**Guild Chronicle: May 2014**

Many expeditions were undertaken at this time in order to expand and fortify the guild Outpost.

Members of the Adventurers’ Guild out in the wastes were informed about a mine close to the Outpost. They were dispatched to investigate this mine, and secure it, as the resources of that location would expedite construction of the wastes site. It was known that the ore from this mine was rare, and it was found that the material it was composed of would draw heat away from its surroundings to provide a cooling effect, thus being extremely useful in maintaining a more hiatal environment at the desert outpost. It was also discovered that elementals of earth seemed to spawn from the very stone itself, and were protecting the site. Any further expeditions to the site may have to contend with these threats, so care should be taken, and any workers should be protected by a contingent of guards.

With the addition of more scouts to the guild roster, it was requested that one of the major threats to the Outpost be investigated. Scouts had determined the location of a gnoll encampment, and a contingent of guild members was sent out to gather what information they could on the site, and see if they couldn’t disperse it. A trap had been set into the landscape, creating a sinkhole in the sand. This trap contained a giant scorpion, and was intended to keep any who fell into it from escaping the hole while the scorpion devoured its prey. Further natural traps may also be in place so other expeditions venturing to organized gnoll outposts should be prepared to contend with them, and should take individuals capable of spotting the danger, if possible. Further expeditions intent on reaching or dealing with the encampments should also bring a large force, as the half dozen adventurers initially sent as a scouting party were insufficient to deal with the speed and strength of the outer scouts guarding the encampment.

In addition to the above aids to the guild, a mission was undertaken to escort a scholar of rare plants to unique location known to him. This location turned out to be a portal, left open by an Efreet, or some other more powerful being, that opened onto a strange and foreign land. In this place, the sun shone down with a purple light, and giant insects and lizards roamed the land. These species were larger than any seen on our world, and while some of the lizards seemed to be docile, most of the species seemed to be territorial, and some were inherently hostile. During the escort of this scholar, several members of the guild returned with a young, docile reptilian specimen. This creature, named Beaky, has been added to the oasis, and is being watched over. Further studies of this specimen will be undertaken to ensure its proper care, and to gain further insight into the other species that live in this other realm. It was suggested by members of the guild that the portal be secured so that the resources of this other realm may be used by the Guild.