No job it too difficult for the members of the Docks Adventurers Guild, and no terrain too out of the way. Having trouble with a bunch of toughs that want to rough you up and drive you out of business? Not a problem. Need to have some cultists dealt with that are making trouble and then disappearing into the sewers. Then go down there too, and specialize in cultist disposal. Just need a love letter delivered anonymously to your sweet-heart? They can be as subtle or as overt as needed to suit any request. And, they can handle any sorts of retaliation the misguided targets wish to offer up. You never have to get your hands dirty, and you never have to worry about your enemies seeking revenge on you for a job you contract them to complete. Anonymity is guaranteed.

Any interest in hiring this fine guild for service should contact Guildmistress Ankabi or head over to the Docks district and inquire directly at the guild hall.

Castillan Ardashir,

I have several matters to speak on in this report. First among them is the disappearance of Guildmistress Ankabi. Due to matters that I am not fully aware of, she and her husbands have all disappeared. Those who I talked to have either had no knowledge of where she has disappeared to, or are being very tight lipped about it. I express to you a bit of concern over this, as she is not one to just disappear without letting others know where she is going or why she is leaving, especially when it means leaving her business without making arrangements for its continued success. I will continue to investigate her disappearance and can hopefully locate her. If nothing else, this may result in her gratitude, which is never a bad thing to possess for later.

Second on my list is our newest run-in with the Tarikhan gang. Rather than harassing merchants, we found them destroying ancient artifacts that had been stored in an abandoned warehouse. We were unable to identify the objects they destroyed as they left behind naught but a pile of fragments and shards. We do know that this gang is some bizarre amalgamation of magic and time, for when we defeat a foe, rather than falling unconscious, they fall into a pile of desert sand. I will continue to investigate this matter and keep you apprised.

Of next importance was a bit of trickery played on many of us. It appears that Castillan Zelgrimm is rather upset at the events of months past and the freeing of his former wife. We may have disrupted a major source of his income, but it still seemed as if he was well off, considering that he could afford to hire someone to lay powerful magics over an item, trapping various spirits to enact his revenge on many of the nobles that aided in his downfall. He also had enough money to create several automatons and hire a Chiurgen of considerable skill to aid in his revenge. Any insight you could provide into Zelgrimm’s current station among the Ruby Court would be helpful. Otherwise, we should watch out for his influences around the city, as he may come looking to enact further revenge on our illustrious house.

There were also matters that involved us defeating more cultists, similar to those mentioned last year in connection with your son and his kidnapping. It is sufficient to note that they were defeated and killed on sight.

On a more pleasant note to end this report, I am pleased to note that the Royal Academy held a day of competitions to honor two of the gods. For the glory of House Ardashire and the academy itself, I won both the competition of archery and that of scholarly knowledge. Glory to House Ardashire.

Yours in service,

Effendi Prodromus