

# The Imperial Guard...

The Imperial Guard ~ a force to be reckoned with ~ confrontation with them on any level will spell catastrophe.

The ruins of Volduron, although abandoned, are in effect a no go area for the general populace, and because of this the area is used intermittently as a training ground for the guard who perform a variety of military manoeuvres in and around the location. Additionally the area is actively swept by smaller contingents of guards on a semi-regular basis so any form of incursion into this area by those not authorised to be there, if discovered, will be swiftly acted upon.

It is unlikely that those venturing into this area who are caught would come to much harm unless they presented the guard with a show of force or resistance. The guards have a reputation for extreme professionalism so, in all likelihood, they would capture and then remove trespassers to the closest Imperial garrison barracks for questioning and possibly judicial review depending on their response.



### ~ Tarth Gor ~



Commander Gor is highly respected by his troops and is renowned for his utmost professionalism and attention to detail. Everything is run fairly and 'by the book'. Due to this consistency of command, there is very little drama or incidence along the southern highway that is under his control. Although outwardly stern, to those who know him personally he is considered well mannered, generous and good humoured. Honest and forthright he will challenge those, including his friends, if he thinks something is amiss but will do so in level and non threatening manner. Although officially beyond his 'protectorate' he maintains an eye on Aukin and the surrounding area.

### ~ Eldrit Fortinspur ~



Twin sister to Eadin, the pair have a preternatural synchronous intuition which allows them to act almost as one. Due to this ability they are considered almost like Djainae which has elevated their reputation (already in good standing due to their solid characters and intelligence) amongst the normal ranks of the Imperial Guard. Acting as one, they have been promoted as one and so both share the role and duty of second in command under Commander Tar. Skilled fighters both, when standing together they have a unique fighting style which inspires those who see them. Each leads the respective male and female contingent of the local garrison.

### ~ Pedr del Nerin ~ Captain of Station



Close to retirement, Captain Del Nerin has worked his entire life as an Imperial Highway Guard. Starting off on the highways north of Ja G'ah Noor, he was stationed for a while at Fort Veshar near Darium, before being transferred to the Ordic Peninsula, before finally finding himself on the southern highway. A practical fellow with little ambition he is a loyal and trustworthy type who Commander Gor treats as an advisor and confidant, due to his experience. In recent years he has been given the position of Captain of Station at the Toll-gate where he has a permanent office and bunk, along with increased salary and pension provision.

### ~ Eadin Fortinspur ~



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...Born in Glaradur to a well respected military family, the two have always been by one another's side since birth. Due to their family connections they were enrolled at the Imperial Academy in J'ah Ga Noor and spent the first 2 years after graduating as Imperial Senate Guards before being allocated their position on the southern highway. Although dedicated to their current posting, they have ambitions to work their way up to the Empress' protection unit.



# Imperial Couriers



~ A'mhart Z'ur El ~



Ten years of couriering has crystallised the character of A'mhart into a well seasoned and tough willed individual. Having ridden the roads and by-roads of Or for all this time he has encountered many dangers and endured a lot of physical hardship. Originally harkening from the town of Ferrisell just north of Lake Dar he enrolled in the Imperial Academy at the age of twenty, graduating at twenty three being assigned as a cook at Fort Vesnar. Always a loner, the life of a courier appealed to him and taking the opportunity when it presented itself, he petitioned for the post and was recommended & promoted to it by his commanding officer at the time.

The role of an imperial courier is a tough one, requiring physical stamina, will power and fortitude. Additionally, since usually travelling alone, they need to be sufficiently skilled as a fighter should they encounter any trouble. With the expensive Imperial Highway network, the courier's job is usually, but not always, confined to travelling its lengths, enabling communication between the central military administration at J'ah Ga Noor and the legion barracks scattered about Or. In recognition of the role, each barracks will usually have a courier's quarters with a slightly more comfortable outfitting than the usual barrack bunk room.