

After the thugs have been dealt with, the **players will need to breach the door**. They can do this with a simple **STR** save, or simply hacking it apart with their weapons. After they've breached the door, we continue:

You breach the weak door and push your way inside to find a few tables covered in scattered parchment and two panicked men hurriedly throwing everything they can into a freshly lit fire. Ervig manages to bark out "Eimgan City Guard! Put your hands up!" which causes both of them to drop what they were carrying any put their arms up, eyes wide in terror. Ervig turns to you and sharply says: "We don't have much time, search and seize everything you can!"

Within this shack, there's several items that could be important. **The two panicked men can also be coerced into revealing hidden items**. They will also make a run for it if there's a chance! Keep in mind Ervig can hold up to 6 inventory slots of items if the players are burdened.

Items in plain sight:

- More Cryptic Letters on the Tables (**1 slot**)
- Stash of weapons (can't carry them all, but there's basic 1d8 and 1d6 weapons in there, swords, axes, daggers, etc)
- Scattered documents in plain text (**1 slot**)
- Partially burned documents (**1 slot**, only if they attempt to put out the fire somehow: water, smothering it, etc)

Hidden items:

- Small lockbox (**bulky, 2 slots**. If opened contains documents detailing how to read the Cryptic Letters, 1 slot)
- Ledgers of transactions (**bulky, 2 slots**)
- Rolled up maps of the City (**1 slot**)

Towards the end of the search, **more thugs will arrive**. It will be tight quarters if they enter the shack. **Players can keep them trapped in the fatal funnel of the door** and fight them two on one, which could take advantage of the impaired/enhanced rule:

Thugs (x3)
HP: 3 Armor: 0
STR: 10 DEX: 11 WIL: 8
- Cudgel or Knife (1d6)

