

CLASSIC
WATERDEEP
SERIES

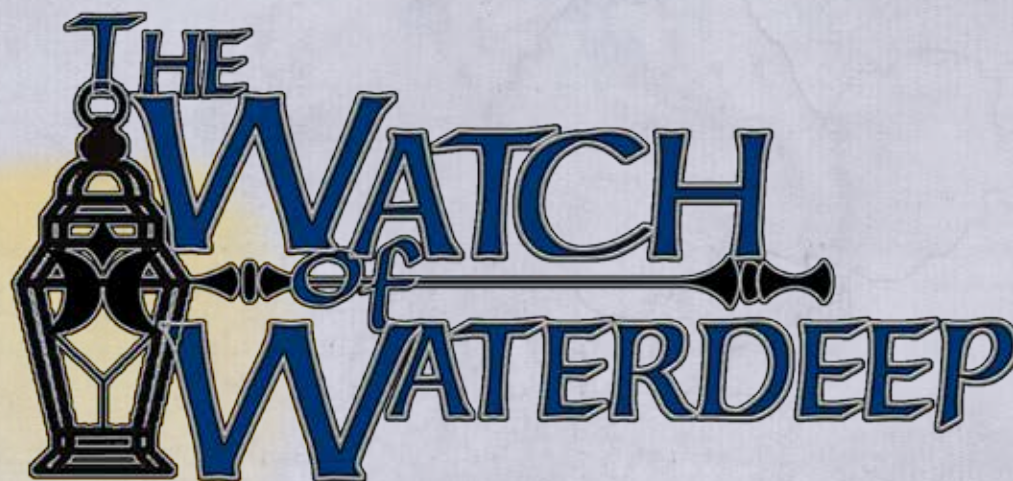


THE
WATCH
of
WATERDEEP



JOSEPH
CARRIKER



THE WATCH OF WATERDEEP

“Lend me the wit of the Blackstaff, o gods, and where that fails me, give me the patience of a Watchman.”

– from “Waterdhavian Sayings,” published 1356 DR, editor unknown

Designed by Joseph Carriker


Page Design Elements by Corey Johnston, [Layout Elements: Bleak Blue](#)

The **Classical Waterdeep** series is a series of **Dungeon Masters Guild** supplements presented by *Oakthorne Scrivenings* that detail the Forgotten Realms city of Waterdeep in its glory days, before the days of the Spellplague.

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Whether one is discussing Waterdeep when it was the City of Splendors, before the Spellplague, or Waterdeep as it is known now – the Crown of the North – the Waterdhavian Watch have long stood in position to defend its streets. The Watch is a force of fighting men and women dedicated to seeing that peace is maintained, criminals are apprehended, its citizenry safe, and the city remains a good and prosperous place.

The Watch is sometimes confused with the Guard by outsiders, though the difference between them is quite simple: where the Guard protects Waterdeep from threats outside the city, the Watch protects the city from those within it. Generally speaking, a veteran of the Watch has seen it all: rowdy adventurers, the sudden appearance of monsters in tavern or alley, spell-dueling wizards, spoiled drunken nobles with too much influence and coin to their name, brawling gangland criminals – the list goes on.

It is generally agreed that they earned their reputation as hard-jawed protectors willing to face anything down, no matter how absurd, in the far-off days of the Time of Troubles, when deities and their servants came to blows between one another in the streets of Waterdeep. “Faced down the Skull, and did’na blink,” folk used to say of the Watch, referring to the time when the undead army of Myrkul attacked Waterdeep during the Time of Troubles, and the Watch turned out in force to hold them at bay.

HOW THE WATCH OPERATES

Over the years, the Watch has of course evolved its own traditions and organization. What follows are a basic run-down of just how the Watch operates, from basic organization and ranks within the Watch to their uniforms, to modes of communication and address.

BASIC ORGANIZATION

The Patrol: The basic “unit” of the Watch – and the one responsible for their success – is the patrol. A patrol of the Watch is made up of four

