

Marcomir himself is dressed in a black and gold robe with a feathered beret that is also black and gold. He stands from his chair which is the size of a small throne and throws his arms wide: "Excellent, I knew Geberic wouldn't let me down, we do pay your wages after all" he smirks looking at each of you. "I know, extravagant isn't it? Well pick your jaws up off the floor, we've business to discuss!" You hear the sound of the clerk closing the door behind you. "Normally I'd invite you to sit but..." he looks at your armor "I'd rather you not damage my priceless furniture. I'll make it brief".

He brings his hands together in a steeple in front of him as he pauses dramatically. "One of my subordinate collectors, a man named Bragen, is missing. Understand me clearly: I care nothing for this man. What I do care about however, is the taxes that were collected. I've reason to believe Bragen absconded with the gold. I want it back."

"In addition to your regular daily wages you'll earn, I'll pay you each 30 gold for the return of collected taxes, with proof that it was the full amount that was collected, otherwise you'd probably just skim a bit off the top for yourselves. We keep ledgers, so Bragen most likely has one. I'll throw in another 20 for gold for each of you if you also discover proof that Bragen did indeed commit this theft and you bring him before me so he may stand trial and be sentenced."

"Have you any questions?" He asks, looking at each of you

At this point the players can ask any questions if they need clarification.

- Marcomir will grow more irritated and condescending with each question.
- All he wants is the **money returned with proof**, and Bragen to be brought before him if possible.
- He **recommends the Players go to Clurgh first**.

Once the players are done speaking with Marcomir, they'll obtain supplies from the Barracks. Each player will receive

- 3 days Rations (1 slot)
- Small field tent (1 slot) (Houses only 1 player, personal tent)
- The group as a whole will receive a Mule (6 slots, slow) that is intended to be used to haul any recovered taxes back to the city.

Once equipped, the players will set out a few hours before noon. It is a half day's journey to either Clurgh or Ontstead, and about the same between the two villages.