

RAGING SWAN PRESS
URBAN DRESSING:
THE WATCH



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URBAN DRESSING: THE WATCH

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This instalment of *Urban Dressing* presents loads of great tools to customise the members of the Watch in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: The Watch* is an invaluable addition to any GM's armoury!

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Thank you for purchasing *Urban Dressing: The Watch*; we hope you enjoy it and that you check out our other fine print and PDF products.

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STAT BLOCKS BY CR

CR		PAGE
1/2	Watchman LN male human warrior 2	9
1	Sergeant of the Watch LN male human warrior 3	9
3	Captain of the Watch LN male half-elf fighter 4	9

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55-57	Pont Dredgem (NG male dwarf warrior 2) is constantly munching on a raw onion or garlic cloves, giving him a pungent aura. He says it's to keep the vampires away. He has at least a dozen warts on his face and an enormous nose.
58-60	Whalen Wimple (LN male human warrior 2) is forever stuffing meat pies into his dribbling maw, his gut straining the buttons on his Watch uniform. Enormously obese and drenched in sweat, he doesn't so much "patrol" as waddle around it (mostly from food cart to food cart).
61-63	Olly Totle (N male halfling warrior 1) was once a slave to a foreign master with a cruel tendency to cut out the tongues of all his servants so they could never reveal his secrets. Having escaped that country and joined the Watch, Olly communicates by whistling.
64-66	Danelly Gim (N male human warrior 1) has filthy nails that he is always picking clean with a dagger. Bald and loutish, grime seems to have been etched into the wrinkles of his face. There's a hint of a graveyard stink around him, but no one knows why.
67-69	Mavrity Jurex (CG female half-orc warrior 1) hates how the city is divided by economic strata and racial castes. She often loudly lectures against social injustices, and isn't afraid to slap ill-doers around with the flat of her blade.
70-72	Buntu Drunst (CG male human warrior 2) has massive scarring across his enormous shoulders and back. He's never told what he did to gain the apparent whipping, or where he lived before coming to the city. Dark-skinned and haired, he goes about his duty with a grim, merciless air.
73-75	Finny Batterby (LG male gnome expert 1/warrior 1) loves to talk. Doesn't matter what it's about, so long as he can keep jawing away. His companions have taken to stuffing their ears with cotton during patrols in order to block out his wheedling voice.
76-78	Obos Longsmith (LN male dwarf expert 1) turned from a passion for mining gold to trying to create the precious metal through alchemy. His eyebrows were burnt off years ago, and he's often setting some part of the Watch station on fire with his experiments.
79-81	Volli Kranster (LG male human commoner 1) is enjoying his very first day as a member of the Watch. He's eager to prove himself in the eyes of his commanders, and practically vibrates with bridled energy. Smooth-cheeked and wide-eyed, his youthful innocence won't last long, no doubt.
82-84	Uthger Nattles (LG male human warrior 1) is marked by his half-blindness and white hair. The oldest member of the Watch, he will never retire, even when forced to hobble after crooks on his cane. Loves to tell stories from his youth in a crackly voice.

85-87	Ede luon (N female half-elf adept 2) loves nature beyond all else, and does what she can to preserve any wild growth within the city walls. She hauls a bag of fresh earth and seedlings around, and plants them whenever her patrols come across a bare patch of dirt among the stones. Trample a blade of grass in her presence at your peril.
88-90	Darnelly Obolstein (CG male human warrior 2) is quickly recognized by the thick, rusted armour he never takes off. He clanks about town, glinting eyes peering out through his helm's visor, eager for someone to cause trouble.
91-92	Sammus Quilpas (LN male human expert 1) believes the whole city is conspiring against him, and his signing up for the Watch was partly inspired by the desire to uncover "the truth." Shifty-eyed and with a flair for dramatic reveals, he is forever formulating new conspiracy theories connected to any misfortune that befalls him.
93-94	Ovor Drunst (LE male half-orc warrior 3) joined the Watch because it gave him the ability to kill with impunity. His armour is patched together from scraps taken from dozens of his victims—but so long as they're criminals, he isn't technically doing anything illegal.
95-96	Daw Quellwith (NG male human warrior 2) has a thing against fighting women, which puts him in a bind whenever he faces female criminals who have no problem shoving a sword through his gut. He is polite to a fault, often bowing whenever a woman passes him on the street.
97-98	Carrel Fulstrum (LG male human warrior 3) knows every Watch regulation that ever existed and quotes every single relevant one of them while performing an arrest. He often puts people in mind of a bull walking around on its hind legs.
99	Thulia Falish (LG female elf aristocrat 3) knows no moral middle ground. To her, all is black and white, good and evil. As such, even the slightest infraction demands the greatest punishment. Willowy and tall, she strides through crowds, back straight and shoulders squared, secure in her ethical superiority.
100	Ralan Thesmir (NG male aasimar adept 2) has adapted to his celestial breeding by believing he needs no armour, or even clothing to protect his perfect physique. Anyone who runs into this golden-haired, silver-eyed man will get more than an eyeful of his well-muscled body. Clad only in a loincloth, it is a wonder how he keeps his Watch badge affixed to his bare chest.



