

r: market district

- Players will be patrolling around the **Markets** during the night.
- All the shops should be closed, and there should be almost nobody on the streets at this time.
- Keep in mind **eyesight will be poor, and at least one player should be holding a torch if they are to see anything at all.**

As you are readying yourselves for the coming patrol, you hear the sound of a hammer driving a nail into the Assignment Board outside your quarters. You crowd around your assignment board reading the few short words scribbled on a parchment: "Market District". It's not much to go off of, but you know what you're supposed to do. Oaths fresh in your minds you set out together to the Market District to start your patrol.

Players will most likely be on alert, so be sure to inform them of any sounds they might hear. **The players should encounter some harmless scenarios during the patrol**, such as:

- A stray animal
- A tired shopkeeper leaving late
- Street kids out and about after Curfew
- Signs of Vandalism

