

3: dockside district

- Players will be patrolling around the **Dockside District** during the night.
- The **streets are actually fairly lively late into the evening**.
- The populace will consist mostly of sailors and deckhands who **grow rowdier as the evening goes on**.
- 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**.

The familiar sound of a hammer striking a nail into your Assignment Board interrupts your thoughts as you all shuffle out of your room to look at your next assignment: "Dockside District". You gather your equipment and head out, feeling more confident now that you've got a few patrols under your belt, but you can't help but feel nervous, as you know the Dockside District is one of the rowdiest and most dangerous areas of the city.



Players will be on alert, however there are going to be many sights and sounds happening from rowdy sailors, tavern wenches, and belligerent deckhands.

Note: The player characters would have knowledge that **Tavern Brawls are a common occurrence that isn't illegal, but murder or destruction of property certainly is**.

Ease the players in with a few harmless scenarios, here are some ideas:

- Some patrons of a tavern having a fistfight while a crowd cheers (fistfights aren't illegal)
- Drunken sailors stumbling around
- Angry conversation about how those in power mistreat the lower class, and people have about had enough
- Someone passed out in the street snoring loudly
- Perhaps the players see something floating in the water, such as an empty crate