**Game Report (May 2012)**

Quicksilver Society, that is the name to remember and look up later. Supposedly they were a licensed alchemist’s guild at one time, now they have taken to working underground in the poorest, most gang infested reaches of the city. And why would they be doing this, well for no other reason than top secret experimental alchemies.

Our investigations into the cause of this new illness lead us deep into the heart of the Sorrows. There, buried under an old physician’s treatment center was an entire alchemical lab and experimental chambers. A necromancer was found controlling at least half a dozen zombies, each of which was carrying out a specific part of the alchemical processing for an experimental concoction. This we shut down. Unfortunately we never found this concoction in its completed form, but we did find several acids that they have been creating as well. And the formula for this alchemy, well the necromancer had memorized it, dispersed the parts to her undead, and then forgotten it for security reasons. We had missed the last delivery by what must have been a day or two.

If one wishes to know what this new alchemy does, we did encounter several of the test subjects, including two of the more successful ones. Its effects appear to be more permanent than hoped, as they were trying to create combat drugs on a scale far grander than the simple opiates that many alchemists use to enhance a combatant on the short scale. Those we encountered appeared to be hulking brutes. They shrugged off blows as if we were hitting them with pillows. They ignored most effects that would stun, incapacitate, or otherwise cripple them. Both their minds and their bodies seem to have become more resistant to manipulation. They also possessed great strength and resilience of body, so it took many blows to fell even one. Despite all of these advantages that were bestowed in terms of combat prowess, the individual became almost a mindless, rage driven, killing machine. They appeared to be locked away because none could control them.

As to the disease, it appeared to have been the unfortunate byproduct of an improper venting of waste gasses from their alchemical process. It was initially inhaled and caused the first formation of the disease, but from there, physical contact with one afflicted would transmit it, so that it spread more rapidly when those so inflicted became filled with despair and desperation. Though not lethal, the deformity of flesh was enough to rob people of all but their hope, and that hope caused them to lash out emotionally for any cure.

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I write this as a continuing evaluation of the Docks Guild chapter of the Adventurer’s Guild so that you may judge the individuals that I am left to associate with, and so that you may see if any are worthy of bringing into service.

I will spend very little time on these first two for reasons that will become obvious. To my fellow Effendi, I will say that he is quite useful, and if you could garner his services away from his current household, then he would be a fine addition. His proficiency with alchemy is quite high, and his concoctions effective. His hidden talents also include the ability to pick locks and now craft tattoos. He is very competent and able to hold his own should a conflict arise.

As to his partner, the dhampire necromancer lady, I always find her charming and quite proficient. She would be an excellent asset, but seems to be tied to her fellow dhampir. I know she possesses contacts in the Jhin Shi, but am uncertain if she works for anyone in specific. I value her investigational skills and her magical prowess greatly.

Of new note is a pair of brothers of seemingly foreign descent, though they claim very loudly to be locals. One is a rather proficient ranger, though it seems he is more focused than generalized. He possesses a basic ability to track, but other than that has seemingly spend all of his time focusing completely on mastery of his bow. He is fine in combat and fairly accurate, though not certain how much an archer is needed in our ranks. His brother appears to be proficient with many weapons, though chooses to wield a large tree limb. He is definitely hardier and can deliver a few crushing blows in each battle, which is a handy skill. However, he still needs to learn how to handle himself in combat, often getting separated and overpowered by multiple foes without calling out for aid or assistance. If he could be brought to focus and taught to work in tandem with one or more others in a battle formation, he might become a valuable asset. In all, these two are rough, but seem to come as a pair, so I will watch their progress and see how their time in the adventurer’s guild improves their abilities.

Lastly I come to the fellborn. He is the one who was last seen in service to the paladin of house Khazad. He is a strange and chaotic fellow. His command over the elemental powers of destruction is coming along nicely, and his potential is great. However, he lacks discipline and can easily become spooked into action. He needs to learn control or he may become just as much of a threat as that war dog they kept was. I watched him get scared of a simple townsman who was fearful and sick with disease and who reached out to him. This poor fellow was met with a scream and the unleashing of a great burst of acid which instantly killed him. Though his power is great, he would need a great deal of tending to in order to ensure he not bring the law down upon whatever household he served.

I will continue my training and offer service to this guild as you allow, with continued reports on the individuals I venture forth with and their current abilities so as you see fit you may seek others to fill our ranks.

Effendi Prodromus