## 9: into the lion's den

In this scenario players will be assisting Ervig again, following up on his findings from the safehouse raid. It won't be as hectic as the last raid, this will be a search of a the merchant Henson Halmoor's Estate.

- Players will be searching room by room
- Players should be on the lookout for any secrets or anything that can be used as evidence against Halmoor

Morning arrives and you're all awake and ready to go, however no assignment has been posted yet. You remember on your first day you were told to find Lieutenant Vandil if no assignment was posted. As one you all head to the main foyer where the various administrative offices are located. You arrive to find Marcomir angrily heading to the exit, where he turns around and yells in the direction of Geberic's office: "Mark my words, if he gets his way it will be the end of you!", and with that he storms out of the Barracks.

You turn and look for Vandil's office and you find Geberic, Vandil, and Ervig exchanging worried looks. As you all approach Vandil looks up and speaks: "Ah, apologies for not posting your assignment on time, something came up. I appreciate you seeking me out though, most of your peers would've just taken the opportunity to sleep in...". Ervig pipes up: "Actually... I may be able to use their help again today if they're available, Lieutenant" Vandil gives Ervig a sharp look: "Another smash and grab operation?" Absolutely not, such an overt action would only worsen the situation!".

Ervig chuckles: "Oh no no, that worked for a run-down shack in the Slums, but I wouldn't dare use the same tactic on a private estate! No, I think something much more above-board, official, and civilized is in order." Ervig turns to Captain Geberic, who has been listening intently, keeping his silence: "Captain, would you say we have probable cause to conduct a search of the Henson Halmoor estate, in light of our recent findings from the decoded cryptic letters and the contents we were able to retrieve from raid?"

