

The City Watch Adventures

In the city of Eastport in JADE, our heroes are members of the City Watch. They are assigned to Guildsman District which includes the Warrens – riddled with thieves and beggars and Southlander immigrants (japanese) and Uster vagabonds (including many Uster Teflings).

Optional Background – City Watch (Tradition) – Father was a Watchman, his father was a Watchman. A friend of the family in a high position in the Watch might help sometimes. Skill Proficiencies: any two of... Athletics, Insight, Investigation, Stealth, Perception Languages: one extra language other than Common and your racial language - Elven, Dwarf, Orcish, Southlander

The Watch is a military organisation so there will need to be some discipline, there are ranks and repercussions for bad decisions.

BACKGROUND: THE WORLD OF JADE

Jade has a structured medieval society with a powerful and realistic position for the Church.

PCs have places in that society, often serving a feudal Lord, Earl or King.

The major religion is known as THE CHURCH OF THE THREE and features the three gods Oban, Mortus & Mithras.

Oban – the Father of the Gods, Wise Farmer King – Provider of All

Mortus – Warden of the Dead – Almost all un-tended corpses (Human, Elf, Dwarf) rise as undead, so the priesthood of Mortus is very powerful. It includes “The Inquisition” as well as the main priesthood – the Wardens.

Mithras – Lord of Oaths, the Paladin, Protector and Soldier

The Elves tend to have a combination of druids & priests and worship “The Goddess”

The Dwarves worship Durin – accepted to be some sort of “cousin” god allied with the Three.

Any other religion is blasphemy and to be stamped-out. Atheism is impossible. Church Attendance is mandatory and informally monitored by the local priest and local busy-bodies.

Who are the Heroes ?

Typical adventures are set in the vast Northern Kingdom of GARD. Adventurers might be knights or agents in the service of the Kingdom or the Church or a Merchant House.

Unlike most standard D&D settings, there are larger social authorities with real importance – Lords, Earls and a King - although they may be very distant – days or weeks or even months away.

Player characters might be of any of the standard races but humans are 80% of the population of Gard.

The mainly human Kingdom of Gard is allied with the Elves of Silvanor and Dwarves of Mithrilldor and even trades with Gnomes from the forests of Boland and Halflings from the Isle of Farthing. The non-humans can live anywhere and be classed as the nation/region they call home – Silvanor, Mithrilldor, Boland and Farthing are merely the places where that race originates and dominates.

Please note that Halflings and Gnomes in Jade are very weak compared to the other PC Races – Halflings are much more like chubby Hobbits than they tend to be in other games and Gnomes are just too small to be physically dangerous. This equates to a Maximum Strength of 8 for Hobbits and Gnomes and they are mostly unaccustomed to combat. They can only use weapons with the “Light” property (plus slings) and with classes that give bonus damage to weapon attacks, can never gain more bonus damage (with melee or ranged weapons) than the first level bonus (eg. Barbarian Rage bonus +2, Monk unarmed 1d4, Rogue Sneak 1d6).

High Elves are the nobles of the Elf race and are rarely seen outside their sacred groves and fabled forest citadels in Silvanor. Wood Elves are the Elves most humans have ever met. Half Elves are rare but are accepted as being Human for religious purposes. They are free to follow the religion of either of their parents. (Drow are universally despised – except for one exceptional hero “Skorian” who has long ago left the planet – a few “grey” half-drow exist – treated with great suspicion)

Tieflings exist in the world, descendants of the noble houses of the City of Gomorrah (in Ustergard) who made an Infernal pact with the Dark God, Morlock to protect their city from Orcish invasion. The City still fell due to some technicalities in the fine print, but most of rulers survived and their off-spring became Tieflings.

Dragonborn exist in the world although they are still quite rare in the Northern Kingdom. Their home lands are in the Southlands where they are usually Samurai warriors in the service of the Dragon-Lords. In the last hundred years or so, some of the Dragonborn have come to the Northern Kingdom after becoming convinced that the Dragon Lords are evil oppressors. The Dragonborn are widely renowned as being honourable (even the evil enemy ones would probably never actually lie) so the Dragonborn have found welcome in the North and some have even adopted the worship of Mithras and become Paladins. Others continue to secretly worship Istar (the Dragon god).