TABLE B: INFORMERS & WATCHERS

Although the watch spends a fair amount of its time chasing pick pockets and breaking up drunken brawls it also investigate more serious crimes. A good network of informers, gossips and watchers are vital to this practise. Use the NPCs listed here, to portray such individuals.

D%	
1-7	Ada Delia (CG female human commoner 2) suffered as a prostitute under a particularly harsh pimp, until she convinced her “sisters” to unite and beat him to death. Now, still possessing of a harsh beauty, she patrols the alleys where prostitution remains rampant and is often driven to violence when she witnesses abuse against women.
8-14	Peddly Blusk (NG male human adept 1) has an affinity with rats others find repellent. Beyond his hunched stature and whiskered face, he even claims an ability to talk with rodents, which makes him even more an object of ridicule. However, he often possesses information that would otherwise be impossible for him to gain alone. His nose constantly twitches.
15-21	Falish Ungul (TN male tiefling adept 1) is striking for his youth—barely come into his first chin stubble. At the same time, cold, hard eyes dare you to bring up the tiny horns peeking out of his black hair, and anyone foolish enough to bring up his heritage is immediately subjected to at least an hour of lecturing on the nature of tieflings.
22-28	Word on the streets is that Salahna A’grayun (LN female human expert 1) ran away from a noble family to avoid a forced marriage. Since she’s worked with the Watch, she’s proven a keen hand at daggerplay and slinking around unseen, often acting as an informant and hidden blade.
29-35	Yuli (CN female gnome commoner 1) bedecks her diminutive frame with the holy icons of a dozen different deities and prays to them all, constantly. She figures if she keeps multiple gods happy, one of them will have to come through for her in times of need.
36-42	Reynold Louris (N male halfling expert 1) is always keen to share the gossip he gathers. He loves to sit unnoticed in an out-of-the-way corner and pretend to doze while eavesdropping on conversations. He always goes barefooted.
43-51	Telly Pendlefoot (LG female halfling expert 2) is small, even for a halfling. Terrified of the dark, yet stuck on night patrols, she carries a candle almost as tall as her and volunteers for lamp-lighting duty. Moves silently on her hairy feet, but squeaks at any noise from the shadows.

52-59	Ameley Augusthon (NG female human expert 2) once had a oracle prophesy she would die by drowning, which has given her a lifelong phobia of water. She refuses to even drink it, and her dehydrated state has given her cracked lips, sallow skin and greasy brown hair. She refuses to go near rivers or small bodies of water.
61-66	Yullip Ebonnuth (LN male half-elf adept 1) fancies himself a prophet and searches for omens in everything around him, from birds flying overhead to the arrangement of a corpse’s limbs. His keen eyes never stop moving as he scans his surroundings.
67-72	Allory Mumfrum (LE male human aristocrat 2) believes he is descended from royalty, and has affected a pompous air to match his supposed heritage. He thinks of the Watch as his private army and tries to manipulate it for his own ends and profit. His thin figure is buffered by an ostentatious voice.
73-79	Jerly Eroot (LN male human expert 2) has a knack for sniffing out lies. Stout and jovial, he constantly cocks his head from one side to the other when talking to others, as if hearing something they don’t.
80-85	Illian Chival (NG male half-elf expert 2) used to belong to a dancing troupe until a group of brigands burned down their theatre. Now he employs his grace and speed in superior swordplay, hunting down violent rabble before they ruin others’ lives. He has a wistful look to his violet eyes, as if remembering better days.
86-90	Elsi Ladrael (CG female gnome expert 1) is the go-to gnome whenever anyone needs to make stolen property disappear. Fencing hot goods gives her a decent side income, and she figures it doesn’t hurt anyone. She constantly runs fingers through her long, pink hair.
91-95	Nobble Spindlespire (CN male gnome expert 1) doesn’t understand why anyone wouldn’t want to be his friend. Bright blue hair and eyes make him stand out in any crowd, and if you let him start shaking your hand or bowing to make your acquaintance, he’ll never stop. Rather ignorant of potential danger, but fearless when faced by it.
96-100	Perl Bonnon (CN male human adept 2) once dreamt of being a bard, and still tries to write epic poems and songs about the smallest of crimes he helps to foil. His long legs let him run down any fleeing thief with ease, and he often hums or sings to himself while out and about.

