**Game Report (August 2012)**

Keeping the streets safe is all in a day’s work for House Ardashir and the members of the Dock’s Guild. This month’s beneficiaries of our good graces were the merchants, shopkeepers, and sailors of the Sailor’s District.

Our day began with a valiant rescue of a crew that had just set into port with their cargo. We were not the only individuals interested in matters within this district, as orcish corsairs saw the newly arrived cargo as ripe for the plunder. As there was no sign of local guards or district militia about, our valiant group harried these marauders, beating many into unconsciousness to be picked up and dealt with later by the local troops, and driving off the remaining few. Much was saved that day due to our quick thinking and benevolence.

This was but a minor distraction from our real mission. We had received word that terrible forces had been kidnapping children from the streets of the Sailor’s District, and we took it upon ourselves to try and recover those that had gone missing, and to end the terrible problem.

Our investigations took us all over the district, and then finally under it, as those responsible for the kidnappings had been using the sewers for their dastardly deeds, and had skillfully cut the locks on the sewer grates in such a way that it was not obvious that they were in any way tampered with.

I can tell you all that going down under the districts is not a pleasant place to go, and the Sailor’s District is probably worse than most. Despite at times moving about in waist deep sewage, we ventured on, as your children’s safety, and the safety of all children, was of utmost importance to us. We wandered through areas that had been skillfully trapped by those that made off with the children, but not even these dangers could thwart us.

We faced down a giant alligator that must have been imported to the sewers as an additional deterrent by these kidnappers, for no such creature would naturally exist in such an environment. It posed little threat to us.

We encountered primal folk living in the sewers who had also become victims of these terrible kidnappers. They beseeched our aid in eliminating these horrible men from their homes, and we graciously offered our aid to them as well.

What we found deep in the bowels of the Sailor’s District was a cult, dedicating themselves to chaos and destruction, that had been stealing children off of the streets and combining pieces of human children with pieces of the primal folk children to create horrible monsters. We did not pause long enough to question this cult on their final intent for such an army of monsters, nor did the cultists seem intent on speaking with us on that matter. They were ferocious combatants, unleashing the poor children, whose minds and flesh had been corrupted by their transformation, upon us and calling upon dark magics to pelt us with flame in addition to steal and arrow shafts. However, they were no match for the combined might of the Dock’s District Adventurers Guild and House Ardashir, and their machinations were brought to a close. We rescued what children had not been turned by their corrupting magics and foul surgeries, finding no way to change those poor souls that had been changed into not but monstrous beasts, and reported these findings back to those that could further report them to the Jin Shi and have the matter cleaned up.

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I am presenting this report in order to convey the information requested of me for spending my time and energy in training among the adventurers of the Dock's guild. Their contract of choice for this month was to seek out missing children within the Sailor’s District and bring an end to the cause of their disappearance. This was a contract that Effendi Azir seemed quite displeased with, and continuously cursed some lofty noble wanna-be for having given his vote towards it and then not shown up to accept the work on the contract. I found this endeavor a good opportunity to present not only the Dock’s Guild but House Ardashir in more of a benevolent, helpful, and altruistic light. Good perceptions of our house by the common man can go a long way towards gaining importance as a noble household.

 I have continued to observe Effendi Azir, ever since his aid was offered us in retrieving your son from those cultists. His abilities have grown. He now appears to be a Master Alchemist with experimental abilities. He also possesses the title of Master Tattooist, among his many other proficiencies. He, and his necromancer companion Bezri, appear to have open up a shop offering their various services. Azir offers tattoos, alchemical concoctions for what ails you, leaching, shaves, and various other medicinal treatments. These seem to have distracted him some from his combat abilities, and while still a fairly competent fighter with knowledge of a great number of weapons, he could still use more training, combat experience as a front line fighter, and more skill as a field medic.

 Bezri is always a pleasure to work with, and her contacts within the Jin Shi are always of value. Were she not so entwined with Effendi Azir I would suggest offering her employ within the house. Her investigative skills and keen mind make her a great asset. Her ability to summon forth and command undead is also a valuable addition to any force, since we could turn fallen allies into much needed guards and troops in the short term to push back threats. In all, I think highly of her, but fear that she would be unwilling to entertain any offer of employment or service.

 Then there is Ivar. Ivar is a man of great mental and physical promise, or so he claims. I believe him to be an Adept. He is capable as a fighter, though offers little beyond that. I had little chance to actually watch him in action, being busy keeping us alive. It appears that he is good at listening to and following through with orders, and seems to pay sufficient respect to noble title. He is one I shall keep an eye on for further analysis.

 Last among our party was Zahirah. She is a dark Celestine, which already brings into question her motives. She is an illusionist, which often brings into question her actions. However, she is quite a skilled illusionist, able to charm individuals easily in order to gain information, and able to assume the guise of anyone she desires in order to best fit the social situation. While also somewhat capable in combat, she is best utilized for social interactions. Again, I am uncertain of her motivations, so she is definitely one to watch out for. Even if I felt she were capable of service to a house, I would still be wary of her motivations in doing so. When one can make others more agreeable to her and take on the appearance of anyone she desires, who knows her true appearance, motivations, or nature.

 As for my own skills, I still have a way to go. I am strong and survivable, but need more tactical experience. My skills are adequate for the tasks you require of me, but still need improvement.

Effendi Prodromus