

7: search and seizure

- In this scenario Players will be aiding an investigation into the Cryptic Letters
- Players will be escorting an investigator who will lead them in a **smash and grab operation on a shady safehouse**
- The occupants of the safehouse will panic at their arrival, and start destroying evidence
- **This is a dangerous mission, for this scenario if a player takes Critical Damage, they won't be able to fight but they can hobble with assistance from another player or NPC**

You're all up and ready to go at dawn, feeling refreshed after yesterday's ordeals of double duty. You're all busying yourselves preparing for whatever the day brings, expectantly waiting for the tell-tale sound of a new assignment being posted. You all look up as the door opens to see a tired-looking Lieutenant Vandil in the doorway:

"Oh good, you're all up and ready to go", he steps into the room and another figure enters behind him. Vandil continues: "I have an interesting duty that I was asked to assign to a reliable unit, and I've assured Ervig here that you're it." He steps aside and Ervig steps forward looking at all of you. Ervig is a slender man, sharp features with a waxed curled mustache and piercing eyes. He wears the standard uniform, but he has an additional breastplate, and a stylish feathered cap. He speaks in a crisp concise tone:

"Morning! I'll get right to it. Lieutenant Vandil was gracious enough to volunteer you all to aid me in an investigation. You may have noticed these Cryptic Letters that have been cropping up lately? Well I've not yet found a cipher key or a way to translate the code, but I have discovered a location where these letters seem to originate from. I've been keeping an eye on it in order to try to establish security patterns. From what I've been able to tell, they're fairly lax. Unfortunately there's no way to sneak in unnoticed, so the only option left is to raid the place by force, and I need backup."