TABLE C: SERGEANTS & CAPTAINS & SPECIALISTS

Someone has to lead the patrolmen and swordhands. Without commanding officers, the Watch would mill about like headless chickens and get even less accomplished than they already do.

D%	
1-6	Olmen Zurusk (CE male human warrior 3) loves inflicting as much pain on others as possible. Few who languish in his cells rarely emerge without broken bones or fresh facial scarring. He always has a smug smirk and licks his lips whenever he spots a new victim.
7-11	Irromanaeus Drex (NG male elf warrior 3) has charged into more battlefields than most people alive today. Having retired from the army, he applies military precision and strategic planning to keeping the city safe. His boots are always polished and he marches in circles when deep in thought.
12-16	Xandiel Flavius (CG male elf warrior 3) prefers to see the fear in the eyes of those his squad arrests. He often engages crooks in personal duels, relishing the thrill of a private fight before skewering them on his sabre. His angular features gain a cruel edge whenever duelling.
17-22	Rost Ungrund (CN male half-orc warrior 4) is known for his brash, hasty manner that has gotten more than a few of his men killed. He believes the simplest solution to conflict is just throwing more people into the fray until all opponents are dead or subdued. Guards fear being assigned to his squad.
23-27	Dahlia Lindquist (NG female human warrior 3) has recruited an all-female squad, which is ruthless in keeping the quarter clear of criminal factions. With raven hair and emerald eyes, Dahlia isn't shy about using her beauty to disarm a convict before beating him to the ground.
28-32	Avery Alwith (CG male halfling warrior 3) takes on many green recruits and puts them through merciless training to turn them into fighters worthy of the Watch. His tiny figure, clad in polished armour, draws chuckles from the new recruits, until he has them begging for mercy and rest.
33-37	Langle Dridge (LN male human expert 3) prefers fighting with his bare hands. With a permanent scowl fixed upon his scarred face, he lumbers about, seeking the next villain who needs throttling.
38-42	Felus Halen (NE male human expert 3) is in the pocket of a local gang, and turns the Watch away from interfering with their illegal activities. In exchange, he enjoys numerous luxuries, fine food and a peaceful position. This has led him to become fat and lazy.

43-47	Cibbi Slimcloud (CG female gnome expert 1/warrior 2) has an instinct for finding danger that her squad members respect and fear—since it often puts them in the middle of the fray. Her petite ears quiver at every noise, and her wide, ocean-blue eyes are always peeking around the nearest corner.
48-52	Atrius Pensworthe (LN male human aristocrat 1/warrior 3) is unlikely to ever enjoy his family's wealth, thanks to older siblings who squander the fortune. So he's set out to make his own way in the world, and the Watch has turned a soft young man into a hardened commander worth heeding.
53-57	Leron Bathus (CN male human warrior 3) takes everything personally. He is incredibly harsh on his own self, and can often be heard growling in his office, lecturing himself for failing to live up to his personal expectations. His overly large eyes seem to quiver in their sockets.
58-62	You can hear Slavi Pundlestick (LG male dwarf warrior 4) bellowing from blocks away. It's the only volume setting the stocky dwarf knows, and half his squad stumble around partially deaf because of his shouting in their ears at all hours.
63-70	Tadi Yeureau (N female half-elf warrior 2) has a passion for feats of strength and physical challenges. She keeps her squads in tip-top shape by a fierce fitness regimen, and is always dashing about town, long brown hair trailing behind her and a joyful light in her eyes.
71-73	Jarla Iridin (LG female human warrior 3) doesn't have an inch of her dark skin that isn't crowded with tattoos. She claims the tattoos describe her true name, that none but the gods can speak, and claims she is on a divine mission to purge the city of evil.
74-76	Bolstun Erias (LN male human aristocrat 3) is rarely seen without his horse, a gray stallion he rides all about the city. He loves the feeling of looking down on the commonfolk the horse offers, and feeds it better than most of the men in his squad. He is not beloved by his men, or the people over which he watches.
77-79	Nadan Draske (LG male human warrior 3) has eschewed the usual shield and sword many Watch patrols are equipped with in preference for training with polearms and spears. Even in close quarters, he can spin and thrust a spear with admirable flair.
80-82	Louk Rowter (CN male half-orc warrior 3) has an enormous temper which is triggered by cruelty towards children. Woe to the one who shoves aside the grimmest urchin when Louks is watching – he has beaten several folk to a near pulp for such infractions.

