

The Duke of Rew's Regiment

The Honourable Company of Inveskateers

Description & History : The company was raised in 1166 following the transfer of members of the Special Investigations team of the City Watch of Nyr'Danr. Up until this point the Duke had maintained irregular 'investigators' on a free lance basis. He has now created the new company, under the command of Lieutenant Josef to investigate any special crimes, as well as other duties he sees fit.

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, all members of the company are assumed to be on special duty. 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 : Unlike The Nyr'Danr Regiment, the Company of Inveskateers are not treated as soldiers first and foremost. They are not issued with standard equipment, but can draw upon whatever is reasonable and available. The only pieces of issued equipment are a tabbard with the Duke of Rew's Regiment insignia on it, and a ducal warrant giving them powers of investigation within the duchy of Rew. This has the seal of the Duke on it.

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 :

Race	Class	Modifier
	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.

Duke Torman (Lord of Rew) :

Duke Torman became duke of Rew in 1155 at the tender age of 26. He was one of the few nobles to survive the wars of 1156 – 1161. This was partly due to his ability to launch covert raids from the Kavil forest.

Judge Heragus (Rew's Magistrate) :

Heragus is Rew's only magistrate. He is middle aged and one of the 'old school' of the ruling class, not always seeing eye to eye with Duke Torman's unconventional methods.

Bishop Serafell (aka "The Boy", High Priest of Lugnae) :

Aged only 28, Serafell is one of the youngest bishops ever. Like Duke Torman, Serafell retreated to the Kavil forest during the war. From there he trained the duke's men how to effectively defeat undead. He was enthroned bishop in 1162.

Cpt. Querian (Commander of the Heavy Foot) :

Querian is a hardened veteran in his late 30's.

Sir Yorwyn (Duke Torman's Knight Commander) :

Sir Yorwyn is a long time friend of the Duke. They have been through many scrapes together. Torman knighted his young friend during the war, and promoted him after it.

Guild Member Mezarill (Duke Torman's Wizard & Guild Representative) :

Mezarill is a guild wizard and long time friend of Torman. Like many others in his position he was forced into hiding during the reign of Aragorn. He was just an apprentice when the wizard arrived, but years in the wilderness soon fixed that. When peace came Torman appointed him his personal wizard.