

After dispatching the thugs:

Ervig quickly surveys the chaos: "That will have to be good enough, let's get out of here before we're overwhelmed!" Burdened with whatever you could carry and still fight, you set out at a brisk walk in the direction of the Barracks. The streets are mercifully empty and you encounter no further resistance as you make your way out of the Slums. You all warily trudge back to the Barracks and wearily dump all the confiscated loot into the Duty Office. Ervig turns to you and speaks:

"Thanks for your help, that could've been much worse but thankfully we caught them off guard. I think with everything we were able to snatch out of there, I should be able to continue my investigation, and hopefully find out what's the reason for all this secrecy and widespread discontent. I won't make you sort through this mess with me, you've been more than helpful. Vandil assigned you to me for the entire day, and I'm dismissing you, which means you're free the rest of the day. Collect your wages from the Duty Officer here, and of course visit the Infirmary if you're injured. Rest up, you'll be needed again soon."



## search and seizure: conclusion

Players can collect their wages from the Duty Officer (5g). By now it's about noon, and the players are on downtime until next morning.