83-85	Phileus Olemon (NG male elf aristocrat 2) claims a royal heritage, and certainly acts the part. Haughty and preferring tailored clothes to the Watch's usual uniform, he keeps his blonde hair long, compared to most guards' close-cropped style.	92-94	Ari Brek (CG female human warrior 3) wears heavy armour, carries a massive warhammer and puts lovely flowers in her hair. Her smile is as broad as her shoulders, and she's quite gentle until her temper is roused.
86-88	Foyathel Gurs (LN male human warrior 3) While a respected Watch commander, Foyathel is unaware that he actually has a split identity, the other of which is actually violent and criminal in nature. Many of the crimes his squad investigates were actually committed or instigated by him.	95-97	Luellen Versane (LN female half-elf warrior 3) hates when adventurers stroll into town, because they always muck up her precious peace. Chubby for a half-elf, she keeps a wary eye on any strangers in the area, certain they're going to need arresting sooner or later.
89-91	Kaleb Montroy's (CG male human warrior 2) hirsute appearance has given rise to the rumour he's actually a werewolf. His penchant for raw meat and affinity with wild dogs has only encouraged such stories further.	98-100	Haffrey Stonewerk (CN male dwarf aristocrat 2) is jittery for a dwarf, to the point of paranoia. No one is quite sure what the pale-skinned and gray-haired dwarf is afraid of, but his constant patrols and building inspections do keep the area safer than normal.



TABLE D: EXPERTS & SPECIALISTS

The watch does not simply comprises warriors and yet more warriors. Like any large organisation, it also relies on groups of specialists to facilitate certain needs – be it healing, organisation, information gathering and more. Use the NPCs below, to portray such folk.

D%	
1-6	Frella Wellorus (LN female half-elf expert 2) used to run one of the most successful smuggling and counterfeiting rings in the city. A religious experience turned her straight, and she now employs her knowledge to catch and convict those who wallow in similar misdeeds.
7-12	Wyrtle Nourn (CG male human adept 4) has eyes on the back of his head—literally. After going bald, he had a ring of stylized eyes tattooed around his skull. Some of his men even claim to have seen them wink every now and then.
13-18	Lina Haluspeck (LG female halfling adept 2) has a tamed mountain cat who prowls by her side at all times—and stands as tall as her. Her Watch station also hosts a pack of feral cats, but nobody mutters about the stink of cat piss in Lina’s presence.
19-24	Randle Utterspout (N male gnome expert 3) has bedecked his quarters with a dozen different paintings of his own creation, and is always searching for artistic inspiration while overseeing Watch patrols. His hair and eyes are a glittering silver.
25-30	Andragt Huntfer (NE male human expert 3) loves to use his authority to levy massive fines on local businesses for the slightest regulatory infractions. Despised and feared by merchants, he never hesitates to use the Watch for personal gain, and stall owners rapidly pack up wares whenever they see his slim figure swaggering their way.
31-36	Elwin Quillspine (LG male half-elf expert 2) has compiled a massive logbook of all current crimes and criminal names in his district. He carries it with him at all times, ready to add another line in his tidy handwriting. He has ink-stained fingers which he licks absentmindedly.
37-42	Luppa Gliswrith (CG female gnome adept 3) carries paints and brushes with her everywhere and draws odd runes on out-of-the-way surfaces. Her purple hair and eyes gleam in even the softest light, but her voice is harsh whenever ordering her troop about.
43-48	Fayla Mopest (LN female human expert 2) doesn’t believe in the spirit of the law. There is only the letter of the law. Plain-faced and severe in dress and composure, she is merciless in her pursuit of law and order.

