

The Slums of the Desert City of Barb-el-Shay

So dangerous an area are the Slums of the city of Barb-el-Shay, that they are walled off from the rest of the city by command of the Caliph. Although comprising only a small part of the city, it is thought that the shacks and hovels here house some twenty percent of the Barb-el-Shay's population. None know for sure as the census takers dare not to step within the slum walls, lest that step be their last. The gates to this place are guarded day and night by the Caliph's men, but consider this! It is known that when the red desert sun has set in the west, the vermin that infest this place seep outwith by other exits without let or hinderance to carry out their nefarious and dark deeds and to return with their plunder at dawn. It is thought that there is a ruler of this city within a city known only as 'The Rat'. People fear him for he rules without mercy and it is thought that all who dwell within those forbidden walls are under his command, whether they know it or no. For those of you who would visit this foul place, I bid you caution. Ensure that you have a guide who will vouchsafe your skin and your purse. Even so, I would say, do not visit the slums after nightfall. It is said that even children would not hesitate to slit the throat of a stranger if they thought there was a copper or two profit in the enterprise. Little is known of how this tiny metropolis is ordered. It is rumoured that there are four 'great houses' (if they can be called such) all under the command of the 'Rat'. I have marked their locations below. Beware that these locations are neither accurate in placement or nature.

I wish you luck should you decide to step into this forbidden place.

The House of Assassins

*Come not here if you wish to leave alive.
Better to make contact with the Assassins in the city and to do thy business there.*

The House of Pleasures

*Step in for a night of pleasures not found in the main city.
Yet fear that the hours here may take your life when you sleep.*

The House of Arms

Weapons made of the finest steels, stolen from the nobility, may be found here. Yet beware, for what is sold, oft returns here, manytimes within minutes to be sold again.

The House of the Rat

Nobody knows the name of the shadowy figure that has the final say of all that happens in the slum. Some say he is a wizard, others a fallen noble. All are agreed that he hears and sees all. He is called 'the Rat'.

The House of Salvation

*A temple for the poor, destitute and hopeless.
Even the clerics here will slip a knife in your guts for coin during prayers.*