

Ervig bows slightly and says: "Thank you for your cooperation. We'll begin our search here." Halmoor laughs: "The very soul of professionalism, bravo! Very well, search away!" Ervig turns to you all and gives the nod to get started searching. He walks to one side of the room and starts gently lifting cushions and searching anything in this room. You all spread out and start your search.

From here, **players will be conducting a room-to-room search** for anything out of the ordinary with Ervig, while Halmoor and Teias are watching.

- Teias and Ervig will be documenting anything that is found and taken by the players.
- The Warden should keep a list of things found should players wish to review.
- Each room will have a few things the players **might find or notice, but not everything will be useful.**
- Halmoor is always smiling and courteous, and never betrays any hint of worry, fear, or frustration.
- **Halmoor will strongly object to any gems or coins being taken, and Ervig will tell the players to leave it be.**
- If Halmoor is asked a question, he will try to respond with as much useless detail as possible, such as old history, personal anecdotes, etc.
- **Halmoor will make note of any wrongdoing the players may try to do** (such as planting false evidence), but keep it to himself unless the players try to make a big deal out of it.
- Important findings to the narrative will be marked with **(Key Item)**, and **Ervig will tell the players to confiscate it.**
- Every item occupies 1 inventory slot if they wish to confiscate it. (Unless bulky is specified)
- Ervig can hold up to 6 slots if needed

