1 The Shadow Guard

For years, the Guard of the Realm has fought against the organized crime syndicates within the Realm, and in its battle it has accomplished two things. The frontal assault served quite readily to smash, or at least curtail, the more obvious activities of these syndicates, and forced them to dig deeper underground. In so doing, however, the criminals have become that much harder to catch.

It was to deal with this problem that the Shadow Guard was instituted, culled from the most promising of the Guard's recruits. These recruits were rejected from the Guard, given instead an opportunity to achieve the eradication of the criminal underground in a far more dangerous, but perhaps ultimately far more effective, manner. They were invited into the Shadow Guard, a secret undercover arm of the Guard of the Realm, whose existence is known only to the Head of Internal Security and who report directly to him. After undergoing Guard training, they were put back on the streets, with instructions to infiltrate the criminal structure and work their way up the ranks, to someday destroy it from the inside out.

You are a Shadow Guardian, in the paradoxical position of being a criminal in order to catch them. The Guard of the Realm is unaware of your organization's existence, let alone your identity, so as far as they are concerned you are no better than those you seek to bring to justice; therefore, you should make every effort to keep them from catching you while at the same time attempting to climb in the heirarchy of the underground, and when possible reporting to the HIS the results of your infiltrations. The ultimate goal of your infiltrations is to uncover the leaders of the criminal underground, so take care not to blow your cover to arrest a lower-ranking thief. And remember, the people you are dealing with may well be the meanest sorts of criminals, so beware and be strong.

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