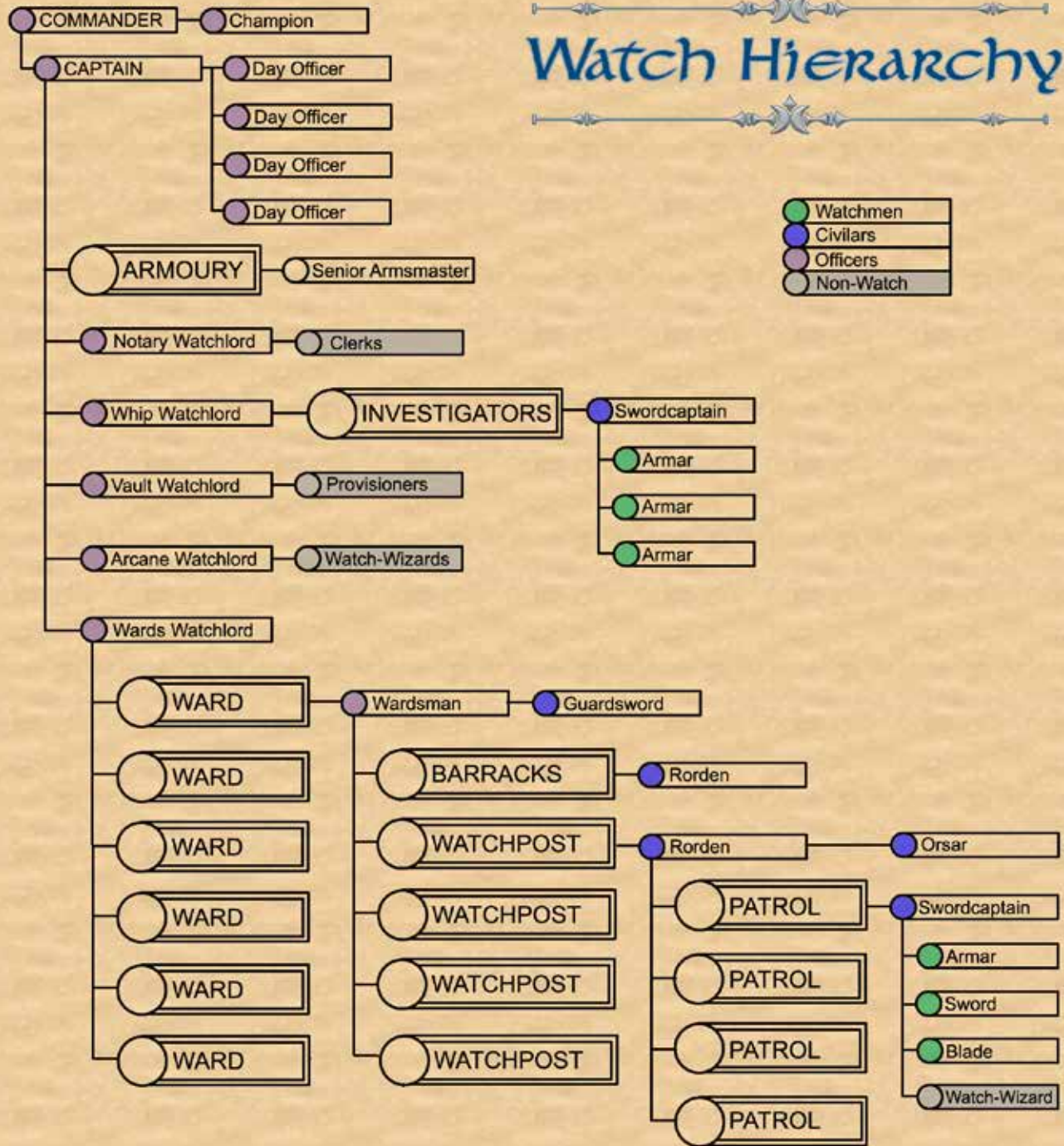
watchmen: a Swordcaptain who leads the patrol, an Armar to act as their second-in-command, and either two Swords or a single Sword and their apprenticed Blade. Patrols in the Castle Ward usually add two more Swords to a patrol.

The Watchpost: Scattered throughout the city, the Watch maintains watchposts. These are small buildings that act as the base of operation for anywhere between four and six patrols total, who spread out to patrol the streets around that watchpost. Each watchpost is commanded by a Rorden, and many watchposts also have an Orsar assigned to them (or they must “share” an Orsar with one or two other posts). Generally speaking, a watchpost is set up to have space to imprison between two and four suspects, along with a small armory, an office for Rorden and Orsar, as well as a resting area for members of the Watch to catch a nap inbetween patrols or to rest if they are injured.

The Ward: Each ward has a number of watchposts. The Rordens of those watchposts report to a Wardsman, who maintains an office in one of the areas of Castle Waterdeep assigned to the use of the Watch. Wards that either see a great deal of crime (particularly criminal activity) or drunken violent citizenry (such as sailors, mercenaries, and teamsters) often have an additional officer called a Guardsword for times when multiple patrols in the field need to be led and coordinated against gang warfare, large tavern brawls, or angry mercenaries.


Castle Waterdeep: Finally, the upper echelons of the Watch maintain offices in Castle Waterdeep. Though they share the massive fortification with the city’s Magistrate courts, a portion of the Guard, and the city’s myriad bureaucrats and even the occasional important guest of the city, its vast halls provide an office for every Watchman of Officer rank, a small set of barracks for Watchmen, multiple groups of gaol cells for detaining suspects awaiting trial before a black-robed Magistrate, and a large kitchens and mess.

Watch Hierarchy



COMMANDER OF THE WATCH

At the top of the hierarchy for the Watch is the Commander, a title held by the Open Lord of Waterdeep. In this capacity, the Open Lord is the foremost authority, although in practical terms, the actual running of the organization is given over to the Captain of the Watch. In many ways, this relationship sets up the Open Lord with a dynamic that might be described as “all authority, no responsibility” – the Open Lord may issue commands to any level of the Watch as an organization, but need not ever deal with the day-to-day tedium of its operation. Practically speaking, though, in the eyes of the citizenry, every slight and abuse of power by even the lowliest patrolman is usually laid directly at the feet of the Open Lord, so if they are wise they make sure to keep abreast of problems.



Champion of the Open Lord: It is given to the Watch to provide the Open Lord's Champion, who acts as direct bodyguard and champion in the event that a need for violence arises. Though members of the Watch have occasionally filled this role, more often than not an adventurer or similar skilled person is hired for the job.

OFFICERS

The officers of the Watch form its upper echelons. By and large, their duties are far more administrative than they are protective, seeing that the rank-and-file of the organization functions smoothly and capably.

All officers wear tabards emblazoned with the two Eyes of the Watch as their rank emblem.

CAPTAIN OF THE WATCH

The Captain is the practical (rather than ceremonial) head of the Watch. Though it is well within the Commander's rights to insert themselves into the Watch's bureaucracy, most of the organization would consider such to be micromanagement, to say nothing of a slight on the skills and loyalty of the acting Captain. The former Open Lord Neverember is said to have spurred the resignation of the Captain of the Watch when he first took his title, and for all his faults, was careful to avoid doing so again.

The Captain is also assigned four aides-de-camp, referred to as *Officers of the Day*. This position is not a permanent one. Instead, Watchmen of any rank within the organization might be chosen to act in this position, pulling them away from their normal duties to help the Captain with administrative and messenger duties (for communicatives that can't be trusted to normal messengers).

Though technically any one of the Watch might be chosen for this service, in practice it is almost exclusively Civilars and Watchmen who receive this honor. The reason for this is simple: the tradition was also established for the purpose of giving the Captain an opportunity to meet the Watch of lower rank they might not ordinarily otherwise have a chance to encounter.