49-54	Avi Dunnington (NG male dwarf expert 2) came from a poor upbringing and has a particular fondness for beggars and widows. His gentle eyes and words often soothe the souls of those who often are trampled on by the upper crust of society.
55-60	Aghlia Runeforge (NG female dwarf adept 4) left her position as a priestess during a crisis of faith. Now she turns her healing abilities towards keeping her fellows alive and curing the city of its ills. Black braids hang down to her waist, and she’s often seen in prayer.
61-66	Once a blacksmith, Toddy Nobcrusher (LN male dwarf expert 2) continues to forge his own armour and weapons, while also outfitting the Watch with fine gear. The stink of the forge rests over him at all times, and his chainmail jingles as he marches about.
67-72	Yorg Munst (CG female half-orc warrior 3) has a reputation for beating information out of prisoners in the most brutal fashion. She files her tusks to needle points and crimson tattoos decorate her dusky gray skin.
72-78	Gipple Werstile (LG male half-elf expert 2) has an office plastered with maps, marking patrol routes, criminal hideouts and other notable sites. He paces before these at all hours, searching for patterns and details that have slipped past his scrutiny.
79-84	Odel Ansus (N male human expert 2) believes the Watch is being opposed by a shadowy network of crime lords, and spends much of his time plotting to thwart their supposed schemes. Antsy and unhealthily thin, he tends to speak in whispers, not wanting spies to overhear his plans.
85-90	Undlestent Stundleson (LN male dwarf expert 3) sees the Watch as a giant mechanism, with the various soldiers and guards as cogs and levers that must be tuned and operated properly. His movements and marches are as clipped and measured as his words.
91-99	Dradley Plonkst (LN male gnome adept 4) has built up an enormous informant network among the orphans and beggars throughout the city, and he uses this to always keep a bright red eye on the criminal factions in his territory. Swift with a dagger, and swifter to come to his allies’ aid.
100	Rouauel Tulus (LE male human vampire aristocrat 3) only works night patrols. He helps clear the streets of its most violent denizens while also slaking his bloodthirst. Ebony eyes are set in a pale face, and he enjoys stroking the faces of his trembling victims before feasting.

WATCH PATROLS

Use the statistics and encounter groups on this page to depict any watch patrol the PCs encounter.

PATROLS

- **Small Patrol (EL 3 [XP 800])** Watchman (2), sergeant of the watch (1)
- **Normal Patrol (EL 4 [XP 1,200])** Watchman (4), sergeant of the watch (1)
- **Large Patrol (EL 5 [XP 1,600 XP])** Watchman (6), sergeant of the watch (1)
- **Exceptional Patrol (EL 8 [XP 4,800])** Watchman (14), sergeant of the watch (2), captain of the watch (1)

Although some watch patrols are quite large, it is obvious such a group is only a challenge to the weakest of adventuring parties. Most watchmen have no intention of dying in battle against hardened killers – they would much rather break up drunken brawls or apprehend pick pockets. If the watch are confronted by armed adventurers or fantastical monsters rampaging through the streets, they will likely muster in force. The watch also, no doubt, have contacts among the retired adventurers and other powerful folk dwelling in the town; may such individuals aid the watch in times of great need. The GM should use the *NPC Codex* to represent such folk.

Watchmen do not use lethal force on a daily basis, preferring to use the threat of violence or incarceration to defuse the situation. If left with no option, they resort to inflicting nonlethal damage on their foe. If their opponent is using a weapon to inflict lethal damage, they reply in kind.

WATCH MEMBERS

WATCHMAN CR 1/2 (XP 200)

Clad in scale mail this warrior carries shield and spear.

Male human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), Ride +0

AC 16, touch 10, flat-footed 16; **CMD** 14
(+5 armour [scale mail], +1 shield [light wooden])

Fort +4, **Ref** +0, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee spear +5 (1d8+2/x3) or

Melee club +5 (1d6+2)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Toughness^B, Weapon Focus (spear)

Skills as above plus Handle Animal +3, Profession (watchman) +4

Languages Common

Gear as above plus belt pouch, 2d6 sp

SERGEANT OF THE WATCH

CR 1 (XP 400)

Clad in chainmail this warrior has a severe haircut and stubble.

