meal and drink to learn more about them before sending them on their way.

Fight through. The Old guard will use the ballista first (+6, 3d10) and attack with ranged weapons from the gatehouse.

ANY
LEVEL

PATREON

INSTANT
ENCOUNTERS