SENIOR ARMSMASTER

This office stands above that of the Watchlords (though without authority over them), answering only to the Captain and Commander directly. The Senior Armsmaster oversees the weapons and equipment the Watch needs, submitting requisitions for repairs and purchases to the Notary Watchlord, and acting as the commander of the Watch Armory. The small crew of his immediate subordinates are called *armsmen* – Watchmen of armor rank who help maintain and run the Armory, including acting as liaisons between the Armory and the various watchposts for the purpose of keeping them equipped.

The Senior Armsmaster is also in charge of the basic training of new recruits, before they are given the rank of Blade and assigned to someone for further training. These recruits are housed in the limited barracks of the Watch Armory, and drilled by his armsmen. When they are not training, they serve as grunt labor for the work done in the Armory.

WATCHLORDS

Beneath the Captain are six Watchlords, officers who are given authority and responsibility over entire sections of the Watch's function. Though only one is part of the chain of command that goes from patrols to the Captain, all Watchlords have the authority to order about members of the Watch in pursuit of their duties (a right rarely abused, because doing so is a good way to have the Wards Watchlord show up for a stern chat about reallocation of resources). The Watchlords are:

The Wards Watchlord: This Watchlord, also called the "Grand Civilar," is the authority to whom the Wardsmen themselves answer. In a very real way, he is the acting head of the patrol watchmen, and inevitably the one with the best perspective about what is going on in Waterdeep as a whole, thanks to his being the office to which all watchpost reports end up.

The Arcane Watchlord: Technically the only wizard in the Watch who is a member of the Watch, the Arcane Watchlord – or sometimes



the “Mage Civilar” – oversees the assignment of Watch-wizards. The Arcane Watchlord always has a long history of service as a Watch-wizard, so the Arcane Watchlord is by default also a member in good standing with the Watchful Order of Magists and Protectors. In instances where the Watch requires aid from friendly temples, the Arcane Watchlord acts as liaison. Finally, the Arcane Watchlord also acts as liaison for the purpose of the Watch’s interaction with any of Waterdeep’s powerful and notable mages.

The Whip Watchlord: The Whip Watchlord oversees discipline in the organization. Those who break the Watch’s codes are turned over to the Whip Watchlord for punishment. The individual in this post is also responsible for internal policing of the Watch itself, watching for and investigating reports of corruption or abuse of power. The Whip Watchlord oversees a trio of individualized patrols made up of specialized swordcaptains and armars trained in investigatory techniques, and also has the right the requisition as many Watch-wizards as deemed necessary to see that those responsibilities are accomplished. Finally, the Whip Watchlord is in charge of the Watch’s goal within Castle Waterdeep, and its small group of jailors.

The Vault Watchlord: An organization the size of the Watch runs on coin, to be sure, and it is the Vault Watchlord who oversees it. It is given to this office to manage the small cadre of city clerks assigned to tend to the Watch’s books, and the Vault Watchlord who ultimately manages disbursements of coin to pay salaries, craftsmen, and the providers of goods that the Watch relies on. The Vault Watchlord also oversees the security of the Watch Vault itself, a difficult-to-access area defended by a dedicated patrol of Watchmen who answer to the Vault Watchlord directly.

The Notary Watchlord: The Notary Watchlord oversees the administrative functions and bureaucratic needs of the Watch, heading up the portion of city bureaucrats assigned to tend to the Watch’s records and interactions with city administration. It is the Notary Watchlord who keeps track of

“Ware the Watch, me boys. They’re not yer average city guard, out for a bit of head-bashing and coin they oughtn’t take. It’s beat into them that any crime ‘gainst Waterdeep or her folk are personal insults to them, and they use those rods o’theirs accordingly!”

–Ogundis Hale, formerly of the Shadow Thieves of Amn

new Lords’ Edicts, and ensures that news which directly impacts the Watch and its enforcement of laws is disseminated to all levels of the Watch’s organization.

The Thief-Taker Watchlord: Finally, perhaps one of the most notorious of the Watchlords, the Thief-Taker Watchlord is technically the head of no forces. In truth, however, this officer employs a small collection of thief-takers: promising, (largely) nonviolent criminals looking for a way out of punishment. Instead of suffering the normal consequences, these individuals become thief-takers, operatives of the Watch who use their own stealth, larcenous skills, and contacts in the criminal underworld to help the Watch catch the most notorious wanted criminals.

WARDSMAN

Sometimes called the “Officer of the Shift,” a Wardsman is in charge of all the watchposts of a single Ward. Their nickname comes from the fact that unlike the officers above them, Watch operations requires that there is always one Wardsman for each Ward on duty at all times. As such, there are always six Wardsmen on duty, and a total of four Wardsmen per Ward who work in cycling shifts.

CIVILARS

By and large, civilars are the middle leadership of the Watch. To those with boots on the street, civilars are usually considered the “real” leadership, as they are at the head of the active day-to-



Watch Tabards

Patrol Tabards



Blade

Sword & Armar

Swordcaptain

Watchpost Tabards



Orsar

Guardsword

Rorden

Officer Tabards



All Officers

day enforcement, overseeing the difficulties and responsibilities that the rank-and-file tend to on patrol.

GUARDSWORD

Some Wardsmen also have a civilar-ranked officer who serves beneath them. This officer operates in a role in between that of a watchpost's rorden and the Wardsman, but only when there is need. Guardswords act as field commanders for multiple patrols when the situation calls for it.

Massive brawls, monster attacks, and other scenes of violence and chaos can cause a guardsword's response, mobilizing the patrols of several watchposts into a larger, cohesive unit to perform tactics that allow the Watch to deal with such threats – or at least keep those threats busy until those who can deal with them can arrive. The South and Dock Wards both have permanent guardswords, and there is a third guardsword dispatched from Castle Waterdeep in emergency situations. Guardswords wear the Watch tabard with two parallel longswords as their emblem.

RORDEN

It is arguably on the shoulders of a rorden that most of Waterdeep's peacekeeping responsibilities lie. A rorden is an officer in charge of a watchpost. The patrols of that post answer to them, and they coordinate the specifics of those patrols to hopefully achieve the most effective patterns of protection for their neighborhood. A rorden is the highest-ranking officer of the Watch that most folk ever deal with, and with good reason: an effective rorden makes a point of getting to know their neighborhood, although rordens are never assigned to the neighborhoods where they live or grew up.

