

GODSWATCH AT A GLANCE

The Godswatch tower guards one of the few safe crossings over a treacherous stretch of the river Kyrne. A solitary monument of mottled white and grey granite, Godswatch is a sacred site consecrated not just to the local river spirit, but to hundreds of deities of all outlooks and portfolios. The locals tend to it with reverence and pride, honouring it and its caretakers.

Within, myriad shrines, altars and statues fill the Godswatch; even rooms not dedicated to worship have one or two sacred objects or an appropriate shrine. Very little distinction is made between the gods enshrined in the tower; the smallest and least known receive as much space as the greatest and most powerful; even deities of distant lands are treated with dignity and reverence.

Recently, the Godswatch has become increasingly well-known and welcoming due to the influence of its new priestess, Faith. Pilgrims visit more frequently and the number of shrines within the tower has greatly increased. But the elders remember why Godswatch was founded, and so quietly, they remain wary against the evil that might rise to threaten their community.

DEMOGRAPHICS

Ruler Faith

Population 0 (while no one lives at Godswatch it is constantly staffed by at least one elder and several acolytes)

Alignments NG, LN, N

Languages Aquan, Common, Elven, Orc

Resources & Industry Consumable magic item creation, divine spellcasting and stoneworking

LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about Godswatch. A successful check reveals all the information revealed by a lesser check.

DC 10: Perched on the banks of the Kyrne, the Godswatch is a watchtower for the local community and also a religious site. It is one of only a few safe places to cross the river's rapids.

DC 15: While the worship of Kyrne is emphasised in the Godswatch, it contains altars and statues dedicated to many gods. The tower's priestess promotes piety in myriad forms and pays homage to all the gods enshrined in the tower.

DC 20: The tower was created not only as a monument to the triumph of the gods over a great evil, but as a guard against evil's return. The continued worship at the site and sanctification of the tower helps keep the area safe.

NOTABLE FOLK

Acolytes typically wear plain white robes to represent their humility and service, but this isn't strictly enforced. Local volunteers generally wear common garb for the region.

The Godswatch has three categories of servants. Acolytes are all who have been formally inducted into service, but hold no other title. Elders are respected caretakers who make the major day-to-day decisions that affect its workings. The sole Priest or Priestess of the Godswatch is the highest ranking person in the Godswatch, and directs the elders and leads worship.

Four notable folk work at the tower:

Faith of Godswatch (NG female half-elf cleric 7) The priestess of Godswatch, Faith is cheerful and welcoming to all who visit. She devotes herself to all of the deities of Godswatch.

Mercy of Godswatch (N venerable female half-elf druid 10) An elder of the Godswatch and its former priestess, Mercy is Faith's mother. Mercy is warier than her daughter and more inclined to emphasise the Godswatch's role as a watchtower.

Miri (LN female human cleric 3) A quiet young acolyte, Miri was called to serve by the gods of the Winter Sanctum, and dedicates herself to them.

Werruk Blacktusk (NG male half-orc barbarian 6) Werruk is an Elder, though he is sometimes mistaken as an acolyte as he frequently tidies and cleans the tower himself.

NOTABLE LOCATIONS

Most of Godswatch comprises locations of little interest to adventurers. A few locations, however, are notable:

- Gatehouse Passage:** The passage through the Godswatch is covered in stylised mosaics.
- Gatehouse Room:** The controls for the tower's gates are housed here, along with a few amenities placed by Mercy.
- Sanctuary:** General ceremonies and common worship are held in the Sanctuary.
- Storeroom:** This area is used as storage, and contains unfinished art and cleaning supplies, as well as valuable magic items and shrine goods.
- Kyrne's Shrine:** A large section of the third floor is devoted to the river spirit, Kyrne, and contains shrines and artwork glorifying him.
- Spring Sanctum:** Filled with flowers and pleasant scents, the Spring Sanctum is dedicated to the gods of growth and life.
- Summer Sanctum:** Consecrated to the gods of light, fire and passion, candles and incense burn constantly here.
- Autumn Sanctum:** Here the gods of earth, harvest and wealth are recognised and honoured with offerings of coin and food.
- Sanctum of All Gods:** The sanctum of all gods is dedicated to all deities who have place in the seasonal sanctums.
- Winter Sanctum:** The secluded winter sanctum holds shrines to the gods of death and endings. Miri tends to them and keeps them clean and orderly.
- Tower Top:** Here a magical circle enchanted to amplify sound, allows warnings and calls to worship to reach a great distance.

EVENTS

While the PCs are at Godswatch, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Faith sings a song of praise from the top of the Godswatch, her voice amplified by the tower's magic.
2	The Kyrne river floods and overruns the tower bridge, rendering it impassable. Werruk swims across and dares anyone fit and courageous to do the same.
3	A pilgrim arrives at the Godswatch and prays quietly in the main sanctuary. Enquiry reveals he is a descendant of the priests who established the tower.
4	One of the PCs is called to the shrine of a god represented in the Godswatch through an omen or command to do homage.
5	Travelling peddlers set up shop just outside the tower, advertising a wide variety of items, from basic goods to magic items.
6	A ceremony is held to consecrate a new shrine being placed in one of the sanctums.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Godswatch and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	The Godswatch predates the river itself. A long time ago, Kyrne diverted his river down the ravine to submerge an evil power that threatened the local community.
2	Sometimes, people feel called to the tower to pay their respects or to serve the gods.
3*	Mercy regrets passing the position of priestess to her daughter, and works to undermine Faith's authority.
4*	Faith's father is actually the river spirit Kyrne, who continues to watch over her.
5	Even gods of evil and death are revered at Godswatch.
6	Werruk is a former soldier who retired to the quieter life as a priest after distinguishing himself in a vicious battle.

*False rumour

