

**One of the things they should encounter before the night is over is a cutpurse swipes the coin purse of one of the players!** Select a player to be the target (how you decide this is up to you) and then read the following:

*As you turn a corner on your patrol, <PC name>, you feel a slight rustle at your hip. You quickly turn and look to find a dirty man with a small dagger clutching your coin purse he just cut from you. He's already turning to run.*

At this point have the **player make a DEX save** to see if they can grab the cutpurse's arm before they can flee out of range.

- If the cutpurse is restrained by a player, they cannot flee unless they succeed at a DEX save.

- If multiple players are restraining them, they will need to succeed at a STR save.

- **If players use an item or have some way to restrain the cutpurse other than their strength (Rope, Manacles, Chain, Twine, etc), the cutpurse will give up and go quietly.**

- Should the cutpurse escape and the players give chase, the cutpurse should run into an armed man, who is demanding the cutpurse give him his money back.

- If the players managed to apprehend the cutpurse before he can flee, the armed man will walk up to them and demand they hand over the cutpurse to him.

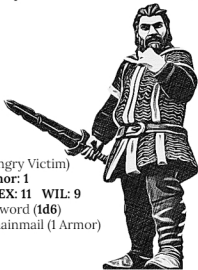
- The armed man will try to take the target player's coin purse that the thief stole, and will attack the players if they intervene.

**Nelman (Cutpurse)**

**HP: 2 Armor: 0**

**STR: 8 DEX: 12 WIL: 9**

- Dagger (1d6)
- Player's coin purse (If not yet retrieved)
- Dark clothing



**Grolnar (Angry Victim)**

**HP: 6 Armor: 1**

**STR: 12 DEX: 11 WIL: 9**

- Rusted Sword (1d6)
- Rusty Chainmail (1 Armor)
- Twine

## slums district: conclusion

Players will make their way back to the Barracks to the Duty Office and make their report. Once the report is complete, each player will receive 5 gold. However, **Lieutenant Vandil will intercept them and task them with an immediate assignment!**