

5: slums district

- Players will be patrolling around the Slums during the night.
- There will be ramshackle shelters strewn throughout the streets.
- **Crime is most prominent here and Guards are not well-liked.**
- 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.

You crowd around your assignment board reading the few short words scribbled on a parchment: "Slums District". You all look to one another, feeling disappointment after such a lowly assignment after the excitement of your previous investigation assignment. After checking your gear, you all head out to the stench of the Slums District to do your patrol.

Players will be on alert, and the Slums will be fairly active in the evening hours. As the evening progresses to early morning there will be less and less people about.

As always **give the players a few harmless scenarios** such as:

- Two men having a loud verbal argument
- A homeless vagrant sleeping in the middle of the street
- Beggars asking the players to take pity on them and spare them a coin
- Desperate souls crowding around a cart of someone freely giving food to the people