In the far north the wilder provinces sometimes use Orc mercenaries and there are a few Orc tribes who live in relative peace with the human pioneers. The Half-Orc is available as a PC race.

Good Gods of Jade

Name	Description	Domains	Align
Oban	Farmer King The Father	Good, Healing, Knowledge, Protection, War, Plant	*/Good
Mortus	Lord of the Dead	Death**, Destruction, Knowledge, Law, Sun, Arcana	Lawful/*
Mithras	The Knight The Lion	Good, Protection, Strength, War	Lawful Good
Durin	God of Dwarves	Earth, Good, Law, Protection	Lawful Good
The Goddess		Air, Animal, Good, Earth, Fire, Life, Plant, Water, Arcana	*/Good

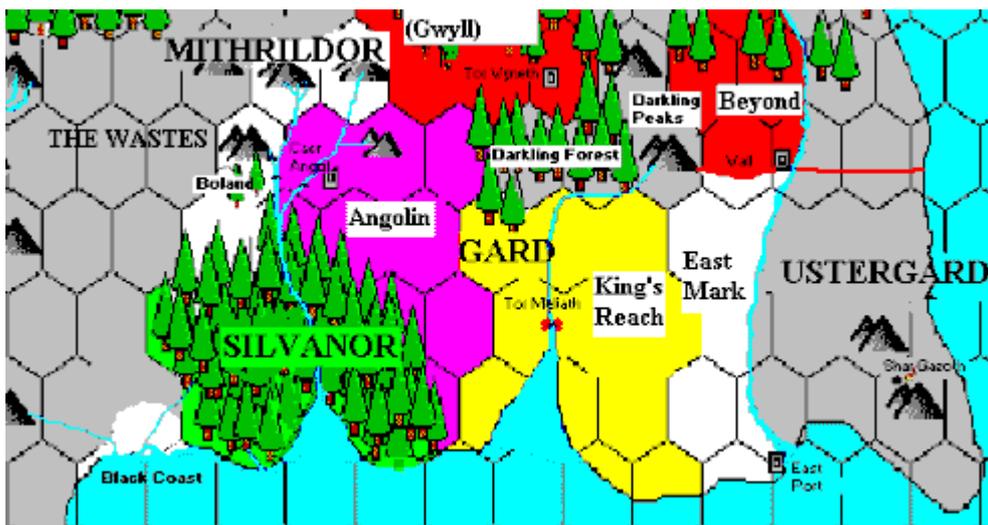
**Additional Domain spells are available to Mortus Clerics with the Death domain as RITUALS only ...
Animal Messenger (2nd Level Ritual) - only works on the skeleton of a Raven

- New 2nd Level Ritual – Skeletal Hound
- New 3rd Level Ritual – Skeletal Warhorse
- New 5th Level Ritual – Skeletal Warrior

Priests should specialise and there are many different Orders (for the different Domains). A Priest can choose to change Domain when they increase in level, dedicating themselves to a different Order – but they may not change God – anyone so fickle could not be accepted into the organised religion.

BACKGROUND: THE KINGDOM OF GARD

The geography and weather is typically British, which is to say, rainy and changeable. The further North you go (and the higher) the colder it gets.



Kingsreach is the area directly ruled by the King. It is a peaceful and prosperous land, green and pleasant. The major city and centre of culture is here, Tor Meliath. The other provinces of Gard are ...

Ustergard – ravaged (100 years ago) by Orcs and now abandoned to the Orcs and Ogres. The Refugees from Ustergard are still being absorbed into the other provinces but are often treated as unwanted vagrants. Many still live in squalid camps in East Mark. The wandering Usters are Jade’s Gypsies. It is a commonly held belief that the Usters lost their lands because they secretly worshipped the Dark Gods – this is supported by the fact that some of the survivors are Tieflings. The main Orcish Stronghold (a sort of Mordor!) is the massive underground citadel of Shar Gazoth.

