

# market district: conclusion

Once the shift is ending, the players will head back to the **Barracks** and see the **Duty Officer** to report anything of note they encountered while on patrol.

*With the sun now beginning to rise, signaling the end of your first patrol, you make your way back to the Barracks to report to the Officer on Duty. You walk into the Duty Office to find a uniformed man dozing off in a chair, seated behind a desk. The man's eyes pop open as your footsteps echo off the walls. He straightens in his chair and reaches for quill and parchment.*

*"Must be dawn already, let's see... you were the Market District patrol, yes? Anything to report?"*

Here the players can give their report.

- If they arrested the Burglar, the Duty Officer will have two other stationed guards take the burglar away.
- If the Cryptic Letter is given to the Duty Officer, he will accept it with a shrug, and place it somewhere on his desk.

**Once everything has been discussed, the Duty Officer will pay each player 5 gold, and advise the players to get some rest, and visit the Infirmary should they require healing.**

## downtime

Now the players have some time to themselves before their next patrol. Common activities players may wish to do in their downtime:

- Visit the markets and buy weapons, armor, supplies, and items
- Visit the Infirmary to heal any wounds (Normally healing wounds would take several days or weeks depending on the severity, but for the purposes of this adventure the Infirmary can treat any wounds within a matter of hours through rare magical means)
- Roleplay with one another, including pursuing any personal backstories or other errands/tasks the players may have.
- Rest up and proceed immediately to the next assignment.