



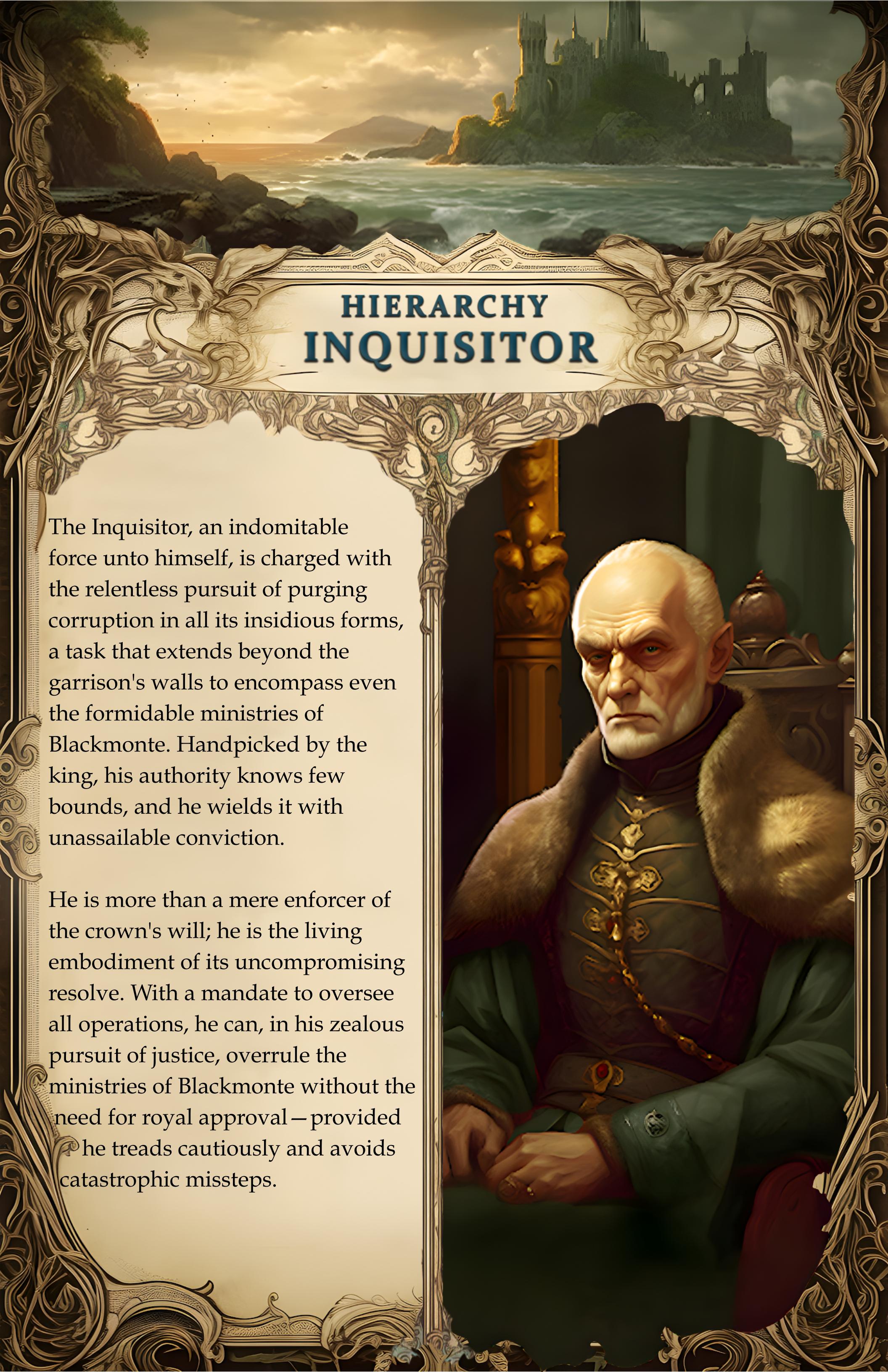
THE GARRISON

The Garrison of Blackmonte is the law-enforcement and military institution responsible for the security of the last standing civilized city. It is composed of a strong ensemble of guardsmen, each honed and forged by rigorous training, their martial prowess matched only by the formidable gear they bear.

At their head stands the Inquisitor, a figure of iron will and solemn duty, handpicked by the King himself to weed out corruption, negligence and sin within the city's walls.

