

The weary guard motions to her comrades "Alright we're off to finally get some rest, good luck out there!", and they all trudge off in the direction of the barracks. You're officially on duty at the Main Gate!



Here the players are standing guard at the Main Gate:

- It is daytime, no torches or light sources are needed.

Give the players a few innocent scenarios such as:

- Legitimate trader with a donkey laden with trade goods.
- Group of farmers from Clurgh coming to get supplies.
- A Newcomer to the city asking the players for directions or where to find goods and services.
- Pompous man who refuses to be searched and demands to "speak with the supervisor"
- Official Courier galloping towards the gate