Male human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +2, Sense Motive +2

Speed 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Ride -1

AC 17, touch 10, flat-footed 17; **CMD** 14
(+6 armour [chainmail], +1 shield [buckler])

Fort +4, **Ref** +1, **Will** +1

hp 25 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk longsword +7 (1d8+2/19-20) or

Melee dagger +5 (1d4+2/19-20)

Combat Gear *potion of cure light wounds* (2)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Alertness, Toughness^B, Weapon Focus (longsword)

Skills as above plus Intimidate +5, Profession (watchman) +4

Languages Common

Gear as above plus belt pouch, 2d10 sp, 1d8 gp

CAPTAIN OF THE WATCH

CR 3 (XP 800)

This well muscled half-elf wears a fine breastplate and carries a finely crafted longsword at his hip

Male half-elf fighter 4

LN Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +10, Sense Motive +5

Speed 20 ft., base speed 30 ft.; **ACP** -2; Acrobatics +0 (-4 jumping), Climb +4, Swim +4

AC 20, touch 15, flat-footed 15; **CMD** 20
(+6 armour [mwk breastplate], +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])

Immune *sleep*

Fort +5 **Ref** +3, **Will** +3 (+4 vs. fear)

hp 34 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee mwk longsword (Power Attack [-2/+4]) +9 (1d8+3/19-20)
or

Melee mwk dagger (Power Attack [-2/+4]) +8 (1d4+3/19-20)

Atk Options Cleave

Combat Gear *potion of cure moderate wounds*

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 14 Cha 8

SQ armour training (1), bravery (+1)

Feats Alertness, Cleave, Dodge, Power Attack, Skill Focus
(Perception), Weapon Focus (longsword)

Skills as above plus Profession (watchman) +7

Languages Common, Elven

Gear as above plus 50 gp

TABLE E: HOOKS, COMPLICATIONS & OPPORTUNITIES

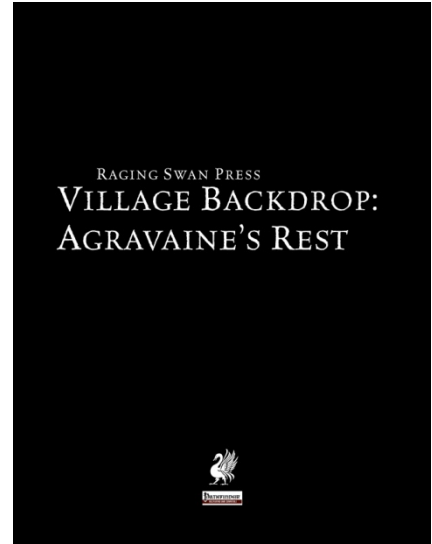
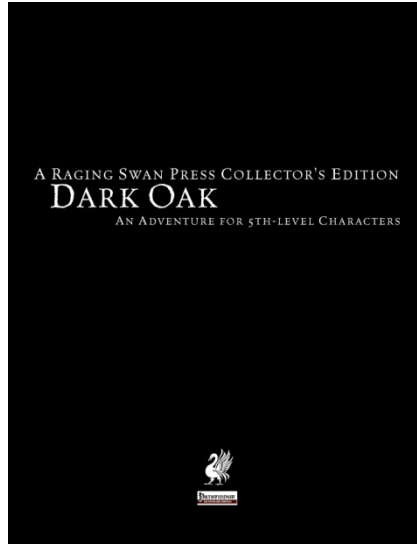
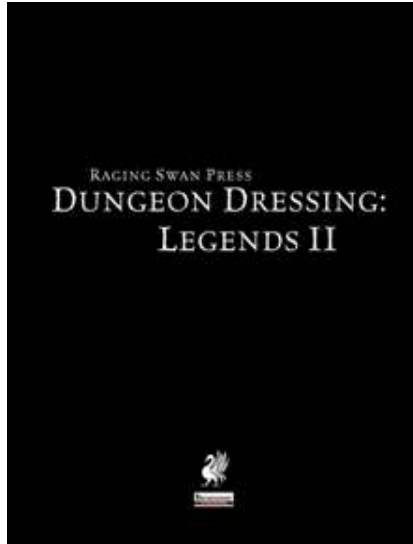
The Watch often has problems they need to sort out. Sometimes they're their own problem. Sometimes the adventurers are the problem. Or you could be the solution.

