Report on Adventurers Guild activity, 12/02/12

(Delivered verbally to district coordinator for THE Guild, along with ‘dues’- even if Ishaq could write well enough to submit a report, nobody really wants something like this in writing)

Been a pretty thin run of months for the Docks chapter of the Adventurers Guild, but things picked up nicely over the last week. Just a couple of items to report:

>There were two jobs assigned to other groups- a trip down into the sewers and a small infestation of undead in a graveyard. Neither one seemed to have any details worth talking about.

>As for things that I got to observe, there were four assignments:

1. Group was sent to temple of Maenir to provide combat practice for temple students. While it was fun to watch all the fighters beating on each other, not much worth noting on our end- though the temple seems to do this sort of thing often, so perhaps some of our hard-working enforcer-types might volunteer to get some practice and training without worrying about the militia getting involved…

2. Group was sent to ‘shut down’ a vipersting dealer in the Tannery district- Sidi Ahmodoshan’s turf, I think, at (this address). Fought with a group of customers outside, then went inside and beat up the dealer and his boys. Took just enough product to provide evidence, didn’t bust up the place or burn him out, and I don’t think any fatal injuries were inflicted. If he is serious about being in the business, this ought to provide an important lesson in security- place was easy to find, with no meaningful protections, and his boys were NOT up for a real serious scrap. He ought to be back in business by the time his next shipment arrives- though if he is thinking like a real businessman, he will set up his ‘shop’ a little more carefully.

3. Group was sent to escort a merchant and his wagon’s from Copper Bazaar to the Old Docks. He was kind enough to tell us that he deals in small but valuable wares (spices and such), and even though he was expecting to be accosted he had no dedicated guards, just hired adventurers. Trip was pretty easy- someone had obviously rented a bunch of thugs, but they were just basic smash-and-grab types, not professionals. Did have a run in with some folks from House Zibala- they seem to have broadened operations from scams and protection to (attempted) outright robbery in the streets. Maybe we ought to have one of our recruiters talk to them about that- if they are going to be cutting in on our business, we ought to get a share, even if they are nobles…

4. Group was sent to accompany the Chaptermistress to collect on an outstanding debt from House (?). The House seemed to have been ransacked by previous collectors, and was nearly abandoned. It seems that the family had been tricked or cursed, and almost all their coins had been replaced with wooden replicas- including coins spent to pay debts, which explained the vigorous collection efforts. While one of the Adventurers was able to use his resources to alleviate the House’s immediate troubles, they appear to be in a tenuous position. Perhaps we could offer them some loans (at appropriate rates, since they may have trouble finding other credit)? If not, it seemed like they had dismissed nearly all the household staff, and may be hiring- perhaps a good time to get someone on the inside?

That is it for this month- hopefully Lyla will provide better opportunities in the future.