

main gate: conclusion

Once the scenario with the Merciless Merchant has concluded (whether or not the players searched the cart):

- Guards sent to relieve you will arrive. (Unless arrival was already triggered earlier by a player going unconscious)

If players allowed the merchant through:

- Nothing special happens (right now), they can return to the Barracks

If players fought the Merciless Merchant:

- Lieutenant Connor is awoken by the commotion and advises players to take the merchant (dead or alive) to the Duty Office, along with the cart and its contents.



Regardless of how it turned out:

- Upon returning to the Barracks and reporting to Duty Officer, **players will each receive a total of 10 gold each**, 5 for normal duty, and 5 for a bonus from Lieutenant Vandil.

- If the Cryptic Letter is given to the Duty Officer, he will add it to a growing pile of similar letters. If the players ask about the letters, he'll say it's being investigated.

- Players are now on Downtime until the next morning.