

## 2: residential district

- Players will be patrolling around the **Residential District** during the night.
- The streets should be empty and most lights should be out in the various windows of the neighborhood, but there still may be some people about.
- Keep in mind **eyesight will be poor, and at least one player should be holding a torch if they are to see anything** at all.

*As you are readying yourselves for your second patrol, you hear the sound of a hammer driving a nail into the Assignment Board outside your quarters. You crowd around your assignment board reading the few short words scribbled on a parchment: "Residential District". Looks like another standard evening patrol. At least you're not as nervous this time as you have a better idea of what to expect. You set out together to the Residential District to start your patrol.*

Players will most likely be on alert, so be sure to inform them of any sounds they might hear. **Have them investigate a few things that turn out to be harmless,** here are some ideas you can throw at them:

- A drunkard shambling home
- Someone emptying a chamber pot out a window
- A tired baker leaving their house for work before dawn
- Two neighbors arguing over a barking dog

