1 The Guard of the Realm

You are a Guard of the Realm, and as such you have taken upon yourself a very special and sacred Oath, to follow and enforce the laws of the Realm. You and your fellow Guardsmen are united by that Oath, and by the Guardian’s Badge which has been enchanted to darken when that Oath is broken. This arrangement is unique in history; by presenting your Badge you display not only your authority, but evidence of your worthiness to exercise it. Unlike the Knights of the Crown who preceded you, the Guard polices and removes its Oathbreakers--not that there ever have been any.

As Guardians, you are legally empowered to arrest any Realm Citizen you see involved in the commission of a crime. "Crime" in this context includes theft, murder, assault and treason, as well as those activities which are commonly equated to basic crimes through precedent law, such as the marketing of licensed products and services by unlicensed merchants. You *may* bring a Citizen in for questioning if you observe him or her engaged in an activity that, while not strictly illegal, seems questionable; however, you may be held accountable for any damage caused if the Citizen is found innocent of wrongdoing. You are also empowered to arrest any Realm Citizen for whom you have been issued a warrant by an authorized judicial representative. Finally, you are empowered to arrest any non-Citizen on suspicion of engaging in illegal or treasonous activities.

A legal arrest is one that meets the qualifications above, and you are empowered to use any reasonable measures to subdue a felon in the course of an arrest. However, there is a restriction against utilizing undue force in an arrest, and any Guardian who injures a subdued felon is taken to have broken his Oath.

The enchantments on the Guardian’s Badge are designed to detect any breaking of the Oath, and react accordingly. It is true, however, that there are various reasons for failing to follow or enforce a law, some quite reasonable. Thus, a darkened badge is a cause for an inquest on the part of the Guard, usually by the Justiciar and the Head of Internal Security. If, for example, it is determined that a Guardian broke his Oath by allowing a murderer to go free, when there was little to no chance of the Guardian surviving an attempted arrest, he would probably be restored to full status and his badge would be replaced. On the other hand, if he was discovered to be looking the other way when a murder occured, for personal reasons, he would be discharged.

It should also be noted that the Badge is necessarily, due to design constraints, not infallible. Subtle judgements of politics or intent are beyond it; thus it is perfectly reasonable for an inquest to be called on a Guardian even if his badge is unblemished.

The Justiciar and the Head of Internal Security are also Oathbound, but theirs is a more subtle Oath. They are both bound to protect the Realm’s best interests, and their badges are crafted to reflect whether they have maintained that Oath. Again, because of the difficulties of an inanimate item being enchanted to pass such judgement, the Justiciar’s Badge (and the HIS’ Badge) work somewhat differently; they are bonded *en rapport* with the holder of the office, and reflect his mental state regarding the Oath. If the wearer of the badge has failed to act in the Realm’s best interests in his own estimation, the badge darkens.

Of course, only a madman is always certain of his infallibility, and so it is expected that the Justiciar and HIS will, from time to time, feel themselves to have inadequately fulfilled their Oath. It is for this reason that the Badges are designed to "heal" over the course of several days, if the wearer’s estimation of his actions changes. Of course, awareness of one’s own guilt does not go away in the case of true guilt, and so the Justiciar’s Badge remains a true test of the Oath.

The Guard of the Realm is unofficially divided into two sections: law-enforcement and military action. The HIS is in charge of law-enforcement, although he takes orders from the Justiciar, who is the military's supreme commander. Some of you on the Castle are soldiers, some of you are policemen, but you are all Guardians.

Currently, there are several missions you share. Protecting the Citizens of the Realm, of course, is your primary one; in particular, finding those responsible for the great massacre of several days ago and preventing them from striking again. From the method of assassination, the Circle of Bloodletters appears to be responsible; the Guard has had few run-ins with this predominantly low-profile organization of assassins, but this time they've gone too far.

Of course, at a political event like this one, there's little doubt that you are going to encounter a number of potentially violent people proposing one view or another. It is your task to insure that that violence never erupts, by finding and stopping those who would encite it.

The opening of Kalerege's Castle was a grand spectator event, and crowds are thronging. (At least, they were before the teleport platforms stopped working...) Where people conglomerate and spend money, can the Thieves' Guild be far behind? This many-headed organization of underworld figures, ruled by a legendary figure known as the Shadowlord who is claimed to be immortal, has long plagued the Guard, and lately they have been doing so far more heavily. Incidences of street violence, violent thefts, and general thievery have increased rapidly and randomly, for reasons that are not apparent. The Guild has stepped over the boundary of tolerence; it is time for it to be taught a lesson, destroyed altogether if possible.

Finally, you will have to keep in mind that the Castle is neutral territory, chosen for a peace summit, and that a wrong move this week might result in a massacre on the Castle. You are law enforcement and military agents, as such you represent the Realm's armed forces. Keep that responsibility in mind at all times.

The task before you is a large one. To keep peace on this Castle, you must ferret out those criminals you know to be here and bring them to justice, without depriving them of the due process of law. But you *are* the Guard of the Realm, and you are the best there is at what you do.

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