

## dockside district: conclusion

As it was with the previous Patrols, the players will make their way back to the Barracks to the Duty Office and make their report. Once the report is complete, each player will receive 5 gold and then will be on Downtime until their next Assignment.

### 4: missing tax collector

- Players will be given additional downtime to prepare for their next assignment.
- Investigate the missing whereabouts of a Tax Collector who was tasked to collect taxes from the villages of Clurgh and Ontstead.
- This mission will take several in-game days to complete.

*As you are all doing final checks on your gear waiting for your assignment to be posted, you're all startled by your door opening. As your heads snap in the door's direction you find Lieutenant Vandil looking through a sheaf of parchment.*

*"Consider this a rare opportunity to excel. I was going to assign you to patrol the Slums District tonight, but something of greater priority has arisen. You will rest until the morning, where you will meet a gentleman by the name of Marcomir Frithilla at the Tax and Excise office."*

*"Marcomir will brief you on the particulars, but from what I understand, some Tax Collector has gone missing, and naturally they wish to find out what happened to him..." He shrewdly looks at each of you. "Hmm, or perhaps they're more concerned about the taxes he potentially collected?"*

*He chuckles and shakes his head. "Well you have your orders. You have until the morning to rest more, if you wish. After you've spoken to Marcomir, be sure to see Quartermaster Berig here in the Barracks, he shall see you're outfitted with supplies before you set off."*

Now the players have some downtime, however since it is evening now, shops and marketplaces will be closed, however a Tavern or two will certainly be open should they wish to indulge.