

*You arrive at the tavern to of course find it closed as it is morning. Ervig mutters under his breath to you: "Act like we're inspecting the tavern for signs of vandalism, and meet me around the back. Whatever you do, don't look in the direction of the Slums or draw attention.," and with that he starts a slow circle around the tavern, making a show of looking for damage. You start to do the same, circling the opposite direction*

**If players ignore Ervig's advice and look in the direction of the Slums, they'll notice someone watching them,** who will take off running when they make eye contact. Once they players have made their circle around the back of the tavern, they'll meet Ervig in the back

*You arrive at the back of the Tavern to find Ervig waiting for you: "Alright, this is it. We sprint from here. Weapons out. Remember our objective, and don't get distracted. Ready?"*

Once the players are ready, it's go time. **This will be a mad dash to keep up with Ervig until everyone reaches the safehouse.**

- This will be achieved with 3 rounds of **DEX** saves
- **On a failed DEX save, the player takes 1 Fatigue**

*Ervig takes a deep breath, draws his sword. You all do the same. "With me!" he barks and as one you all take off in a full sprint. Immediately cries of alarm can be heard as you rush headfirst into the Slums. "They're coming! They're coming!" someone is shouting nearby. Beggars and vagrants who were sitting in the street mere moments ago are now running in all directions.*



Have each player make a **DEX** save, **any who fail take 1 point of Fatigue**

*With thundering strides and blood pumping, you continue running. Ervig struggles to shout: "Keep moving!" as you all continue running as fast as you can.*

Have each player make another **DEX** save, **any who fail take 1 point of Fatigue**