

The Night Watch

The city of Orvis is famous for many things. As a major trade hub, it is possibly the empire's richest city. It is a well known home for the avant-garde, seeking an environment more open than the stifling white walls of the capitol. It is known to be a free haven, where anything or anyone can be bought for the right price. It is also the home of half the thieves, whores, cutthroats and ne'er do well's of the empire.

The enforcement of law can be described as haphazard at best. The courts are corrupt and the City Watch is undermanned, underfunded and overwhelmed. The Day Watch is little more than an opportunity for the children of politicians to parade about in uniforms and collect regular bribes. The Dawn watch has less prestige, but a smart, careful man can grow rich and move onto better things.

The Night Watch is the smallest, least funded of the three branches. On duty through the hours of the night when the job is most dangerous, it is a post sought by none but the most desperate. The harsh attrition of a life on the streets combined with the poor prospects for promotion has insured that the Night Watch has a reputation as a bunch of triple-A badasses, which is just as well, as they're the only branch actually concerned with upholding the law.

Membership in the Night Watch is a constant test for some. Some consider it a place to hide before they can return to their previous lives. Others have hopes of working their way up to the Day or Dawn Watch, or even the Golden Blades. Most members of the Watch have long plans for what they're going to do as soon as they get out of this town.

Few of them ever get a chance to. For those who survive the streets long enough, the Job tends to grow on them. More than anyone else, they are aware of how awful life is for most in Orvis, and they are even more aware of how much worse it would be if the Night Watch were to go the way of the other Watches.

This is not to say that they are altruistic, noble individuals. Rather, they are serious folk, who realize they have a serious job to do, and for them, doing that job well is the most important thing.

Characters

Characters will be members of the Night Watch. In general, they will be dangerous individuals with some dark element in their past that has kept them from being able to pursue a more lucrative (and safer) career. The Night Watch asks no questions of those who join its ranks, offering a second chance for those willing to toe the line. As such, the Night Watch has a strong camaraderie, and a great many members operating under obvious pseudonyms.

The Watch provides a barracks, 2 meals a day and a modest salary for Watchmen, which means they are comfortably well off by the standards of the city. There is a Priest on duty during the day to handle the worst of injuries, but the watch has to pay for any healing, so it is uncommon for anything beyond the absolute minimum necessary be done for

Notes

- Informally, the Day, Dawn and Night Watch are referred to as Hawks, Roosters and Crows. Their livery reflects this.
- Much of the real security in the city is provided by the Golden Blades, a mercenary company which hires protection to those who can afford it. As a result, the nicer parts of the city are kept quite safe by these private patrols.
- The Commander of the Night watch is a woman named Jan. Well into her forties, she serves as the moral center of the Crows, and is the one thing that they are universally terrified of. Jan's stringent rules and harsh enforcement of them are what helped shape the Night Watch into what it is today, and has hopefully created a culture which will survive her.