

*One thing you notice from all of them though, is that they are all tired and sporting various scars. You wonder just what exactly you signed up for, but your thoughts are interrupted as Vandil halts before a rough wooden door with a small posting board to the left of the doorway.*

*"Here are your quarters. As the Captain already advised you, you are a single unit, a team. Inside you'll find your cots with clean linens ready for use. You are expected to maintain your quarters, just as you will your arms and armor. Should you have any questions, see Barracks Sergeant Gelimer. I'd advise getting some rest before your first assignment!" And with that, he brusquely walks back the way he came, leaving you to your quarters.*

With the intro concluded, the players have the entire day to themselves before their first watch tonight. They may use this time to get to know one another if they wish to roleplay, or may simply wish to rest and start their first watch.

Note that even though they were advised to rest, players should not be Fatigued or Deprived for their first watch even if they chose not to rest.

