

**The Nyr'Danr Regiment**  
aka  
**“The City Watch”**  
**D Company, 1<sup>st</sup> Battalion**  
**Special Investigations**

**Description & History** : The company was raised in 1163 in order to aid in the detection of more serious crime. It has also been used extensively to hunt out those traitors who sided with either the Green Lady or Aragorn. Although the unit works directly with the chain of command it is overseen directly by Count Klerryed (the current Field Marshall).

**Watchman's Code** (*Being a variation of the Rule of Evidence*) : Proof, not suspicion, is the only evidence that matters. A suspect may not be charged with a crime until unimpeachable evidence of his or her involvement has been uncovered, or a confession has been obtained. Unnecessary violence in the apprehension of a suspected criminal is not permitted. A suspect should be brought to justice rather than killed whenever possible.

Seizure of a suspect's goods is not permitted, unless such constitute evidence to be used in prosecuting that suspect or another. Evidence gained by detection magic, or other magical or supernatural means must be verifiable by the magistrate or court.

Commoner's (SL9 or less) may be detained under the orders of a noble (SL 10 or greater) or by arrest from a member of the watch. No noble may be detained unless permission is granted by a royal warrant. If a priest is detained their church must be notified immediately (with due exception for priests of Mallus). Noble priests (SL 10 or greater) should be considered as per nobles and thus can only be arrested by royal warrant. Cultists are not covered by this. Commoners must be released in three full days time unless charges are made. Once charges are made detention can be extended by the magistrate or noble.

A watch detective may not knowingly commit crimes. Violation of these codes may result in the release of a suspect and/or the dismissal of the watchman.

**The 'System'** : All watchmen follow the military chain of command. Once a suspect has been arrested they must be brought before the official responsible for trying them (be that magistrate or someone else, depending on the crime). At this point the Watch must present all the evidence they have. If found guilty the offender is sentenced accordingly. Otherwise they are released. There is no system of 'Double Jeopardy', however, a royal warrant must be obtained if any person, commoner or noble, is to be tried more than once for the same crime. There is no 'Statute of Limitations' and royal warrants do not expire. Detention and fine collection are the responsibility of the Watch, with all fines turned over to the presiding official.

**Pay & Conditions** : Watchmen get paid 3ba per week as a basic wage whilst sergeants get paid an additional 6ba. Special duty pay is an additional 1ba per week. Mounted watchmen get paid a basic wage of 8ba. A lieutenant gets paid 1½sa per week and a captain 5sa. Characters are signed up for a term of 3 years. Leaving before then is desertion. A character can buy themselves out. The character must pay a sum equal to 50% of their remaining wages. Characters may not buy themselves out in times of war.

**Issue Equipment** : The Nyr'Danr Regiment is a regiment of Light Foot. All troops are issued with the following equipment : Studded Leather Armour, Tabbard, Longsword, Sheath. In times of conflict they are also equipped with a shield. Maintenance of equipment is carried out by the regimental smiths and costs are only docked if the officer believes his men have deliberately or negligently damaged their equipment. Loss of equipment is always the responsibility of the watchmen and must be paid or docked from wages.

## Rank & Reputation

The ranks of the watch (and all military units) are detailed below. Characters also have a 'reputation' score which affects their promotion. The better the reputation, the easier the promotion.

**Promotion Rolls** : Promotion rolls are made each time the character gains a new level. The roll is : 1d20 + Level + Cha Bonus + Race & Class Modifiers + Reputation Modifier. The DC is outlined below.

Rank	Command	Social Level	Promotion DC	Notes
Field Marshal	Army	12*	~	Political Appointment Only
Colonel	Regiment	10*	45	Normally Only Political
Captain	Battalion	8-9	35	
Lieutenant	Company	6-7	25	
Sergeant	Company 2IC	4-5	15	
Watchman	None	1-3	0	

**Positive Reputation** : The characters base reputation score is +0. This is modified by good and bad deeds. The best positive and the worst negative reputation modifiers are combined to find the characters total. At the end of a mission or investigation the commanding member of the unit can nominate any of his men for recognition. If this happens they roll on the table below for recognition of their reputation. The commander also rolls, depending on the DMs discretion, based on the success of the mission. To roll on the table, roll 1d20 and add the situational modifiers.