A good rorden can identify the trouble-makers within their neighborhood, and know who to talk to in order to find out what is going on there. They are approachable, but maintain the authority of their title. Above all, a rorden must project with their simple presence the sense of order and the rule of law, giving confidence to both the



patrols under them and the folk who look to them for security.

Not all rordens are good, though – some are incompetent or cynical, while others are flat-out corrupt. Rordens who accept graft from those around them, or bribes from criminals are certainly known in the Watch’s history, but they are rare. The office of the Whip Watchlord is very effective at rooting them out, to say nothing of the unofficial traditions of ways to deal with corrupt officers that are at the heart of the Watch’s traditions. Rordens wear the Watch tabard with a single horizontal dagger as their emblem.

ORSAR

The orsar has a specific responsibility: to act as the go-between for the Watch and any groups whose political clout can make arresting and charging their members problematic. By and large, these groups are Waterdhavian noble Houses and the Guilds of the city, though it may include others such as members of the Guard, important foreign envoys, powerful wizards and their apprentices, and the members of local influential temples.

Though many claim that the orsar’s very existence proves that these groups gain preferential treatment, the truth is that the orsar operates to make sure that someone is on hand to deal with the inevitable political maneuvering and rabble-rousing that these groups can (and do) engage in when the Watch tries to deal with rowdy nobles, brawling guildsmen, wizardly apprentices run amuk and the like.

The Watch points fuming patriarchs, indignant

guildsmasters, and furious archmages in the orsar’s direction, leaving them free to see that justice continues to be served as equally as the system allows, while not simply brushing aside politically influential persons. Orsars wear the Watch tabard with a single hand, fingers upright and together, palm out as their emblem.

SWORDCAPTAIN

The lowest rank of civilars is the swordcaptain. Each patrol is led by a swordcaptain, a member of the Watch with a minimum of five years of experience (though particularly talented or skilled individuals may find themselves elevated to this position sooner). A swordcaptain is expected to work with the rorden of their watchpost to see that their neighborhood is as thoroughly patrolled as possible. A swordcaptain is ultimately responsible for what happens to their patrol, so it is no wonder that many swordcaptains have a reputation for being equal parts hard on the members of their patrol as well as extremely protective of them. Most swordcaptains consider themselves the gatekeepers to their patrol – they are responsible for interacting with the higher ups in the Watch, and making sure their patrol has the resources and ability to do their jobs on the beat. Swordcaptains wear the Watch tabard with two diagonal slashes crossed as their emblem.


WATCHMEN

Watchmen are the non-officers of the Watch, and there are a great many more of them than of all the upper echelons put together. The term is used for groups of men and women, although many

“Make no mistake. The Watch cannot handle every problem that faces fair Waterdeep. The trick is that they know this. Instead, they make it their business to identify who is best suited to handle those problems that are beyond them, and to see that those folk get to the scene as quick as they can. So even the most powerful wizards and mightiest warriors are cautioned: do not run afoul of Waterdeep’s Watch. You’re just another lawbreaker to them, and you’ll be dealt with in due course.”

–Khelben “Blackstaff” Arunsun, Archmage of Waterdeep, to his apprentices





use the term “lady watchman” when referring to a woman in a patrol; about a quarter of watchmen are women, and about a third of them are demi-humans.

ARMAR

The armar is the swordcaptain’s second-in-command, expected to take leadership fluidly and without hesitation in situations where the swordcaptain is injured, away, or otherwise engaged. Armars are chosen from among the most promising swords in a patrol, and usually only after a few years.

Of any given patrol, the armar always bears a Watch-horn, and has the authority to employ it or call for others with the horn to do so. Armars wear the Watch tabard with a single slash, upper left to lower right, as their emblem; this is the same emblem as Swords.

SWORD

Swords are full and independent members of the Watch, sworn and recognized as officers of Waterdhavian law. Many Watch never rise above this rank, and there’s no shame in a long career of service as a sword of the Watch. Swords wear the Watch tabard with a single slash, upper left to lower right, as their emblem.

BLADE

Once a recruit has passed muster at the Watch Armory, that recruit is made a blade of the Watch. This position is an apprenticeship (although it rarely lasts longer than a year or so), assigned to a mentor of sword status. The blade is expected to learn from the sword, an education in the field that includes fighting and restraining skills, the Waterdhavian legal code, operating procedures, and proper functioning as the member of a patrol.

Along with these are an education in less formal topics, including traditions of the Watch as a whole, familiarity with a patrol’s neighborhood, and the like. Blades wear the Watch tabard with a single slash, upper right to lower left, as their emblem

NON-WATCH PERSONNEL

In order to function fully and well, the Watedhavian Watch utilizes the skills of folk who are not technically members of the Watch themselves.

WATCH-WIZARD

There is no question that any effort to police chaos and stymie law-breaking in Waterdeep will of necessity run afoul of magic at some point in time. It is a time-honored wisdom that says “Fight magic with magic.” To that end, the Watch has a long-standing contract with the Watchful Order of Magists and Protectors, one of the Guilds of Waterdeep.

About three out of every ten patrols have Watch-wizards assigned to them on any given day, and they are not always the same patrols. Watch-wizards are assigned to individual Watchposts, and are assigned to different patrols based on the whim of the rorden of that Watchpost.

In general, most Watch-wizards stay with a given patrol for about a tenday at a time before moving onto another patrol; experienced Watch-wizards tend to be on good terms with most of the Watchmen of a given Watchpost.

The Watchful Order provides the training and occasional magical equipment necessary to their members to serve as a Watch-wizard, and the Watch pays the Order a fee for every wizard thus provided (most of which goes to the mages themselves).

It is an understood part of this arrangement that any wizard who runs afoul of magical threats too great to deal with themselves can summon fellow Watchful Order magi, providing them with a support network of protection-focused mages that the Watch would have to spend a fortune to simply establish and maintain.

