



The Guard Barracks

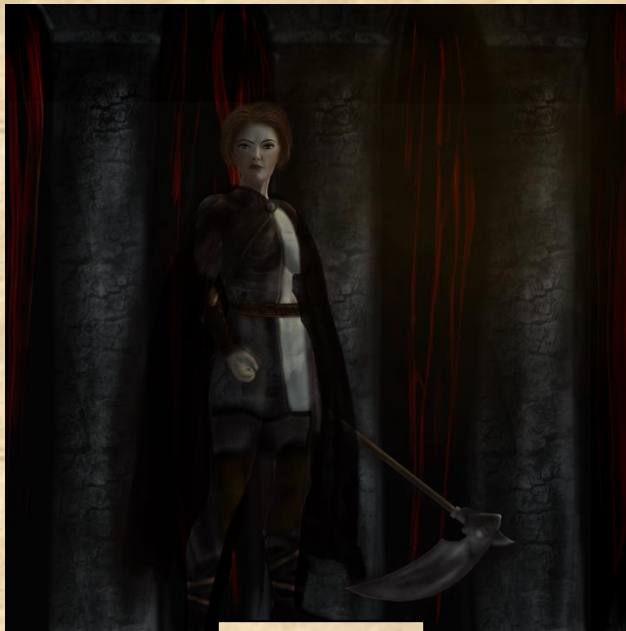


Image Credit: LAM

The city guard is sprinkled across the city in small groups of 10-15 per barracks. Their job is to keep the peace, but not all of the guards in the world are on the up-and-up. While most guards in most cities will be good custodians of authority, some guards – and particularly some city’s guards – will be corrupt or overbearing.

In our default world, this small setting is one of the barracks in The City of Raiderspoint. Specifically, this is the home barracks of Captain Netter in some of the modules in the Adventure Tome *The Free City of Raiderspoint*.

Our offering here is simply so you have a pre-built guard barracks to use as-needed in any city in your campaigns. Throughout this document, we will offer ideas, but not dictate how the barracks is to be used. That is up to the needs of the GM.

Introduction

There are several guard barracks sprinkled across the city, each holding patrols for their area. The standard configuration is for each barracks to house a Captain, two Sergeants, and eight guardsmen. One Sergeant is the “Day Sergeant”, the other the “Night Sergeant”, and they split the men between them (so two patrols of four guards plus a sergeant each). At any given time, half of the guards will potentially be in the barracks, though some might be out using their free time in town. Working twelve hours on, twelve hours off, if a guard sleeps eight hours, they really only have a couple of hours of free time, because they must care for gear and eat in that time also. The Captain will be in the barracks most of the time, only leaving on personal business or to receive special orders from their superiors.

How aggressive these guards are would be very much city and area dependent. If it is a city bordering on lawlessness and their area of responsibility is one of the worst, the guards are more likely to be forceful or violent. In a settled city with low crime, they’re more likely to be amicable or even indolent.

Outside

The guards use some of their off time to keep the place basically clean. The captain of a given barracks will be judged based upon not just how effective his guards are, but how their barracks reflects upon the city, so time is made for cleaning. Some less-busy barracks have the day guard do outside maintenance and cleaning, while the night guard does inside. Only in the worst parts of a bad town will this building not look both official and clean.

Shaped like an inverted letter L, the barracks is made of wood with stone steps and porch. The wood is painted, and all around the building looks clean.



Area Key

1. Entryway

The first room in the building has sitting chairs arranged about it, with two doors leading deeper into the barracks.

This room is where visitors wait for a member of the guard. Generally speaking, non-members are not allowed to wander the building, so this room is where people wait. There is nothing here other than the chairs and doors.

2. Day Squad Barracks

This room boasts four evenly spaced bunks and a single window. Under each bunk is a long, flat storage chest.

This is the room where the Day Squad sleeps. Working six in the morning until six at night, they are here sleeping by 10 most nights. From 10 at night until five in the morning, all four of the bunks should be filled, though there is no rule a guard has to sleep here, so one might spend their nights elsewhere.

The storage chests will have a suit of civilian clothes, and any mementos of home – religious icons, love notes, a favorite stick from the wood behind their house. There are also 5 (1D8) pieces of copper in each.

3. Night Squad Barracks

This room boasts four evenly spaced bunks and a single window. Under each bunk is a long, flat storage chest.

This room is the same as area (2) above, but the night guards are normally sleeping here from 10 in the morning to 5 in the evening.

4. Dining Hall

This large room has a long table and three sideboards for serving meals. Meals are served just before six in the morning and just before six at night, all of the guard eating together. It is at these meals that the guard coming on is updated on any unusual occurrences or things to watch for. The captain also updates everyone on important things happening in town.