Positive Reputation	DC	Promotion Roll Modifier
World Renown	32+	+10
Hero	30-31	+8
Excellent	28-29	+6
Good	25-27	+4
Noted	21-24	+2
Average	1-20	No modifier

**Reputation Roll Modifiers** : These modifiers apply to a single action or encounter. The modifiers stack, thus if an officer witnesses (+4) one of his men covering their retreat (+2) the modifier would be +6.

Modifier	Reasons
+10	Single handedly fights a powerful monster or spellcaster
+8	Single handedly fights off a multitude of enemies
+6	Single handedly fights off an enemy
+4	Character dies doing a heroic act Officer (Lt or above) witness the act Rallies retreating troops
+2	Is badly wounded doing a heroic act (-5 or below) Is wounded doing a heroic act (0 or below) Sergeant witness the act Covers his other men as they retreat

**Negative Reputation** : These are awarded by the DM for failed missions, stupid actions or bad judgement. They are distributed by the DM and are the reverse of the above. Generally the commander will receive twice as bad an award as his men unless circumstances warrant otherwise.

Negative Reputation	Promotion Roll Modifier	Examples
Widely Hated	-10	Killing Innocents, Mutineering
Abysmal	-8	Major Theft or Corruption, Failing to Accept Surrender
Repugnant	-6	Minor Theft or Corruption
Poor	-4	Brawling
Below Average	-2	Falling asleep on duty, drunkenness, Minor Insubordination

**Race & Class Modifiers :**

<b>Race</b>	<b>Class</b>	<b>Modifier</b>
	Aristocrat	+6
	Fighter	+3
	Paladin, Warrior	+2
	Cleric, Scout	+1
Human	Commoner, Expert, Swashbuckler	±0
	Druid, Ranger, Rogue, Runecaster	-1
Dwarf (Hill or Mountain), Hobbit	Bard	-2
Elf (High)	W.Monk, Wizard (Any)	-3
Dwarf (Sundered), Gnome	Beserker, E.Monk	-4
Half-Elf		-5
	Hexblades	-6
Half-Orc		-8
Goblin & Any other undesirables		-12

Multi-Class characters use the best of their classes.

## Important People

Below are some of the important people of the watch ...

**Duke Quintith** : Lord Wizard of Kursaval. Quintith's role in the judicial system is to try and magic related crimes. Since he is sometimes hard to get hold of, one of his apprentices, Roslaph, has been authorised to deputise for him. Roslaph is a young but experienced wizard.

**Count Klerryed** : Field Marshal of Kursaval & Regent of Lethander. Count Klerryed is in overall charge of Queen Tullia's armies, including the watch in Nyr'Danr. Klerryed is a middle aged half-elf and son of the former Duchess of Uridge.

**Count Felquin** : The most senior judge in the land. Felquin is a former knight and distant relation of the Queen's. Felquin is in charge of the most serious trials in the land, with the exception of Treason. Felquin is a middle aged human.

**Judge Arramort** : Arramort is the most senior of the three magistrates in Nyr'Danr. He is also the oldest and most experienced of all the judges.

**Judge Tengral** : Another of the three magistrates, Tengral is a middle aged human. He specialises in business law.

**Judge Mallahall** : The final of the three magistrates. Mallahall is an aristocratic judge who specialises in international and interracial law.

**Lady Brangwen** : The knight-equites (commander) of Queen Tullia's knights. Although not directly involved in the legal running of the city, anything to do with the order of knights his down to her.

**Prior Dergamay** : Priest of Issiad and Chaplain to the Watch. An aging cleric whose primary role is now in ministering to and assisting the watch. He is also a professional witness when magical cases are tried.

**Cpt. Ibsgren** : Commander of the 1<sup>st</sup> battalion of the Nyr'Danr Regiment (ie the Watch). A long standing career soldier who is liked by his men but not so well liked by the aristocracy.

**Lt. Loswyn** : Commander of the Special Investigators, Loswyn is a former intelligence officer who spied on Aragorn for the partisans during the war.

**Sgt. Burfill** : 2IC of the Special Investigators, Burfill is a career soldier who will now be running the day to day business of the Investigators.