Watch-wizards, thus, are technically employed by the Watchful Order, not the Watch proper, save for the single wizard who serves as the Arcane Watchlord.



RECRUIT

A recruit to the Watch is given 25 pieces of gold, a free uniform (including boots), a single Watchman's rod, and is housed in the Watch Armory for training, for however long it takes for the armymen of the Armory to decide the recruit is trained enough to be promoted to Blade status, or until they decide the recruit is useless and dismissed (whereupon they are expected to return all that was given to them save 12 gold pieces).

CLERKS & BUREAUCRATS

Finally, the city bureaucracy of Waterdeep allots the Watch a portion of their bureaucrats and clerks, allowing the Watch itself to focus on their enforcement responsibilities, and to leave the dealing with paperwork and ever-shifting legal codes to those with the training and inclination to do so.

Many of these bureaucrats have worked for the Watch for years, and though they are almost never considered to be part of the Watch proper, the leadership whose offices are in Castle Waterdeep make a point of including them in the various Watch functions, cognizant of just how much harder their jobs would be if they also had to navigate the bureaucratic morasses of the city on their own.

LEGAL STATUS

As the agents of the Masked Lords responsible for maintaining the rule of law throughout the city, the Watch maintains a wide but largely undefined immunity from most Waterdhavian laws while acting as a member of the Watch, with the understanding that any act that breaks the law will be examined closely by the Watchman's superiors and the agents of the Whip Watchlord. If the lawbreaking is found to have been unnecessary or flagrant, the Watchman in question will be disciplined.

Outside of duty, a member of the Watch can of course be arrested and brought to trial as any other citizen, with a single caveat: a member of the Watch always has the option of appealing any

Listen well, ye thickskulls. I'll be damned fine and content that you'll not dishonor our sign before it will ever be added to yon blue tabards you wear. You'll be fit to bear horn and rod, mark me, or you'll not bear them at all.

—Senior Armsmaster Helve Urtrace, to every cycle of new recruits.


sentence handed down to them by a Black Robe to the Open Lord. Exactly what this means depends on the Open Lord: Lord Piergeiron tends towards leniency, particularly with Watch of long service and good character.

This fact means that members of the Watch are willing and able to do what is patently illegal in the performance of their duties, so long as they can demonstrate that the ends justified those means. As such, they do not hesitate to break into places where they are sure their quarry is hiding, go door-to-door searching private property when seeking a missing child, and use bribery and other forms of coercion if the criminal they capture is worth doing so.

The counterbalance to this is simple: the Watch treasures the integrity of its reputation, and gods help any Watchman who is discovered to be using their authority to their own gain. Simple bullies and the like are usually dealt with on a Watchpost-level: that is, when the others of their patrol neighborhood hear rumors that some of the Watch are eating at establishments without paying, helping themselves to goods, or even running petty extortion rackets, that Watchman is likely to be roused and beaten by his off-duty comrades far before the Whip Watchlord ever hears of it. Any escalation whatsoever, or for any crimes that transcend such local hooliganism, the agents of the Whip are called in, and gods help those under their scrutiny.

As a result, the Watch is sometimes considered unnecessarily jackbooted by many Waterdhavians, although they recognize the Watch's effective-





ness and trust in the Watch to police its own. This has earned the Watch a degree of respect, though any right-thinking citizen can't help but acknowledge that their broad legal leeway could give way to corruption quite easily, should the right combination of scoundrels come into positions of power, so the citizenry of Waterdeep often consider it their personal responsibilities to watch the Watch closely for such things.

UNIFORMS & INSIGNIA

Members of the Watch all wear uniforms. These consist of a simple tunic and breeches, with mid-calf high boots, and a Watch tabard denoting their rank over them. Those who are expecting trouble – and in some Wards, such as the South and Dock Wards, showing up for work constitutes expecting trouble for the Watch – also wear thin leather-and-chain armor (treated as chain shirts) in blue, black, and silver colors under their tabards.

The Watch tabard is an over-the-head style, with each side, front and back, marked with the distinctive mountain-and-wave oval that serves as the Watch's "badge", with some kind of symbol within the oval denoting the actual rank of the Watchman in question. (It is worth noting that in a patrol, the armars and swords have the exact same symbol, due to a long-ago issue with a Dock Wards gang making targets of patrol leadership.)

All members of the Watch also carry the distinctive Watch rods (with stats as a club): two-and-a-half foot rods of hollow steel, with caps at both ends. They are wielded in a variety of ways, from use as bludgeons to restraining techniques

"If ye're a wise lightfinger, you'll know the locations of all the Watchposts in the city ere the month is out. It's as important to know where not to run to as it is to know where safety lies."

–Margo of the Pinkies, pickpocket

involving the application of leverage to the joints of those being captured. Moreso than even the tabards, the rods of the Watch are their symbols of authority, and they do not look kindly on those who purloin them for their own use.

In addition to the rod, all Watch on patrol also carry a sheathed short sword and a dagger. At least two members of any patrol will also carry one of the distinctive silver-and-blue patrol horns used by the Watch to communicate with one another across the city.

COMMUNICATION


A system of address involving the Watch has of necessity sprung up in Waterdhavian society, for one simple reason: it is useful in crowded areas for identifying figures of legal authority. A shouted command is unlikely to be marked in the crowded Great Market or at the docks, unless the one doing the shouting uses some of the phrasing familiar to all as the sorts of things said only by the Watch, or to help Watch in such situations hear those who are attempting to hail them. There is of course nothing to prevent non-Watch from using such phrasing, but Waterdhavians become very cross with those who use such language without just cause and authority.

HAILING THE WATCH

By and large, members of the Watch are referred to as "watchmen" by most citizenry, referring to groups or men in the singular, or "lady watchman" for women. Such terms are in common use when speaking of Watch in groups or whose rank isn't known.