D%		
01-02	While strolling through a city marketplace, the Watch shows up looking for a stolen magic item, recently thieved from one of the nearby merchants. On their search of the PCs' belongings, they discover the item has somehow wound up in their possession.	23-24 Need some ill-gotten goods on the cheap? A Watch guard has offered to guide the PCs to the nearest black market for a small fee.
03-04	The PCs leave a tavern from its side entrance, exiting into an alley—only to find a blood body lying at their feet. Right then, members of the Watch round the corner and see them standing over the corpse.	25-26 A Watch member is stalking a noble's daughter, and his commander wants the PCs to dissuade him from this foolish infatuation.
05-06	While the PCs purchase supplies for their next adventure, the shopkeeper lets slip that a member of the local Watch is running a protection racket, and they're about to arrive to collect their weekly fee.	27-28 During a guard's patrol of a mercantile district, a jewellery store was broken into and robbed of many valuable gems. The guard is desperate for the loot to be recovered before he's blamed and demoted. He asks the PCs for help.
07-08	The familiar cry of "Stop, thief!" rings out right as the crook in question bumps into the PCs before sprinting away. As the Watch give chase, a PC realizes the thief they're chasing also just lifted his coin purse.	29-30 A Watch private has been visiting the estate of a rich merchant on a regular basis. His commander wants to know what's going on there, and whether the private has gotten on the merchant's personal payroll.
09-10	A Watch patrol marches up and displays a Wanted poster with a sketch of a PC's face on it. Similar sketches have been posted all around town, stating the PC is a violent criminal.	31-32 The PCs just saw a known gang enforcer slip a heavy pouch to a Watchman, who is now strolling along like nothing happened. The pouch clinked loudly.
11-12	A Watch patrol stumbles out of a nearby tavern, drunk, surly and looking for trouble. They decide the PCs are up to no good and stagger over to investigate.	33-34 The PCs spot a reputable Watch commander duck into a popular drug den. Is he there to bring in some addicts or to sample the place's various brews and smokes?
13-14	Some wastrel has broken the heart of this Watchman's sister—and from her description, he looks a lot like a PC. Whether the PC did the deed or not, he's been pegged as the culprit.	35-36 The Watch squad at the city gate is helping a band of smugglers bring illicit goods into the city through a series of tunnels and nightly deliveries.
15-16	The PCs have been caught out past an unofficial curfew, and the Watch members are demanding a "forgiveness fee" in order to not arrest them.	37-38 A Watch commander has uncovered evidence of a black market slavery ring. His men are stretched thin as it is, but he wants this ring put out of commission immediately.
17-18	A guard's gone missing on his usual night patrol in a seedy part of the city. A PC thought he saw someone matching his description slip into a brothel the day before. There is a reward money for the guard's rescue.	39-40 The local Watch patrol is equipped with some of the shoddiest armour and weapons the PCs have ever seen. What are they doing with the city funds that should allow them to purchase better gear?
19-20	Hearing sounds of a scuffle in a nearby side street, the PCs investigate the disturbance and find a freshly dead Watch member in the middle of the road. A dagger remains stuck in his gut.	41-42 The Watch patrol possesses suspiciously nice gear...some of the finest armour and swords around. Who is their mysterious sponsor and what is the hidden cost of their finery?
21-22	While resting on the balcony of an inn, enjoying the starlight, the PCs see several members of the Watch chasing a masked and cloaked figure across the nearby rooftops. They're passing right by the PCs.	43-44 Several churches have been desecrated over the past few nights, and the Watch needs more personnel to keep further altars from being profaned.
		45-46 A Watch member's family was killed by a band of thugs wanting to cow the city guards into submission. While the rest of his squad are fearful, he'll stop at nothing for revenge.
		47-48 The PCs have crossed paths with a Watch guard who is notoriously racist towards non-humans.
		49-50 A pyromaniac has burnt down several warehouses in the city's dock district. The Watch is hiring people to guard the remaining structures before the firebug threatens the entire seafront.