5. Kitchens

Three cooks work the kitchens for all meals. The same three cooks do the baking early in the morning and serve as waiters for meals. They are all highly paid employees, but there might be someone an adventuring party can work with on the kitchen staff.

6. Food Store

The barracks keeps enough food for several weeks on hand, with meat being the hardest part to stretch that long. This room stores all of the food that the cooks will use to make meals, all neatly stacked and labeled. There will be 20 (5d8) days worth of preserved rations here that adventurers who find themselves in this room can gather.



7. Guard room

This small room has a chair and a thick door with a small barred window in it.

When a suspect has been apprehended, but not yet sent to the city jail, one of the on-duty guards will be here, watching the door with the barred window. It is boring duty, normally given to the newest members of the guard squad.

8. Cell

This small room has the single barred door, a bed, a chamber pot, and a bench crammed into it.

This is where prisoners are kept while waiting to be transferred to the city jail. In some less reputable barracks, prisoners that the guard captain doesn't intend to send to city jail are kept here. It is possible that being sent here is a death sentence...

The door to this room is wooden, and considered large and resilient.

A typical resident might be a petty thief or a drunk that didn't kill anyone, waiting to dry out. These would be waiting for the captain to send them home. Less typical would be a thief mastermind or a murderer, waiting to be transferred to the city jail.

9. Bathing chamber

This room holds only a tub, a bucket to fill it, and a small stack of towels.

One of the luxuries of being a city guard is the ability to wash regularly. Depending upon the captain, the ability to wash may or may not be taken advantage of by guards.

10. The Loo

This small room is packed with outhouse seats. The refuse goes into a pit below that can be emptied from outside the building (and thus, for a desperate party, could provide a smelly and somewhat dangerous point of entry). In some barracks, the pit is not often emptied, and holes are drilled through this wall to let the scent fill the cell next door.

11. The Armory

This room contains armor stands and standard guard weapons. There will be 10 each of chain suits, longswords, shortswords, halberds, and clubs. From this collection, the guards on duty will be wearing five suits of chain and have five weapons (depending on area, probably clubs, longswords, or halberds).

12. Sergeants' Quarters

There are two beds, a chest between them, two chairs, and three torches in wall sconces in this room. A threadbare but serviceable rug runs between the beds.

The two sergeants share this room, and most of the time (~20 hours a day) someone is sleeping in one of the beds. The chest is shared between the two sergeants, and contains two sets of civilian clothes along with 25 (5D8) pieces of gold, an ornate dagger (value 35 pieces of gold) and a minor magic item. Note that if that magic item is something that the sergeant might reasonably need or use on patrol, it will be on their person, not stashed away in their room.



13. Captain's Quarters

While as large as the dining room, this room is spartan. It contains a bed, a chest, a plain rug, a sitting chair, and an armoire. All are utilitarian in construction and old, but cared for.

At night, the Captain will be sleeping here unless there is some emergency in town that he needs to be aware of. The armoire contains several sets of everyday clothes, a decent cloak, and a set of fine clothes for when duties require him to attend formal dinners and the like. A spare uniform is in the trunk, along with a well-crafted mace. His last set of orders will be on a shelf in the armoire. Should this be an important barracks posting, or the city be highly literate, a GM could add a desk to the furnishings. In that case, the order would be on/in the desk.

A false bottom in the armoire holds 143 pieces of gold and a minor magic item. As with above, any magic item the captain might need will be on the captain's person, not sitting in a chest.

Statting the guard.

We do not intend to provide edition-specific stats here. As it sits, this module is compatible with the vast majority of TTRPGs, so we'll keep it that way.

But we do have some suggestions.

For smaller, more stable locations, the guards should be low level. They don't see a lot of action and they're pulled from a small pool for being slightly stronger or more intelligent than most people.

For mid-sized cities or places that are less stable, the guards will have some experience and be able to respond rapidly to problems with some force.