East Mark – a line of fortified towns and keeps, along the left bank of the grey river Stone, provide protection against the Orcish Hordes on the eastern bank. The bridges that once led across to Ustergard have been destroyed but Orcs still mount raids across the river. East Mark stretches from the great city of **Eastport** at the Stone’s mouth, north to the city of Wall where the current Earl of East Mark (Scribeau) resides. The Governor of Eastport is Lord Marcus Vermidor, an aging uncle of King Melian. His main focus is on protecting the realm from the external threat of the Orcs of Ustergard. He leaves the running of the City itself to the Council of Eastport – other Lords, heads of Merchant Families/Guilds.

Beyond – The Kingdom of Gard only tentatively claims this land in the far north. The mighty Wall once marked the boundary but generations of hardy pioneers have attempted to carve homes for themselves north of the Wall and west of the River. There are Orc and Half Orc Tribes with a similar culture to North American/Canadian Indians. Some of the tribes are hostile, others are neutral and some are allied to the human settlers. Across the river, in Uruk (north of the Wall and east of the Stone River), the tribes have been united and absorbed into the great Orcish Army of Lillith

City of Eastport



The Mouth of the Stone river is more than two miles across at this point and the City is positioned about 15 miles up-river from the open sea. The estuary is tidal but only drops/rises about 10 feet, and the water is salty. Drinking water is taken from the Kings river, a much smaller river that runs down from the Spire and the range of low mountains to the west.

The map above shows the major districts. In general, each Watch, covers one of the marked areas.

- The Guildsman's Watch covers the Guildsman District AND the Warrens.
- The Midtown Watch only goes as far east as the King's River.
- The Docks Watch covers the blocks west to the King's River and also the Beacon Island, out in the estuary.
- The Necropolis is not covered by the Watch as "The Wardens of the Dead" have their own guards

Guildsman's Watch – also known as the East Street Watch or G-Watch

The city streets in this area climb from the docks, up through the winding streets of the Warrens, up to the high points at Overlook (the promontory jutting out into the bay) and the street called Eagle's Roost.



The Watch here are responsible for the whole of the Guildsman District and for the notorious Warrens (slums). The Watch Station is the brown 2-storey building with its own walled garden and three round towers – the middle one being a tall 3-storey structure with a lookout post and the other two being short 1-storey jails. Un-married Watch-members are allowed to live cheaply at the Watch-house.

Thieves “Guilds” you would know of – The Masks, The Shadow Knives, The Herbs (drug pedlars led by a half-orc called “Herbert”). All three groups indulge in smuggling (avoiding the heavy taxes levied at the docks or the Gates). The Masks are mainly smugglers and a bit of protection racket. The Shadow Knives are mostly burglary and muggings. Herbert is mostly petty thefts and drug peddling (common mildly addictive dope but some more addictive and rarer forms of Lotus powder meant to send you on psychedelic trips and open your inner eye!).

A few Community Leaders you would know of...

- Dwarf Elder - Boston Isambard in charge of the Iron Workers Guild
- Southlander Elder – Liang Shan Po (known as “Po”) – many southlanders living at the bottom of the Warrens in the block shaped like a “P”



Uster Refugee Matriarch (Tiefling known as Fiendish Florence). Uster refugees scattered throughout the Warrens and also living on barges along the King's River

Well Known Landmarks – The Warrens, the Hospital (Sisters of Mercy), The Necropolis, Watch Station, The Great Market

The Chain of Command

Sarg Murtaugh

Reports to Captain Julius Thelbane – old, one-legged, gruff – retired from active duty about 5 years ago – still with some contacts and city info but now reports to the Senior Captain and then the Governor.. His left leg was hacked off at the knee by a Pirate. Was in G-Watch at same time as Murtaugh, but got promotion. He just wants a quiet life now – no wife or kids – was a career guardsman. Now a desk jockey, based in an office by the Guilder Gate. He has four guardsmen assigned to his office but mainly does Gate duty. Julius doesn't like paper work but is forced to do a lot of it.



Other Watch Captains...

Capt Barabus – Dock Watch – He has Watch Sarge Petrival for the Landward and Sarge Borkus for the Docks proper.

Capt Fendor – Temple Watch

Capt Augustus – Midtown

Capt Tremorinus – River & North

Capt Pomfrey – South Market

Senior Capt Commodus – Old Town and Noble

Reports to the The Governor of Eastport - Lord Marcus Vermidor (The Old Man).