51-52	Twenty merchants have had their shops robbed in a single week, and the Watch believes it's the work of several master thieves. They need help coordinating a sting operation to catch them in the act.
53-54	A new street gang has rolled into the city and tried to claim its territory through a rash of killings. The Watch is looking for extra swords to cut down the lunatics before they settle in permanently.
55-56	Dozens of children have been kidnapped off the streets in the past few weeks, and the Watch has no leads as to who is responsible.
57-58	A Watchman wants to retire, but refuses to do so until a local drug smuggler is removed from the scene. Since his mates won't humour him, he's come to the PCs for help in eliminating this blemish on society.
59-60	This Watch member is an obvious addict, shaking and twitching as he begs the PCs for enough coin to get her next fix. It's the only way she can stay focused enough to manage her patrol.
61-62	A Watchman wants help framing one of his fellow guards to get him kicked out of the squad. The guard in question is a lazy brute whose behaviour sullies the good name of the Watch—but there's no hard reason for him to be expelled.
63-64	The PCs have encountered a Watch member who is heavily in debt due to gambling. He either needs someone to pay off his debts or dissuade his creditors from pursuing payment.
65-66	The local Watch also runs an underground dog fighting ring. They've got dozens of the poor creatures starving in cages, horribly scarred and mutilated.
67-68	A Watch captain has dug up some juicy blackmail on a noble and wants some muscle to back him up when he goes to gouge the aristocrat for as much coin as possible. He offers a portion of the spoils in return.
69-70	The PCs hear a shout and see a Watchman standing by a sewer entrance. Apparently, a pack of thieving wererats have just ducked into the undercity, and he's not stupid enough to chase them himself.
71-72	An entire Watch patrol is plagued with insomnia, possibly the result of a magical hex. Alongside their increasingly exhausted and erratic behaviour, they need someone to lift the curse.
73-74	The nearby Watch barracks had its food stores poisoned, and half the force is deathly ill. The PCs are asked to help them and find out who sabotaged their stores!
75-76	A rat infestation has taken over city grain stores, and the Watch needs help in stamping out the pests before people start to starve and riots ensure.

77-78	Food riots have erupted in the poorer sections of the city, and the Watch needs hands able to defend the barricades to keep the violence from spilling over into the more upscale neighbourhoods.
79-80	A serial killer is on the loose in the city, leaving bodies missing hands, feet and heads. The Watch has put out a call for this murderer to be put down like the rabid dog he is.
81-82	Congratulations. The PCs are asked to volunteer due to a shortage of hands in the local Watch. Tonight, a rowdy festival is taking place, and they've been conscripted to help keep folks from getting too out of hand.
83-84	While passing by a tavern, the PCs see a Watchman get flung out the door to sprawl across the cobbles. He sits up, blood streaming down his face. On seeing the party, he points at the tavern, and orders them to help subdue the brawl.
85-86	Drought in the wildlands has caused an influx of barbarian refugees who are stirring up trouble around town. The Watch is shorthanded in dealing with these ruffians, and needs the PCs' help!
87-88	The Watch wants the PCs' help in evicting squatters from a block of ramshackle houses and abandoned shopfronts. It's been ordered to be torn down for a noble's new manor, but the squatters refuse to leave and get violent in their own defence.
89-90	While trying to enter the city, the guards at the gate demand a "fee" to prove the PCs an upright and honest citizen. If you refuse, they refuse you entry or attempt to bully you into submission.
91-92	A guard has asked for your help in bringing in a vicious crime lord—an arrest that is sure to get him a well-deserved promotion. He may
93-94	The captain of the Watch is suspected of being on the take of several local crime lords. Several of his lieutenants want to gather enough evidence to take him down, but can't risk getting involved personally.
95-96	A Watch captain wants the PCs' help breaking into a noble's estate to steal evidence to confirm suspicions of tax evasion. If caught, their actions will be plausibly denied on his part.
97-98	The gang member the PCs just killed turns out to be an undercover member of the Watch who had infiltrated the gang as an informant.
99-100	A Watchman has unrequited love for his female commander, but hasn't managed to catch her eye. So he wants to set up a scheme where he catches the PCs performing a heinous crime and turns them in, in the hopes it impresses her and prove he's worth her attention.

YOU MIGHT ALSO ENJOY



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