

City Gates

- Line of people waiting to get in to the city via the south gate, it's lunchtime.
- LaibBerg, loaf mountain, can be seen in the distance. Dwarvern silver mine. There's a series of rapids between there and here and Laibstadt is situated at the upper most navigable region of the Bruin River.
- Putrid stench of decay emanates from the city.
- City guards wearing the kings livery (a crown on mace and crossed sword) extorting money from the people entering the gates.
- Caged bear in a wagon drawn by an ox, guards aren't going to let it through the gates
- Adelbert Vizeare (minor Vizeare) is trying to get the bear into the gates, arguing with the guards. Who won't let him because it's dangerous.
- People are throwing stones at it and stabbing it with sticks
- Wheel is loose
- Bear escapes. "Stop that bear".
- Simon the Borderlander and gang walking up the hill to the gates
- Simon tries to get the reward by wrapping the rope tied around the bears neck to the cart.
- If the players do nothing Simon fails and the bear charges them.
- Adelbert gets angry if the party doesn't try to stop the bear.
- Simon gets angry if they do (you owe me my bear catching money).

Outs:

- The bear runs off
- The guards distract the bear

Purpose:

- Set up conflict between borderlanders and the party

- Introduces house Nerval and house Vizeare.
- Paints a picture of a shades of grey world.
- borderlander ambush