

"A guard will remain loyal only so long as they believe their loyalty isn't worth more somewhere else."



D12 TOWN GUARD CONSPIRACIES

SCROLL OF REVELATION #118

PROPHESIED BY THE CULT OF DOOM,
those brothers and sisters who pay an unholy titling

1. {BREAK OUT} Members of an eldritch cult have infiltrated the town guard and are making plans to help an imprisoned leader of their cult break out of their cell.
2. {PORTAL} A strange portal to an unknown plane of existence opened up behind a popular tavern. The street has been shut down for "routine sewer maintenance."
3. {CULT OF ONE} Nearly all of the guard are doppelgängers who took refuge within the city walls and wanted to contribute by upholding justice. Unfortunately, some of the high-ranking doppelgänger captains are beginning to abuse their power.
4. {TRAITORS} The group of adventurers they arrested last night for acts of treachery against the king are false. The adventurers were just getting too close to uncovering the king's evil schemes so he had them thrown in the dungeon.
5. {OUTLAW MAGIC} All of the "solstice shrines" the guard have set up across the city are actually anti-magic obelisks that will activate on the upcoming solstice.
6. {LOST CITY} A small patrol discovered an ancient lost city while making a routine patrol through the sewers. They have been stealing as much treasure as possible from the city before reporting it to their ranking officers.
7. {FIGHTING RING} Every guard knows about the illegal fighting ring beneath the Toothless Grin Inn, but they don't do anything about it because they every single one of them have bets placed on the outcomes of the fights.
8. {COUP} After decades of pleas for better equipment, training, and public outreach going ignored by the ruling family, the high officers of the guard have decided the only way to protect the people is to stage a violent coup in the coming weeks.
9. {SECRET CRATE} An elder brain was transported into the castle dungeon in the middle of the night. There was only 1 witness who the guard are hunting down.
10. {SOLD EVIDENCE} The guard is selling off all of the seized drugs and other contraband to the local thief's guilds at secret, underground auction.
11. {ASSASSINATED} The city's resident arch mage isn't actually missing. They were ambushed and killed by the town guard in the prince's private banquet hall.
12. {ARCANE EXPERIMENT} The king has laced the city's water with an experimental arcane drug that will turn everyone into a sorcerer on the next full moon.