

When they finally go to meet Marcomir, you can read this aloud:

*You proceed to the Tax and Excise office as ordered. Upon entering you're greeted by a dingy interior, smelling of dust and old parchment. You see a balding clerk at a table looking up at you from his work. He speaks in a faltering tone:*

*"Oh you must be the Investigators, come right this way, I'll show you to Marcomir's office." He swings his feet around and grabs a nearby cane, and starts limping slowly toward an unexpectedly lavish door of a beautiful dark stained wood, with a glossy varnish. Upon reaching it he opens the door and pokes his head in, only to be greeted with a loud irritated voice: "What is it now?"*

*"Apologies for the interruption, but the Investigators you requested have arrived."*

*"Excellent, show them in at once." the voice says.*



*The Clerk opens the door wider and stands to one side to allow you to pass into the office of Marcomir. Your vision is immediately assaulted by the gaudy opulence of not only Marcomir, but everything within the office. The desk he sits behind is another beautiful dark stained wood, yet this has golden inlays with artistic shapes and accents. Several display cases line the wall either side of the doorway, and a bookshelf packed with books along the back wall. From above, light floods in through ornate stained glass windows casting a myriad of colors across everything.*