

THE GUARD



PlotDevice

It started as a quiet night. Durnam walked the length of the merchant's district every evening, chatting with the shop hands and pages as they closed up, watching carefully for strangers loitering or the usual suspects pilfering. His presence was a welcome sight to all the workers on his beaten track, and in fifteen years in the city watch he had only ever had to draw his weapon twice. Tonight would be his third time.

Something bothered him as he strode slowly down the street, and it took a moment to figure out what it was. There, by the drain grate, the glimmer of metal in the night. He raised his lantern, and took in the surroundings before approaching. Nowhere obvious for an ambush... He edged closer and eyed the glint. Four grate-bolts rolled loose on the ground, and the fifth was winding itself up and out of its housing with a faint sound of metal on metal. It clinked free, and fell between the bars. The grate rose up, obscuring whoever was lifting it.

Durnam's first instinct was a mistake. His years of negotiating his way through conflict had taught him that speaking from authority was enough to give pause to even the hardest of criminals.

"You there! Stand fast for the Watch!"

What rose up in answer to his challenge was no criminal, at least not in the way that he understood the

Unlikely Heroes Overview

This is a gaming supplement that requires the use of the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision.

Unlikely Heroes consists of seven character classes developed from the standard NPC character classes in the DMG. These are designed to upgrade the NPC classes to make them on par with the Adventurer classes, but with a difference in focus. The Guard is developed from the Warrior concept.

word. His second instinct was on the mark, however. His mace was already in hand as he drew a breath to cry for assistance.

Overview

In societies where expert combat training is restricted to the nobility or the knighted, there are still many occupations that require physical enforcement. Where there are no wars, the need to uphold the law and protect people or property remains fundamental. The militia, the town guard, or the army, sometimes mercenaries or bouncers: those with the ability and physique to be Fighters but who lack the need or the ability for the killer instinct are Guards. They train in conflict, but do not