Use of the term as a title – addressing a member of the Watch as "watchman" – is considered slightly disrespectful, the sort of term that magistrates, high bureaucrats, and the like use, though nobility and important guilds and templefolk can get away with it as well. "Officer" is the form of address considered most respectful.

The distinctive members of a patrol are oft called "patrolman" if male, or "patroljan" if female. The obvious officer in charge of a patrol is often simply called "captain," and any member of



the Watch obviously of higher rank as “commander.” If such things cannot be discerned, most folk fall back on “officer.”

HAILED BY THE WATCH

For their part, the Watch has distinctive traditional forms of address when dealing with the public. Men are generally referred to as “goodsir” (or “goodsirs,” in the plural) or “jacks” (often “my jacks” if the Watchman is attempting to be pleasant). Women are “goodwives,” or “goodlass” for younger women. Groups of folk are often referred to as “goodfolk” when the Watch is appealing to them for some reason, or as “citizens” when what follows should be considered an order from the Watch.

The exception to these forms of address is nobles. Men are referred to as “gentlesirs,” with women addressed as “gent’lady” or “gent’lass.” While “m’lord” or “m’lady” is not technically correct save for the patriarch or matriarch of a House, it is considered a safe enough form of address when a Watchman isn’t sure of the identity of the noble – wisdom suggests that when one assumes any unknown noble might be the head of a House, it is safer than assuming a lower rank for those who indeed are lords.

WATCH COMMANDS

The Watch also uses a particular set of commands when dealing with the citizenry. Though these originated with the Watch, their use is so ubiquitous in Waterdeep that others, including the Guard, those who are paid to defend establishments, and even the bouncers at certain night-spots use them.

“*Hold!*” is a command to immediately cease all activity and movement, particularly any violence or flight.

“*Down arms!*” is a command to immediately drop (not sheathe) all weapons, and show the Watchman empty hands, palms toward the officer.

“*Talk truth!*” or “*Deliver truth!*” are instructions to answer the Watchman’s questions, and a warning against deceit or demurring.

WITHIN THE WATCH

By and large, the Watch maintains an easy interaction within its ranks. “Friendly and casual” is the order of the day for those who deal with one another regularly: the members of a Watchpost with one another, and one’s immediate subordinates and superiors within the hierarchy. The Watch’s interactions stand in contrast to those of the Guard: the Watch are a family, all rough-and-tumble, mocking-one’s-brothers sort of family, rather than a stiff-nosed formal military.

Formality is reserved for two situations: when dealing with those outside of one’s normal interactions, whether because they are of a different Watchpost or because they are very much higher or lower in the hierarchy, or in situations where a Watchman needs to express disapproval to one’s immediate superior. There are many reasons for abandoning friendly informality to take on formal modes of address: when one’s superior is breaking the rules, making a mistake, or just “playing the ox-haunch” (behaving like a jackass). It is a means of protesting the order or interaction without any insubordination.

Formal address always uses “sir,” or sometimes “sorn sir,” using the old Thorass term that means “trusted” or “worthy.” “Sorn” is never compulsory, intended to be used only for those to whom one genuinely renders respect, though those who over-use it are likely to be marked by their fellows as “kisscheeks” looking to flatter their superiors.

Superiors referring to their subordinates use “officer” neutrally, or “sorn officer.” Unlike “sorn sir,” this has never earned connotations of flattery, and is considered a compliment from superior to officer.

THE PATROL HORN

Watch patrols all carry two or more distinctive patrol horns: bleached white bull’s horns, banded in silvery metal. They produce very distinctive sounding notes, and it is considered against the law for non-Watch to be in possession of one. The exception to this is some establishments can buy an annual license to use to call the Watch if their



establishments see a great deal of violence or other mayhem on a regular basis. The Watch can also issue such a license for free, if an establishment sees such activity, or if someone in their patrol needs an extra measure of safety. The horns issue a distinctive clarion call that can be heard for many blocks away if sounded out of doors (or out a window).

There are specific patterns of soundings that can be used to communicate different things. When any of these are sounded, it is very likely to draw those nearby to see what is going on – admittedly more out of curiosity than civic duty, but it will always draw folk to windows and doorways, and around corners. Those who come to watch know to stay out of the standard routes of approach, however, for whatever help is likely to come fast and hard. These patterns are:

Summon the Watch. This will cause any local patrol that hears it to come as quickly as possible in the direction of the sound. An answering patrol will issue a short horn burst as they approach, which means both “we are coming” and “sound again,” urging those they’re coming to help to sound the horn again to help them pinpoint their location.

Summon City Guard aid. This call summons help from the Guard of Waterdeep, in the case of very powerful enemies such as antagonistic adventurers, powerful monsters, or similar foes. When this summons is sounded in areas outside of the hearing range of most of the Guard (i.e. outside of the Castle Ward and away from the walls), other patrols pick up the call. Once the Guard is aware of the summons, they immediately dispatch a griffon-rider to follow back the leap-frogging summons to their original source, performing a fly-over to determine the situation and then flying back to guide the already-inbound unit to the source of the problem.

Summon Watchful Order aid. This distinctive note often sends citizen running rather than craning to observe, for in due course it usually means the arrival of two powerful (or three less-potent)

wizards of the Watchful Order, wands and spells at the ready to deal with threats quickly and brutally. Such calls usually go out until a Watchpost hears them, whereupon the officer on duty quickly relays the need to the Watchful Order via sending stones.

Summon “duty healers” aid. Like the call above, when this summons reaches the Watchpost, a sending stone is immediately employed to whatever temple is “assigned” to that Ward. In the South and Trades Wards, this is the Plinth, while a sending from the southern Castle or Dock Ward actually goes to the barkeep at the Yawning Portal Inn, where healing clerics or paladins of Tymora are always willing to lend a hand (and are often sent by the House of Luck to await just such a call). The Castle Ward north of Castle Waterdeep relies on the clerics of Lathander from the Spires of the Morning, and Mystran and Azuthan clerics of the House of Wonder frequently answer the call for the North Ward. In the Sea Ward, various temples take turns answering such calls, usually rotating between the faithful of Tempus, Selûne, and Tymora.