It is then the mission of these guardsmen, handed down from the royal throne, to keep the peace within their city's stony walls and to enforce the Crown's mandates. Day and night, they patrol the streets, their vigilant eyes tirelessly watching for the smallest hint of unrest, their firm hands always ready to quell it. It is their resolute presence that offers many of the city's inhabitants a sense of security, a calm assurance that, within these walls, law and order reign supreme. For the unfortunate minority, the presence of these guardsmen is a symbol of pain and adversity.

The Garrison prizes merit over pedigree in its ranks. Birthright holds no sway. All may serve, high-born or low, and valor determines ascent. Even the low-born may bear the Inquisitor's mantle, their title unadorned, while the noble-born earn the prefix of 'Lord'.



HIERARCHY INQUISITOR

The Inquisitor, an indomitable force unto himself, is charged with the relentless pursuit of purging corruption in all its insidious forms, a task that extends beyond the garrison's walls to encompass even the formidable ministries of Blackmonte. Handpicked by the king, his authority knows few bounds, and he wields it with unassailable conviction.

He is more than a mere enforcer of the crown's will; he is the living embodiment of its uncompromising resolve. With a mandate to oversee all operations, he can, in his zealous pursuit of justice, overrule the ministries of Blackmonte without the need for royal approval – provided he treads cautiously and avoids catastrophic missteps.





THE BLACKGUARD

The Blackguard, a formidable cadre of heavy infantry and mounted Knights, stands as the King's Paramount bulwark. With grim Determination, they strike terror into the hearts of those who would dare defy the crown, their loyalty unyielding, bound by oaths as unbreakable as the anvils that forged their fearsome armor.

Entry into the coveted Blackguard ranks is no simple matter, for it is the King, in consultation with the Inquisitor, who handpicks these chosen few. Only those of proven martial prowess and unwavering loyalty are granted the honor to bear this elite mantle. They are the living legends of a realm replete with peril, embodying the enduring fealty demanded by a kingdom entrenched in both valor and treachery, ever prepared to spill their blood in defense of the throne.



THE BAILIFF

The Bailiff, a grim enforcer of the law, is a potent amalgamation of sheriff and tax officer, wielding both the sword of justice and the ledger of taxation. Charged with executing writs and processes, this implacable figure carries out distraints and arrests with an air of stern resolve.

Within shadowed alleyways, rumors are abound of the Bailiff's dreaded arrival, often accompanied by a retinue of the guard, ready to evict traders and seize their ill-gotten gains or properties. With the weight of the law behind them and a mandate to restore order, these enigmatic figures strike fear into the hearts of those who would dare to defy the authority of the crown.





THE GUARD



The Guard stand as the bulwark of Blackmonte, shielding it from the wicked and the corrupt. These stalwart sentinels find themselves ensconced in strategic locales, where their vigilant gaze spans the length and breadth of the realm, and their duty extends to the somber confines of the foreboding Blackmonte Prison.

Their training shapes them into vigilant sentinels, skilled in various essential roles: they oversee bustling marketplaces, provide a steadfast presence around the imposing keep, assist the Watchmen when needed, maintain order within the prison's walls, and are the initial responders in cases of disturbances, thefts, or potential threats to high-ranking officials, unless the formidable Blackguard takes charge of such matters.



THE SCOUTS

When marauding bandits beset our merchant caravans, when monstrous fiends menace our borders, when fugitive felons elude justice, an indomitable force must be dispatched. The vanguard of these stalwart souls shall be our scouts, intrepid warriors who venture deep into the untamed wilderness to glean vital intelligence and ensnare those lawbreakers who have slipped through our city's grasp.

These valiant individuals often traverse the treacherous terrain in pairs or formidable squads, their prowess not dwelling in martial confrontations, but rather in the art of mounted archery. Their mission: to reconnoiter, to swiftly transmit the location of threats to the awaiting garrison, and to act as our vigilant eyes and ears in the perilous expanse beyond our walls.





THE WATCHMEN

Patrolling the streets to ensure their safety, drilling in close-quarters combat, manning the gatehouse to bar entrance to any who may cause harm in the city, and being the ones to always be just around the corner when one finds themselves in danger, already rushing to your aid.

Those are The Watchmen. Working primarily alongside The Guard, these strapping warriors are the epitome of security. Seeing the most action within the city, this station is for those who wish to give their all in service to the city, to the people, and to their brothers in arms. Not for the feint of heart, but it is said that even some of the Blackguard were drawn from the ranks of the Guardsmen.