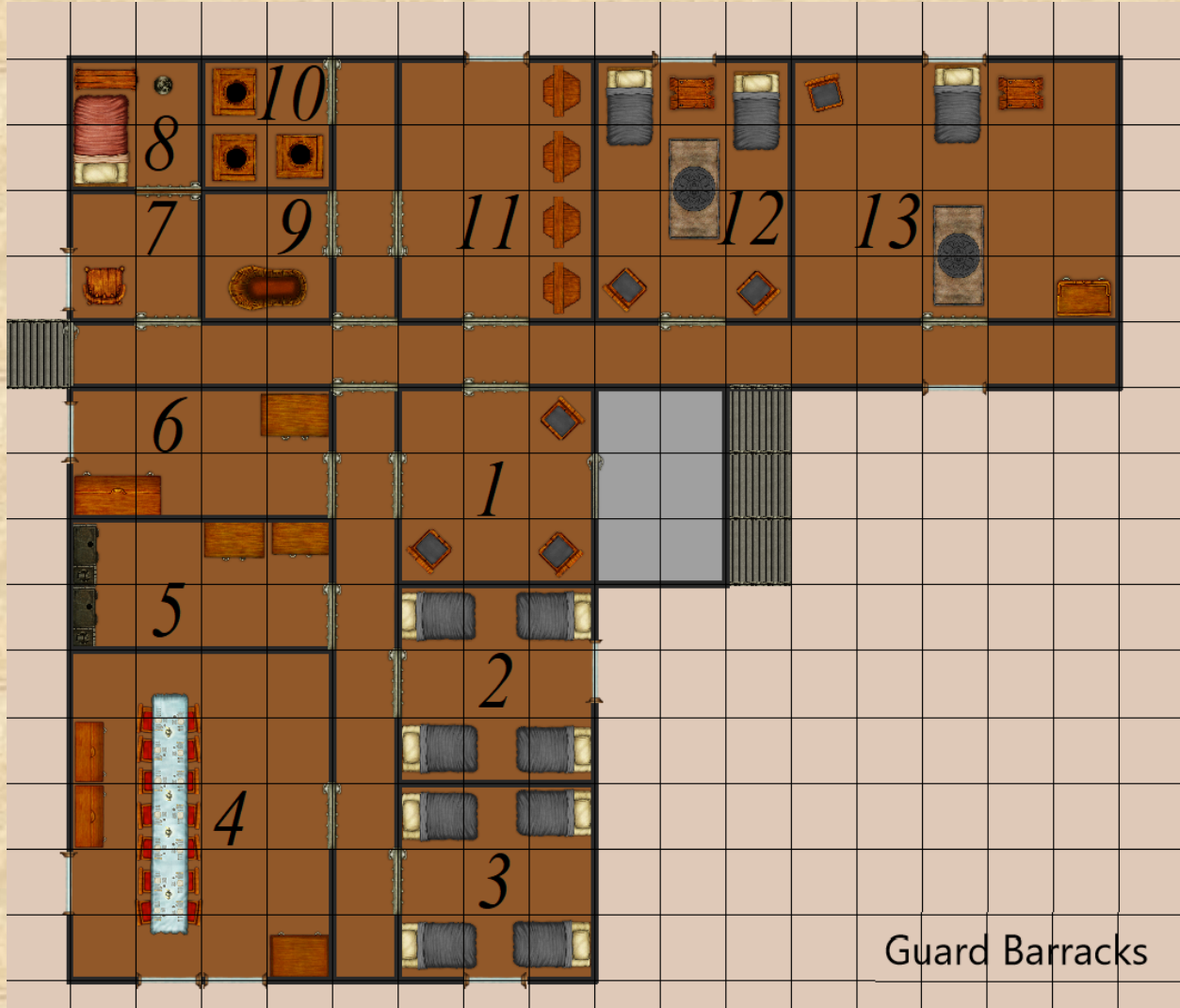
For large, crime-ridden cities, the guard will be highly experienced warriors, possibly military veterans that have opted for guard duty over hitting the front again. They will be able to work well in groups, they will be well armed, and they will be well trained in the use of those arms.

For large, crime-ridden cities where the guard is corrupt, more bandit-like guards are also possible. Their armor and weapons would be lower quality, their fighting style would lean toward individualistic, but they can get the job done. These guards are chosen more for their lack of morals than their fighting prowess, and maybe one in three would be seasoned warriors.

For large, pristine cities, the guard might be ceremonial. Knights of the Order of IAMTHELAW, appointed from the younger children of nobles. They might look pretty, and be able to handle the normal human altercations in a basically good city, but would not be much use in a real fight. Alternately, whatever the organization that runs the guard is might be the reason the city is so safe, and might keep seriously puissant soldiers in their ranks. In this case the guards would fight as good as they looked.

Fini

We hope you enjoy this small add-on for your cities. Please come check out our offerings at <https://www.hellebardegames.com/> This supplement was inspired by the campaign that can be built by playing AT-1 The Village of Ensington, AT-2 The Road to Raiderspoint, and AT-3 The Free City of Raiderspoint along with their associated One Night Adventures (ONA-1 to ONA-12) in succession. We'll see you around the table – or VTT – or both! --*The Hellebarde Team*



One square equals five feet in normal scaling. It is possible to use one square equals ten feet if the GM requires, but all of the furniture will look off-sized in that case.

North is where the GM needs it to be. We do not reference compass direction in the text.