Proclaim the end of an alert. This call is used to signal that whatever caused an alert to be passed among the Watchposts has come to an end.

Proclaim the end of a search. This call is used to signal that whatever search has been undertaken by the Watch has now been called to an end.

Warn of a dangerous spot or delicate situation. Where natural disasters, magical catastrophes, plague, rampaging monsters or other situations cause the Watch to issue quarantines or block off areas of the city for the public good, this call is used to warn of the establishment of such procedures.





THE WATCH PATROL

Mischief in Waterdeep – particularly of the sort that most adventurers are inclined to get up to – is usually answered first by a patrol of the Watch. Patrols pass along main streets about once per bell (a “bell” is roughly an hour of time, the time between the tolling of temple bells throughout the city), and they vary their routes and schedules frequently to avoid allowing criminals and mischief-makers to anticipate their absence. Areas notorious for trouble, such as those locales with rowdy taverns and festhalls, may receive patrols as frequently as four or five times per bell.

PATROL ENCOUNTERS

When encountering a patrol, roll on the following chart to determine the composition of that patrol.

In the Castle Ward, add 2 Swords (60%) or a Sword and their Blade apprentice (40%) to whatever the composition of this check is.

d100 Roll	Patrol Composition
01-30	A Swordcaptain, an Armar, a Sword, and his Blade apprentice
31-70	A Swordcaptain, an Armar, and two Swords
71-85	A Swordcaptain, an Armar, a Sword, his Blade apprentice, and a Watch-wizard
86-00	A Swordcaptain, an Armar, two Swords, and a Watch-wizard

In a patrol, the Armar always carries one patrol horn, and if there is a Blade present, they always carry the second (if not, one of the Swords bears one). Each remaining member of the patrol has a 40% chance of also bearing a patrol horn.

*“Sing heigh! the Watch! Sing ho! the Watch!
But ne’er do ye call the Watch
For aught but that which rod can put down!*

*For when hears the Watch! And when rallies the Watch!
And lo, when comes the trooping Watch
They’d best be finding that which earns their frown!*

*Or else quick the Watch! Will en-anger the Watch!
Then ye’ll find just how sure the Watch
Will chase ye out o’ old Waterdeep town!”*

–“Sing Heigh the Watch,” a common Waterdhavian drinking song.



WATCH BLADE

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)

Hit Points 15 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Alzhedo, Chondathan

Challenge 1 (200 xp)

Martial Advantage. Once per turn, the watchman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the watchman that isn't incapacitated.

ACTIONS

Watchman's rod. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit:* 4 (1d6+1) piercing damage.

Watchhorn. Most watchmen carry signal horns, used to signal the rest of the watch within hearing in case of trouble. They can be used to do the following:

- Summon reinforcements (watch patrol arrives in 1d6+6 rounds)
- Summon city Guard (Guard patrol arrives in 1d10+10 rounds)
- Summon Watchful Order (3 watch-wizards arrive in 1d6+10 rounds)
- Summon duty healers (2 acolytes arrive in 1d10+10 rounds)
- Signal the end of a search or alert, proclaim someone found, or warn the Watch to stay away.

WATCH SWORD

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)

Hit Points 27 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12 (17 in patrol area)

Languages Common, Alzhedo, Chondathan

Challenge 2 (450 xp)

Martial Advantage. Once per turn, the watchman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the watchman that isn't incapacitated.

Careful Searcher. A watchman gains advantage on Perception checks to spot creatures hiding with the Stealth skill in any neighborhood that is part of his regular patrol.

ACTIONS

Multiattack. The watchman makes two attacks: one with its rod and one with its shortsword.

Watchman's rod. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit:* 4 (1d6+1) piercing damage.

Watchhorn. Most watchmen carry signal horns, used to signal the rest of the watch within hearing in case of trouble. They can be used to do the following:

- Summon reinforcements (watch patrol arrives in 1d6+6 rounds)
- Summon city Guard (Guard patrol arrives in 1d10+10 rounds)
- Summon Watchful Order (3 watch-wizards arrive in 1d6+10 rounds)
- Summon duty healers (2 acolytes arrive in 1d10+10 rounds)
- Signal the end of a search or alert, proclaim someone found, or warn the Watch to stay away.

BLADE

In combat, the Blade sticks close to his mentor, protecting his flank. The Blade in a combat situation only attacks the enemies his mentor attacks, and if his mentor falls, the Blade will cry out for help from the other Watch and try to get his mentor to safety.

A Blade is only supposed to use the patrol horn if ordered to do so by another member of the patrol, but in dire situations, the Blade will certainly sound it to call for help, particularly if one or more of the patrol have fallen or are otherwise incapacitated.

In addition to listed equipment, a Blade is likely to have 2d10 silver pieces, 1d6 gold pieces, and a single *potion of healing* in a belt-pouch.

SWORD

Swords prefer to lay about with rods, reserving swords for when their lives are in peril. In combat, the Sword sticks by his Blade, or by his comrade Sword, allowing both to take advantage of their Martial Advantage trait.

A Sword with a horn (40%) is willing to use it if needful, and is entirely empowered to make judgment calls on its use without waiting for orders.

In addition to listed equipment, a Sword is likely to have 2d10 silver pieces, 1d6 gold pieces, and a single *potion of healing* in a belt-pouch.

WATCH ARMAR

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt + watchman's rod)
Hit Points 43 (6d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +3
Senses passive Perception 13 (18 in patrol area)
Languages Common, Alzhedo, Chondathan, plus one other.
Challenge 3 (700 xp)

Martial Advantage. Once per turn, the watchman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the watchman that isn't incapacitated.

Careful Searcher. A watchman gains advantage on Perception checks to spot creatures hiding with the Stealth skill in any neighborhood that is part of his regular patrol.

Dual Wielder. A watchman gains +1 to his AC when wielding two weapons, and can draw them both simultaneously.

