

6: main gate

- This assignment **immediately follows the previous one**, and as such **Players will be considered Deprived**.
- It will be during the day, so visibility will be unimpaired.
- Players will be monitoring who enters and exits the city.

As you all head back to your quarters in the Barracks, Lieutenant Vandil hurriedly intercepts you.

"I hate to spring this on you all, I know you just finished the night watch, but I need you to relieve the guards at the Main Gate immediately. They'll brief you on your duties when you arrive. I'll try to find a replacement for you but expect to be on duty the entire day. I'll make sure you all get a small bonus when you report to the Duty Office when you're relieved."

Before you can reply or ask questions, Lieutenant Vandil moves along rummaging through sheaves of parchment and muttering curses underneath his breath. You all look to one another, exhausted from patrolling the Slums all night, and dejectedly set off to the Main Gate

As you arrive you see three of your fellow guards perk up at your arrival. One of them, a raven-haired woman greets you: "You here to relieve us? Our relief never showed up and we've been here all night." Seeing you all nod a huge smile creases through her battered face. "About time, my feet are killing me."

She looks at each of you "I haven't seen you all posted here before, so let me brief you on what to do: It's simple, check everyone who is trying to enter the city. Any mules, horses, wagons, packs, and crates are to be searched for contraband. If you get a bad feeling about anyone, you can deny them entry. If anyone makes a big fuss or says they're important and threatens to get you fired or something silly like that, one of you should wake up old Lieutenant Connor who lives upstairs in the Gatehouse. That old bloke knows everyone who is anyone in this city and can quickly sort out that nonsense. Any questions?"

Here the players can ask any questions, but really there isn't any more to be said:

- **Check anyone entering the city**, if players feel they have ill intent or don't belong, they can turn them away.
- **Search any containers for contraband** (what qualifies as "contraband" is up to you, but usually things like large caches of weapons, illegal substances, etc).
- Wake up Lieutenant Connor in the Gatehouse if someone demands to speak to your superiors