**Guild Chronicle: June 2014**

This month became a matter of dealing with significant threats and the developments that they brought to bear against us.

Having been quiet for the last month was not a good sign from the Tarikhan. Our enemy continues to increase their potency as a threat by showing us their access to even more strange and ancient magics. Evidence came to light of a group among that Tarikhan that made their way to a lighting shrine; a statue depicted as a large hand grasping a lightning bolt. Efforts were not initially made to deal with this threat, and due to this, our enemy gained the ability to move at lightning speed and appear in a flash of lightning and clap of thunder. They were able to bypass our forward outposts and simply teleport directly to the Outpost. Initial forces were fended off, but further measures needed to be taken to deal with the new threat. Members of the Royal Academy had been dispatched with ancient relics containing script that would allow them to perform a ritual to protect the site from further instances of this magic, but they were attacked along the way, and the relics were broken. Thanks to the efforts of several guild members, the items were reassembled, and the scholars were able to perform the necessary studies to perform the ritual. It is still to be seen if this will be enough to thwart the power granted to the Tarikhan by the shrine, and further study may be required.

In contrast, the guild became proactive against the growing gnoll army, seeking to strike out at Dawnclaw, and sever the head from the beast. Cleverly laid strikes were made against several of the gnoll forward outposts, and traps were set to draw in more of the gnoll forces. This left minimal defenses back at the main camp, and when the time was right, forces from the guild hall, including many of our strongest members, descended onto the camp and sought to catch Dawnclaw by surprise. Such was not to be, and the mighty gnoll general and his guards met the guild members, trading blows, and felling a few of the attacking forces. Thankfully none among our numbers were lost during the attack, and in the end, Rothomyre landed the killing blow and took the gnoll’s head as a trophy and show that the task had been completed. This is the act that revealed our true foe. It had been hinted at with the gnolls’ significant use of necromancers, but with the death of her champion, an embodiment of Sulith appeared to warn the guild that they had earned her ire. She summoned all of her fallen gnolls up as the walking dead, and it was all the strike force could due to run away with their lives. Scouts will need to continue to watch this area. While we have dealt then a great blow to their leadership, we now know their true allegiance, and the power that it can grant them.

Other minor occurrences around the area have also come to our attention. First among them is the presence of several colonies of large, intelligent ants. So far, the guild has encountered those of green carapace and those of red, both seemingly in conflict with each other. Those of the green carapace have approached the guild with an offer of payment, in the form of gems, to help rid them of their hated enemy. If one should encounter an ant of green, simply stating “kill red” was said to be enough for them to know our allegiance and leave us be. An incursion to the red ant hive proved unsuccessful, with their strength and number proving to be substantially more than the forces sent could handle. More scouting and information on this enemy will be needed to ensure that they do not become a threat that will retaliate on out position.

In addition to those threats, a group of thrill seekers visited the Outpost, offering bounties on several great beasts. They had spent many months hunting and trying to kill these beasts, with only minimal success, and on behalf of Maenir, they offer prizes for those who could kill each of these beasts and bring them back trophies of its death. A dire leopard was chief among the beasts, and several of the guild gave hunt to this beast. They returned triumphantly with several trophies of its death, including its pelt and several teeth. Later, attempts were made to bring down “Thunderhoof”, a great elephant, but those who faced it were unable to bring about its demise. They were able to crack one of its great tusks as a trophy, though this beast still remains a threat to those of the area. No news was noted of the great sand dragon that was also sought, though the individuals did state that they had claimed a piece of its horn as a trophy of their hunting it, so that would be its distinguishing feature.

In lighter news, a traveling caravan stopped by to east the moods of all at the Outpost by putting on a festival to Lyla. Games of chance, reading of fortune and luck, and other shows of merriment were offered, and a brief rest bit from the continued threats was had by all. Also, Beaky seems to be settling in well to his new surroundings and is providing a bit of levity to many of the guild members.