ACTIONS

Multiattack. The watchman makes two attacks: one with its rod and one with its shortsword.

Watchman's rod. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 5 (1d6+2) piercing damage.

Watchhorn. Most watchmen carry signal horns, used to signal the rest of the watch within hearing in case of trouble. They can be used to do the following:

- Summon reinforcements (watch patrol arrives in 1d6+6 rounds)
- Summon city Guard (Guard patrol arrives in 1d10+10 rounds)
- Summon Watchful Order (3 watch-wizards arrive in 1d6+10 rounds)
- Summon duty healers (2 acolytes arrive in 1d10+10 rounds)
- Signal the end of a search or alert, proclaim someone found, or warn the Watch to stay away.

REACTIONS

Parry. The watchman adds 3 to its AC against one melee attack that would hit it. To do so, the watchman must see the attacker and be wielding a melee weapon.

ARMAR

In combat, the Armar takes the forward attack in combat, taking tactical command of the patrol. If the Swordcaptain falls under attack, the Armar will almost always use the Disengage action to get next to the Swordcaptain, intent on protecting them.

An Armar always has a patrol horn.

An Armar is likely to have 2d6 gold pieces, and a pair of *potions of healing* in a belt-pouch.

WATCH SWORDCAPTAIN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt + watchman's rod)
Hit Points 55 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Insight +3, Perception +3
Senses passive Perception 13 (18 in patrol area)
Languages Common, Alzhedo, Chondathan, plus one other.
Challenge 4 (1100 xp)

Martial Advantage. Once per turn, the watchman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the watchman that isn't incapacitated.

Careful Searcher. A watchman gains advantage on Perception checks to spot creatures hiding with the Stealth skill in any neighborhood that is part of his regular patrol.

Dual Wielder. A watchman gains +1 to his AC when wielding two weapons, and can draw them both simultaneously.

ACTIONS

Multiattack. The watchman makes two attacks: one with its rod and one with its shortsword.

Watchman's rod. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 5 (1d6+2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the watchman can utter a command or warning whenever a non-hostile creature that is can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the watchman. A creature can benefit from only one Leadership die at a time. This effect ends if the watchman is incapacitated.

Watchhorn. Most watchmen carry signal horns, used to signal the rest of the watch within hearing in case of trouble. They can be used to do the following:

- Summon reinforcements (watch patrol arrives in 1d6+6 rounds)
- Summon city Guard (Guard patrol arrives in 1d10+10 rounds)
- Summon Watchful Order (3 watch-wizards arrive in 1d6+10 rounds)
- Summon duty healers (2 acolytes arrive in 1d10+10 rounds)
- Signal the end of a search or alert, proclaim someone found, or warn the Watch to stay away.

REACTIONS

Parry. The watchman adds 3 to its AC against one melee attack that would hit it. To do so, the watchman must see the attacker and be wielding a melee weapon.

SWORDCAPTAIN

In combat, Swordcaptain always uses his Leadership action. A Swordcaptain is likely to have 2d6 gold pices, and a pair of *potions of healing* in a belt-pouch.

WATCH-WIZARD

Medium humanoid (any race), any alignment

Armor Class 15 (mage armor)

Hit Points 27 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)	10 (+0)

Skills Arcana +4, Perception +2

Senses passive Perception 12 (17 in patrol area)

Languages Common, Alzhedo, Chondathan, plus two others.

Challenge 2 (450 xp)

Careful Searcher. A watchman gains advantage on Perception checks to spot creatures hiding with the Stealth skill in any neighborhood that is part of his regular patrol.

Spellcasting. A watch-wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The watch-wizard has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*

1st level (4 slots): *longstrider*, *mage armor*, *shield*

2nd level (3 slots): *detect thoughts*, *hold person*, *misty step*

ACTIONS

Watchman's rod. *Melee Weapon Attack:* +2 to hit, reach 5ft, one target. *Hit:* 2 (1d4) bludgeoning damage.

WATCH-WIZARDS

In combat, Watch-wizards seek to incapacitate dangerous foes with hold person, though they do not hesitate to use their attack cantrips. The spells listed for the Watch-wizard above are far from the only ones Watch-wizards work with – each wizard's selection of spells is unique to them, though the Watchful Order ensures they are equipped with spells to limit first, to protect second, and to injure last. The Order also makes sure that all of its Watch-wizards have the option of learning message, longstrider, and detect thoughts, a trio of extremely useful utility spells for the day-to-day efforts of a patrol.

The Watch-wizard never possesses a patrol horn, as they are not trained in the patterns used in sounding them, although they inevitably come to know what they mean.

In addition to listed equipment, a Watch-wizard is likely to have 2d10 silver pieces, 1d6 gold pieces, two *potions of healing*, and has a 60% chance of having been equipped with a magic item that is the property of the Watchful Order.

MAGIC ITEMS

The magic items lent to Watch-wizards by the Watchful Order of Magists and Protectors are property of the mage's guild, though equipping their wizards with such items is part of the Order's arrangement with the Watch. Such items must be returned to the Order's vaults after each day of patrol.

There is a 60% chance that any given Watch-wizard will be equipped with such an item, and a 15% chance that they will go into the field wielding two of them (01-15: roll twice on the chart • 16-60: roll once on the chart • 61-00: no magic item)

d100 Roll	Magic Item
01-05	<i>brooch of shielding</i>
06-15	<i>cloak of protection</i>
16-20	<i>gem of brightness</i>
21-30	<i>lantern of revealing</i>
31-40	<i>pearl of power</i>
31-40	<i>pearl of power</i>
41-45	<i>ring of jumping</i>
46-50	<i>staff of the python</i>
51-55	<i>stone of good luck</i>
56-60	<i>wand of magic detection</i>
61-65	<i>wand of magic missiles</i>
66-70	<i>wand of secrets</i>
71-80	<i>wand of the war mage +1</i>
81-85	<i>wand of web</i>
86-95	<i>quarterstaff or dagger of warning</i>
96-00	<i>winged boots</i>

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