

*Amidst the chaos of the random people running in panic at your sudden charge, you see two figures up ahead that are not running away from you, but toward you. As you draw near you can clearly see the looks of panic and desperation. Ervig charges right into them and knocks both of them over with a momentous thud. "Keep moving!" he shouts, as he scrabbles to his feet and continues his indomitable advance. "Almost there!" Ahead you see more figures crowding at the entrance of an especially ratty looking structure. You keep running with everything you have, but you're starting to slow.*

Have each player make one final DEX save, **any who fail take 1 point of Fatigue**

*Ervig tries to shout, but can only manage an audible wheeze: "This is the place!". Just ahead are two men holding weapons, nervously blocking the entrance to this rundown shack. From behind them you hear a panicked voice: "They're already here! HURRY!", followed by a door slamming shut. You suspect they're trying to hide or destroy evidence, but you'll have to get through the two armed men first.*

Here is a standard combat encounter.:

**Thugs (x2)**  
**HP: 5 Armor: 0**  
**STR: 12 DEX: 10 WIL: 9**  
- Cudgel (1d6)



**Ervig**  
**HP: 6 Armor: 2**  
**STR: 15 DEX: 12 WIL: 18**  
- Sword (1d8)  
- Brigandine with Breastplate  
(2 armor, bulky)

